

WARHAMMER QUEST

SHADOWS OVER HAMMERHAL



ADVENTURE BOOK

GAMEMASTER'S EYES ONLY!



INTRODUCTION

FOR THE GAMEMASTER'S EYES ONLY!

The adventure book provides the gamemaster with all of the information they need to run a game of *Warhammer Quest Shadows Over Hammerhal*. It is split into three sections: the Dungeons, Visiting Cinderfall, and Adversaries.

The Dungeons: This section provides maps of the dungeons that lie under Cinderfall, with descriptions of what is found in each chamber, along with ambush and unexpected event tables for the gamemaster to use.

Visiting Cinderfall: Sometimes the heroes will leave the dungeons and return to the streets of Cinderfall to rest and recuperate. This section of the adventure book describes what the heroes can do before they return to the dungeons to continue their quest.

Adversaries: Last but not least, the adventure book includes the information the gamemaster needs to use the adversaries the heroes will encounter during their quest.

If this is your first game of *Warhammer Quest Shadows Over Hammerhal*, set up the game as described in the guidebook, and then read the introduction to the dungeons below. Finally, turn to page 3 and read the introduction for The Catacombs to the adventurers. Their quest is about to begin...

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THE DUNGEONS

This section of the adventure book contains maps and game rules for the dungeons that the heroes must explore in order to complete their quest. Only the gamemaster is allowed to look at the maps for the dungeons below Hammerhal, and must keep them well hidden from the adventurers during the game.

As the heroes explore the dungeon, they will find stairwells that they can use to travel from one dungeon to another. At the start of the game, the heroes have found a set of stairs, which have allowed them to travel down to the first dungeon.

Each dungeon has its own two-page spread of information which provides the gamemaster with everything they need to know in order to run the dungeon during a game.

The key on the next page explains how this information is used during a game. Note that **the information for each dungeon is for the gamemaster's eyes only and should never be shown to the adventurers!**

Also note that any text that appears in a dungeon in *red italics* must be read aloud to the adventurers.





1. Title: The name of the dungeon.

2. Number: The number of the dungeon.

3. Introduction: A short description of what the heroes find when they reach the dungeon for the first time. It must be read aloud to the adventurers when the entrance stairwell to the dungeon is first set up.

4. Map: The map shows the chambers that can be found in the dungeon, along with the orientation of the compass card, the portals each chamber has, and any notes that will be needed to run the dungeon. When the dungeon is first discovered, only the entrance stairwell and its portals are set up, along with the compass card. As the heroes explore the dungeon, new chambers will be set up as described on page 43 of the guidebook.

Important Note – Hidden Portals: Some portals are noted as being *hidden*. Only set up hidden portals when specifically instructed to do so, usually as the result of a successful search or because of a special rule.

5. Ambush Table: Each dungeon has its own ambush table. The gamemaster can roll on the table when an ambush takes place, as described on page 46 of the guidebook.

6. Unexpected Event Table: Each dungeon has its own unexpected event table. The gamemaster can roll on the table when an unexpected event takes place, as described on page 42 of the guidebook. Follow the instructions for the event when it occurs.

7. Stairwells: Each stairwell on the map is marked with a letter. When the stairwell is first discovered, read out the short description in red italic text to the

adventurers. Follow the instructions for the stairwell if the heroes use it to ascend or descend from the current dungeon.

8. Chambers: Each chamber has a description, with the following information:

Number & Title: The number of the chamber (from the dungeon map), and its name.

Description: A short description of the chamber in red italic text. Read this aloud to the adventurers when the chamber is set up.

Adversaries: Any adversaries that occupy the chamber when it is first set up, and where they can be placed in the chamber. If the miniatures for the adversaries have different weapons, the gamemaster can choose which ones to use when setting them up, but cannot use a duplicate miniature unless that is the only option.

Special Rules: Any special rules that apply to the chamber. Study these rules very carefully, reading aloud any sections that instruct you to do so. Read out any other parts of the special rule only when they come into effect (for example, you would not tell the adventurers how a trap works before it was triggered!).

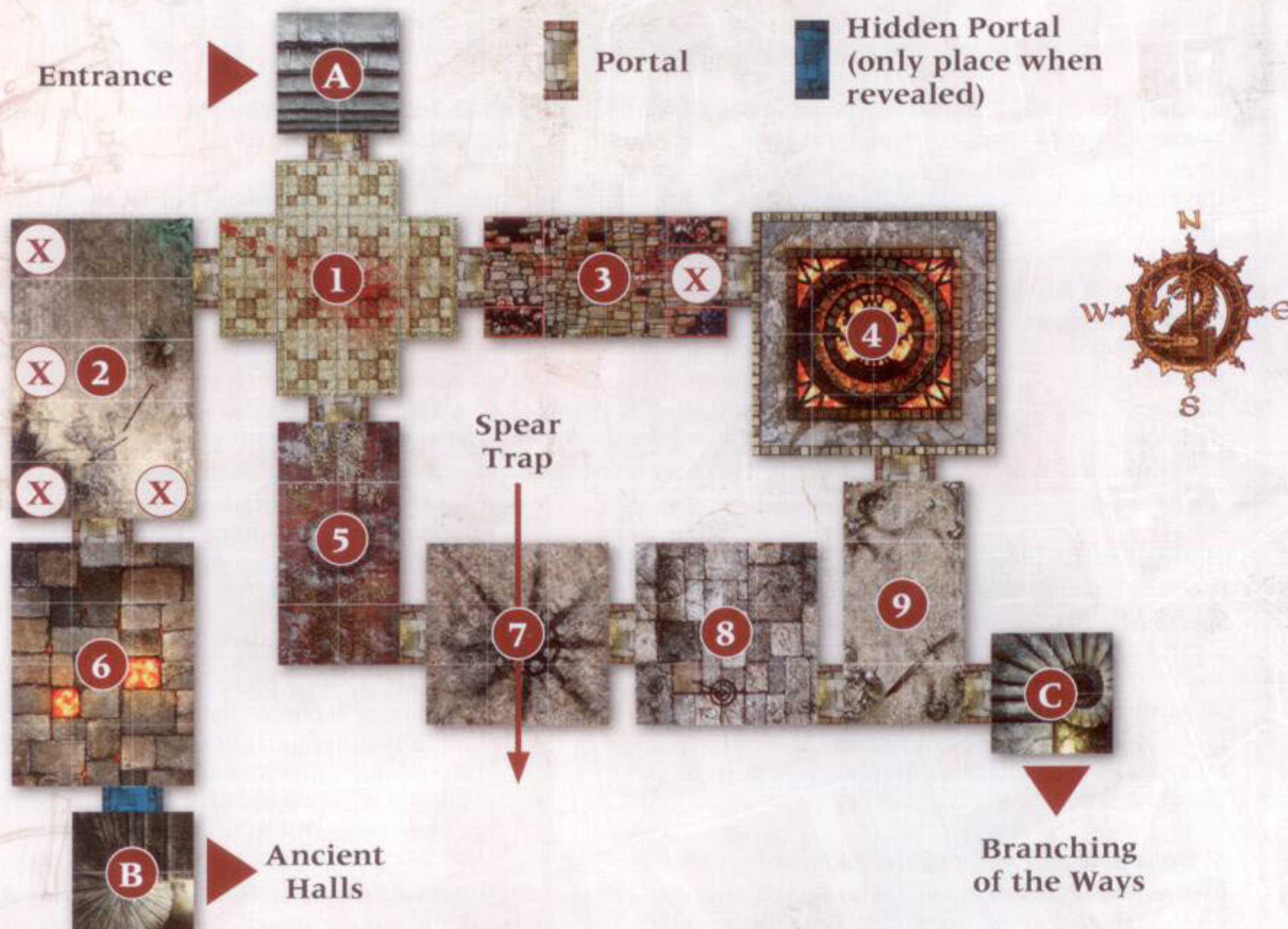
Secret: Any secrets that the room contains. Follow the instructions for the secret when a hero successfully searches the chamber, as described on page 44 of the guidebook.

9. End Text: Read this text to the adventurers if they either fail in their quest (see page 49 of the guidebook), or use one of its stairwells to travel to a different level of the dungeons.



THE CATACOMBS

Archimaine the Gryph-hound bounds off down the stairway with a screech. You try to keep pace but quickly fall behind. The creature's angry cries fade into the distance, until eventually you cannot hear them at all. After making your way down several flights of moss-slick stairs, you enter a small, square chamber lit by several wall-mounted braziers. Ahead there is a great, ironbound door. You have followed a trail of corruption to this dank place. It is time to find some answers.



AMBUSH TABLE

D6 Ambush

- | | |
|---|--|
| 1 | 2 Kairic Acolytes |
| 2 | 3 Kairic Acolytes |
| 3 | 4 Kairic Acolytes |
| 4 | 5 Kairic Acolytes |
| 5 | 6 Kairic Acolytes |
| 6 | 6 Kairic Acolytes OR an Exotic Adversary Group |

UNEXPECTED EVENT TABLE

D6 Event

- | | |
|-----|---|
| 1 | Trap: Stepping on a flagstone triggers a flurry of poison darts. Roll a dice for each hero in the chamber. If you roll a 4, 5 or 6, the hero suffers a wound. |
| 2 | Alarm: The heroes trigger an alarm. Add 1 to all ambush rolls until the heroes leave this level of the dungeons. |
| 3 | Obstruction: The exits from this chamber are blocked or locked shut! Tell the adventurers: Until the heroes leave this level of the dungeons, adventurers must roll a 5 or 6 in order to move their hero through a portal in this chamber. On a roll of 1-4 the Move action ends in the space before the portal. |
| 4-6 | Ambush: The heroes have been ambushed! Roll on the ambush table. |

STAIRWELLS

A Entrance.

Ascend: Tell the adventurers that they can either end the expedition and return to Cinderfall (pg 19), or stay on this stairwell and start a new round.

Descend: Not allowed.

B The Ancient Stairwell. You have discovered a hidden stairwell that leads downwards. It is ancient and appears not to have been used for decades.

Ascend: Not allowed.

Descend: Set up the heroes in Stairwell A of Dungeon 2.

C Stairs Up & Down. You have discovered a stairwell that leads both upwards and downwards.

Ascend: Tell the adventurers that they can either end the expedition and return to Cinderfall (pg 19), or stay on this stairwell and start a new round.

Descend: Set up the heroes in Stairwell A of Dungeon 3.

1. The Crossroads

The stairwell leads to a crossroads, with exits to the north, south, east and west.

Adversaries: None.

Special Rules: None.

Secret: *The exits to the north and east are worn by constant use.*

2. The Sentries

Four Acolytes stand guard over a portal. Seeing you, they draw their weapons and attack.

Adversaries: 4 Kairic Acolytes, 1 in each space marked with an 'X'.

Special Rules: None.

Secret: If chamber 6 has not been set up, tell the adventurers: *Whimpering can be heard from behind the southern portal.*

3. The Watchman

An Acolyte stands guard in this chamber.

Adversaries: 1 Kairic Acolyte in the space marked with an 'X'.

Special Rules: None.

Secret: If chamber 4 has not been explored, tell the adventurers: *The sound of several people talking can be heard from behind the eastern portal.*

4. The Guardroom

This large chamber is both a barracks and a shrine for a contingent of decadent Chaos cultists.

Adversaries: 9 Kairic Acolytes. If the adventurers have discovered the secret in either chamber 3 or chamber 9, they can set up the adversaries anywhere in the chamber, otherwise the gamemaster does.

Special Rules: None.

Secret: *The searcher finds an extra D3 pieces of gold.*

5. The Dead Body

A body lies sprawled on the floor. A trail of blood leads from the body to the eastern portal.

Adversaries: None.

Special Rules: None.

Secret: *The searcher finds 1 extra piece of gold on the body.*

6. The Prisoner

You see a bedraggled figure manacled to the western wall of the chamber.

Adversaries: None.

Special Rules: Tell the adventurers:

The prisoner says his name is Brother Bargo Culven. You can free him if you wish.

If they do so, tell them: *Culven's relief is palpable. He asks that you visit him at the Chapel of the Shattered Blade so that he can thank you properly. He then flees the dungeon.* If they do not free him, tell the adventurers: *Culven gurgles once and then dies...*

Secret: *Pushing a loose brick reveals a hidden doorway.* Set up the chamber's hidden portal.

7. The First Trap

A trail of blood leads from the western portal to the centre of the chamber.

Adversaries: None.

Special Rules: Halt the hero phase immediately if one of the heroes moves into the central space in this chamber (the one with the number '7' in it). Tell the adventurers: *A mechanically operated metal spear stabs across the chamber from the north wall to the south wall.* Make it clear to them which spaces are affected, as shown on the map to the left. Then tell the adventurers: *Any hero in a space the spear stabs through suffers D6 wounds (a roll of 6 inflicts 5 wounds). The spear then retracts and you can carry on with the hero phase.*

The spear will strike again, as described above, the next time a hero moves into the central space (but do not tell the adventurers this). This special rule continues to apply even if the chamber is cleared.

Secret: *Nothing is found.*

8. The Second Trap

This chamber is empty. A faint acrid smell permeates the room, but does not appear to cause any harm.

Adversaries: None.

Special Rules: If a hero searches this chamber, a trap is activated. Tell the adventurers: *Both exits slam shut, trapping you in the chamber, which then starts to fill with gas. Each adventurer whose hero is in the chamber must roll four dice to see how well their hero is able to hold their breath; for each roll of 1 or 2, the hero takes a small breath and suffers 1 wound. The heroes are then able to deactivate the trap; the room fills with fresh air and both portals open. This takes up the whole of the hero phase, so no heroes may make any more actions this hero phase. In addition, the noise and confusion caused by the trap allows the gamemaster to add 2 to their next ambush roll.*

The trap activates again if a hero searches the chamber again (but do not

tell the adventurers this). This special rule continues to apply even if the chamber is cleared.

Secret: The trap triggers (see above).

9. The Empty Corridor

You see an empty corridor, lit by flickering torches attached to the walls.

Special Rules: None.

Adversaries: None.

Secret: If chamber 4 has not been explored, tell the adventurers: *The sound of several people talking can be heard from behind the northern portal.*

Read if the heroes descend:

You take a moment to compose yourselves and clean the gore from your weapons. Ahead, a winding stair leads down, further into the catacombs beneath the city. From below you hear a deep, grinding rumble, like the sound of distant thunder. Whoever these masked strangers are, you are certain that you have not seen the last of them.

Read if the heroes fail in their quest:

'You should not have come here, thralls of Sigmar!' says the masked figure, his wicked, curved dagger raised high for a killing strike. The last thing you see is the glimmer of the silversteel blade as it flashes down towards your eye.



ANCIENT HALLS

This place is old. Very old. A thick layer of dust covers the age-scarred flagstones beneath your feet, and looking up you see a dense canopy of cobwebs. No one has entered this place in a very long time. For a moment you think you hear a faint chorus of sibilant whispers emanating from the very walls around you. A heartbeat later the sound ceases. Just a simple gust of air, surely.



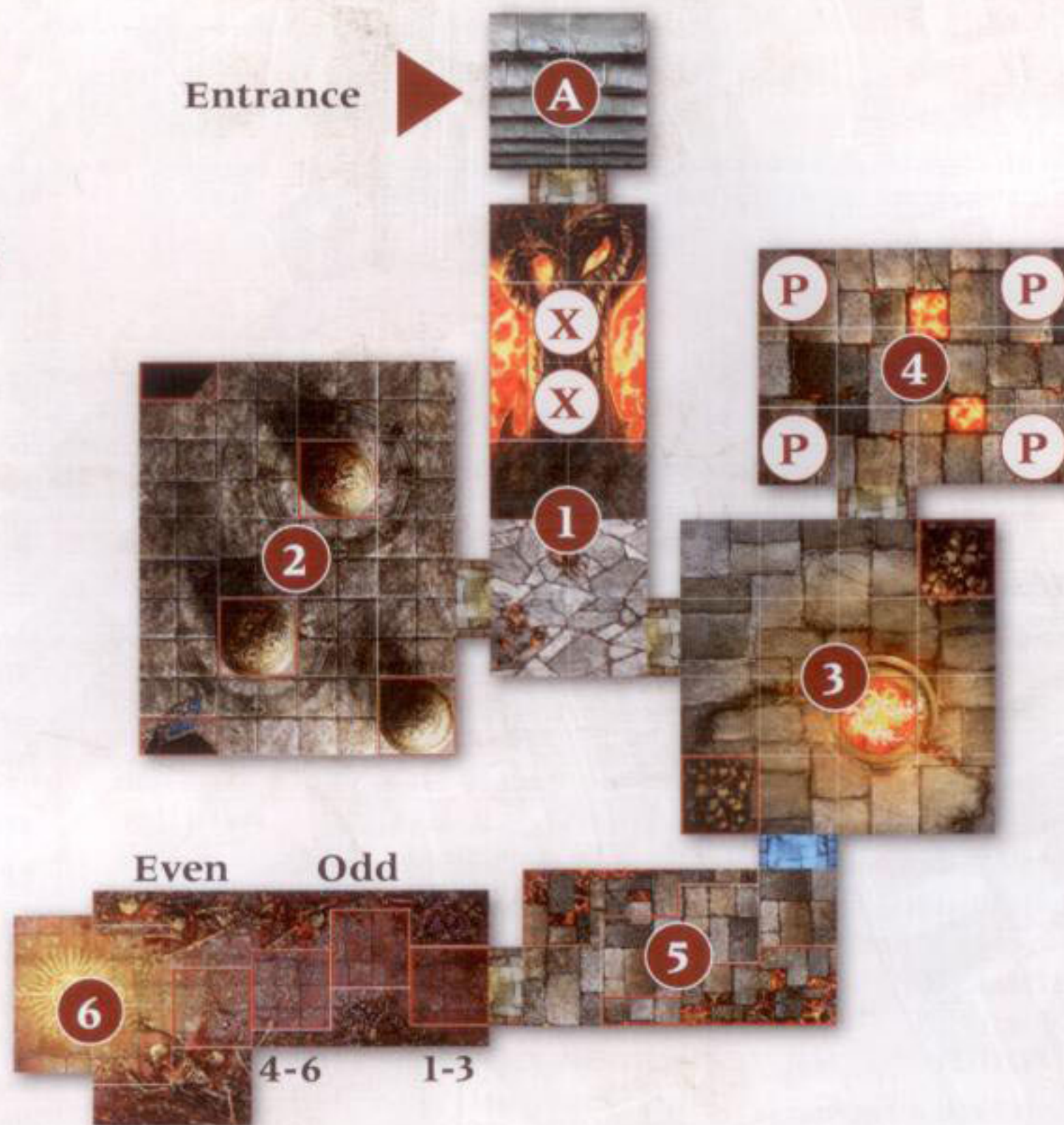
Portal



Hidden Portal
(only place when revealed)



Entrance



AMBUSH TABLE

D6 Ambush

- 1 2 Kairic Acolytes
- 2 3 Kairic Acolytes
- 3 4 Kairic Acolytes
- 4 5 Kairic Acolytes
- 5 6 Kairic Acolytes
- 6 6 Kairic Acolytes OR an Exotic Adversary Group

Special Rule: Any ambushes that take place on this level of the dungeons will occur because the ambushers have followed the heroes down to the second level. Because of this, the ambushers must be set up in the stairwell or in chamber 1. If either is occupied by any heroes, then no ambush takes place.

UNEXPECTED EVENT TABLE

D6 Event

- 1 **Long-lost Treasure:** One of the heroes discovers an ancient artefact that has lain here for untold centuries. Tell the adventurers: Each adventurer rolls a dice. The hero of the adventurer with the highest roll takes a treasure card. If several adventurers are tied, each of their heroes takes a treasure card.
- 2-5 **Ghostly Apparition:** One of the heroes has disturbed an ancient spirit, which lashes out at them with an ethereal blade before vanishing into the darkness. Tell the adventurers: Each adventurer rolls a dice, placing it next to their hero. The hero with the highest roll suffers D3 wounds. If several heroes are tied, each suffers D3 wounds.
- 6 **Ambush:** The heroes have been ambushed! Roll on the ambush table.

STAIRWELLS

A Entrance.

Ascend: Set up the heroes in Stairwell B of Dungeon 1.

Descend: Not allowed.

1. The Bridge

The corridor that lies ahead of you has a narrow stone bridge that crosses over a bubbling stream of lava.

Adversaries: None.

Special Rules: Tell the adventurers: Roll a dice each time a hero or adversary moves into one of the bridge spaces. On a roll of 1, the model stumbles. Adversaries that stumble fall to their doom, while heroes who stumble must make an agility roll. If the hero fails the agility roll, their adventurer must discard either a treasure card or a piece of gold, or their hero suffers D3 wounds.

The bridge spaces are marked with an 'X' on your map – point them out after reading the instructions above.

Secret: The portal in the eastern wall is hot to the touch.

2. The Haunted Chamber

The portal creaks open on rusty hinges, revealing a large chamber that has lain undisturbed for ages.

Adversaries: None.

Special Rules: The first time a hero moves into this chamber a ghostly apparition appears (see the unexpected event table). Tell the adventurers: Dealing with the apparition takes up the whole of the hero phase – the heroes cannot make any other actions this round.

Secret: Two treasures are found, one in each of the pillars. The searcher can decide who receives the treasure cards, but no hero can be given more than one.

3. The Magma Pit

A blast of ferociously hot air engulfs you as the door to the chamber opens, its source a bubbling pit of magma that lies at the centre of the room.

Adversaries: None.

Special Rules: Tell the adventurers: The magma pit is home to flame seraphs – strange elemental creatures that live in the molten seas of this realm. The seraphs can only survive for a few scant seconds away from the white-hot magma that is their home, but in that time they are able to inflict terrible scalding wounds. Place a dice on the magma pit space, with the number 6 showing on the top. This number represents the number of flame seraphs in the pit.

Each time a hero or adversary moves into a space that is adjacent to the magma pit, they are attacked by a flame seraph. In addition, each time a hero makes a search action in the chamber, regardless of the space they occupy, they are attacked by a flame seraph. The seraph's target suffers D3 wounds, and

the number on the dice is reduced by 1. The dice is removed when the last remaining flame seraph makes an attack.

Secret: A hidden doorway is found in the southern wall. Set up the chamber's hidden portal.

4. The Four Platforms

This ancient room has not been disturbed for generations.

Adversaries: None.

Special rules: If there is a hero standing on each space in this chamber marked with a 'P' at the end of a hero phase, tell the adventurers: *A gurgling sound is heard from the adjacent chamber, and the heroes realise that the magma pit is emptying!*

After saying this, remove the dice from the magma pit in chamber 3, and tell the adventurers that the magma has drained and taken the seraphs with it!

Secret: The spaces in the four corners of the room each have a stone plate that sinks down an inch or two when stepped upon.

5. The Crooked Corridor

A rough-hewn corridor angles away from the portal to the south-west.

Adversaries: None.

Special Rules: None.

Secret: Nothing is found.

6. The Ancient Chamber

The portal opens with a terrible creaking sound, revealing a corridor that leads to a platform. There, atop a plinth, lies a crude iron ring pulsing with energy. The corridor leading to the platform shows unmistakable evidence of a series of deadly traps.

Adversaries: None.

Special Rules: Tell the adventurers: Only one hero at a time can attempt to avoid the traps and retrieve the treasure on the plinth. To do so, the hero must be in the corridor to the east of the chamber and make a Brave Traps (4+) action. This is the only way for a hero to enter the Ancient Chamber – they cannot move into it by using a Move action.

The adventurer whose hero is braving the traps takes four dice. They must put one dice on each of the first four spaces of the chamber. Put the dice down one at a time, and wait for the gamemaster to tell you if a trap has been triggered. The first dice goes on the space next to the portal, and the remaining dice are placed on the successive adjacent spaces leading towards the treasure, until all four dice have been used.

Choose which number is shown on the dice when you place it in the space. The number on a dice and the space on which it is placed will determine if the traps are avoided, but you will have to discover which numbers are needed in which spaces by trial and error!

If a trap is triggered, the hero braving the traps is hurt, and fails in their attempt. If you can place all four dice without triggering a trap, the hero manages to reach the artefact and can take it!

Do **NOT** tell the adventurers the following:

When an adventurer places a dice on a space, check to see if the dice matches the requirements of the space it has been placed in. If it does, the adventurer is allowed to place another dice on the next space, and so on, until they either fail or have placed four dice in a row, one in each of the first four spaces in the chamber.

To evade the traps safely the adventurer must first place a dice with the number 1, 2 or 3, then a dice with an odd number, then a dice with the number 4, 5 or 6, and finally a dice with an even number. If they do so, tell the adventurer: *You can move your hero onto the platform, take the artefact and return your hero to their starting space.* Then give them the Ring of the Slumbering King artefact card.

If the adventurer places a dice with the wrong number showing, tell them: *Your hero has triggered a trap! Your turn ends immediately, and your hero remains where they started and suffers D3 wounds.*

Secret: Searching is not allowed in this chamber (see above).

Read if the heroes ascend:

You wonder how many other fragments of long-forgotten civilisations and ancient empires lie beneath the surface of Hammerhal. Regardless, this level of the dungeons appears to be a dead end. You must retrace your steps.

Read if the heroes fail in their quest:

Your dying screams echo around the ancient tunnels of this forgotten place, unheard by any living soul. It will be many, many years before anyone stumbles upon your broken remains.

BRANCHING OF THE WAYS

You find yourselves in a square chamber of grey stone. There is still no sign of Archimaine, and after the welcome that you received on the upper floors, you are starting to worry for the Gryph-hound's safety. Just how deep do these catacombs go? There is nothing to be done but press on.



AMBUSH TABLE

D6 Ambush

- 1 D3 Kairic Acolytes
- 2 D6 Kairic Acolytes
- 3 D3 Bloodreavers
- 4 D6 Bloodreavers
- 5 1 Putrid Blightking
- 6 D3 Putrid Blightkings OR an Exotic Adversary Group

UNEXPECTED EVENT TABLE

D6 Event

- 1 **A Door Opens:** *An unexplored exit from this room creaks open.* Pick an unopened portal, even a hidden portal, in the chamber where this event took place (roll again on this table if there isn't one). The chamber that lies beyond the portal is revealed, as if a hero had carried out an Open Portal action.
- 2-3 **Explosion:** *Stepping on a flagstone triggers an explosive trap.* Roll a dice for each hero in the chamber. On a roll of 4, 5 or 6 the hero suffers D3 wounds. In addition, for each explosion that they triggered, add 1 to all ambush rolls until the heroes leave this level of the dungeons.
- 4-6 **Ambush:** *The heroes have been ambushed!* Roll on the ambush table.

STAIRWELLS

A Entrance.

Special Rule: Give the adventurers achievement card 1 if they do not already have it.

Ascend: Set up the heroes in Stairwell C of Dungeon 1.

Descend: Not allowed.

B The Reeking Stairwell. *You have discovered a stairwell that leads both upwards and downwards. The stairwell reeks with a deeply unpleasant, foetid smell.*

Ascend: Tell the adventurers that they can either end the expedition and return to Cinderfall (pg 19), or stay on this stairwell and start a new round.

Descend: Set up the heroes in Stairwell A of Dungeon 4.

C Gory Steps. *You have discovered a stairwell that leads both upwards and downwards. The walls of the stairwell are daubed with blood.*

Ascend: Tell the adventurers that they can either end the expedition and return to Cinderfall (pg 19), or stay on this stairwell and start a new round.

Descend: Set up the heroes in Stairwell A of Dungeon 5.

1. The Junction

The stairwell leads to a T-junction, with exits to the north, east and west.

Adversaries: None.

Special Rules: None.

Secret: *Pushing a loose brick reveals a hidden doorway in the southern wall. Set up the hidden portal.*

2. The Festering Corridor

A short corridor leads to a mildewed and tarnished door.

Adversaries: None.

Special Rules: If an unexpected event takes place in this chamber, the gamemaster rolls a dice for each hero in the chamber, placing it beside the hero. The hero with the lowest roll contracts Rawblight. Tell the adventurer: *Your hero is seized by a palsy – they have contracted Rawblight!* Place a grievous injury marker on their hero dice track. If there is a tie for the lowest roll, all of the heroes who were tied contract the disease and receive a grievous injury.

The gamemaster must make a note of each hero that has been infected with Rawblight (you do not have to tell the adventurers why). When an infected hero returns to Cinderfall, tell them: *The grievous injury marker inflicted by Rawblight will not heal and cannot be removed – you will have to start the next expedition with it on your hero dice track.*

Rawblight can be healed by visiting the Chapel of the Shattered Blade, but don't tell the adventurers this – they must discover it for themselves! A hero who has had Rawblight is immune to it – if they catch it again, the disease has no effect.

This special rule applies even if the chamber has previously been explored.

Secret: *A strange, unpleasant smell emanates from the western portal, and a buzzing sound can be heard from behind it.*

3. The Putrid Blightking

A hideous, fully armoured warrior stands before you. Clouds of flies fill the air with a terrible hum.

Adversaries: 1 Putrid Blightking in the space marked 'X'. Two more Putrid Blightkings will appear at the end of the adventurers' first hero phase.

Special Rules: This chamber is made up of two board sections. Place only the first one (marked with an 'X') when the heroes first open the portal that leads to the chamber.

At the end of the adventurers' first hero phase, tell them: *The northern wall of the chamber shimmers and disappears, revealing a hidden alcove in which stand two more of the armoured warriors. Drawing their weapons, they attack!*

Place the northern section of the chamber (see map), and set up two Putrid Blightkings on any of the section's spaces. Then proceed to the adversary phase and carry on with the turn as normal.

Secret: *The searcher finds an extra D3 pieces of gold.*

4. The Brass Doorway

A wide corridor curves round to the south, leading to a stout doorway bound in brass.

Adversaries: None.

Special Rules: None.

Secret: *The sound of combat can be heard from behind the portal at the southern end of the corridor.*

5. The Duelling Chamber

A large hall is spattered with blood. Skulls lie in heaps in the corners and line the walls of the room. Two Bloodreavers duel in one half of the chamber, watched by their Chieftain and fellow warriors.

Adversaries: 1 Bloodreaver Chieftain, 9 Bloodreavers. 2 of the Bloodreavers are placed in the western section of the chamber (to the left of the '5'), at least 1 space away from the portal. The Chieftain and the remaining 7 Bloodreavers are set up on the eastern board section (to the right of the '5').

Special Rules: Tell the adventurers: *Keep track of the number of wounds your hero inflicts upon the adversaries from this chamber. The hero who has inflicted the most wounds once all of the adversaries from the chamber have been slain earns D6 renown – a reward from Khorne who cares not from whence the blood flows! If several of the heroes are tied, none will receive any reward from Lord Khorne.*

Secret: *The searcher takes a treasure card.*

6. The Bone Trench

A deep, bone-strewn trench splits the chamber in two. The walls on the far side of the trench contain four small alcoves, inside which dusty and cobweb-covered objects can be made out. As you watch, the alcoves start to rotate and will soon be closed – you have only moments to reach the hidden treasures before they are lost.

Adversaries: None.

Special Rules: Take four cards from the treasure deck and place them face up in a row, and then tell the adventurers:

A new round begins immediately. You have until the end of the hero phase in this round to reach a space on the far side of the trench so you can grab one or more of the treasures I have just revealed.

A hero in a space adjacent to the trench can attempt to leap over it to a space on the other side by making a Leap (1+) action. If they do so, the hero must make an agility roll in order to successfully leap over the trench.

You can increase the chance of success for your hero by discarding unused hero dice before the agility roll is made. One is added to the roll for each dice you discard.

If your hero succeeds in leaping over the trench, place them in any space on the other side, and then continue your turn. If they fail, they suffer D3 wounds from falling into the trench, and cannot make any further actions this round.

A hero who falls into the trench is removed from the board, but can climb back out at the cost of a Move action in their next turn. Place them adjacent to the trench when they climb out.

Heroes who manage to leap over the trench can take one of the four treasure cards by making a Grab (4+) action. They can grab as many of the treasures as they have hero dice to do so.

At the end of the hero phase, any treasures that remain are lost (return them to the bottom of the treasure deck). After this turn, no more treasure can be found in this chamber.

Heroes on the far side of the trench must attempt to leap back across in subsequent rounds, as described above.

Secret: *Nothing is found.*

Read if the heroes descend:

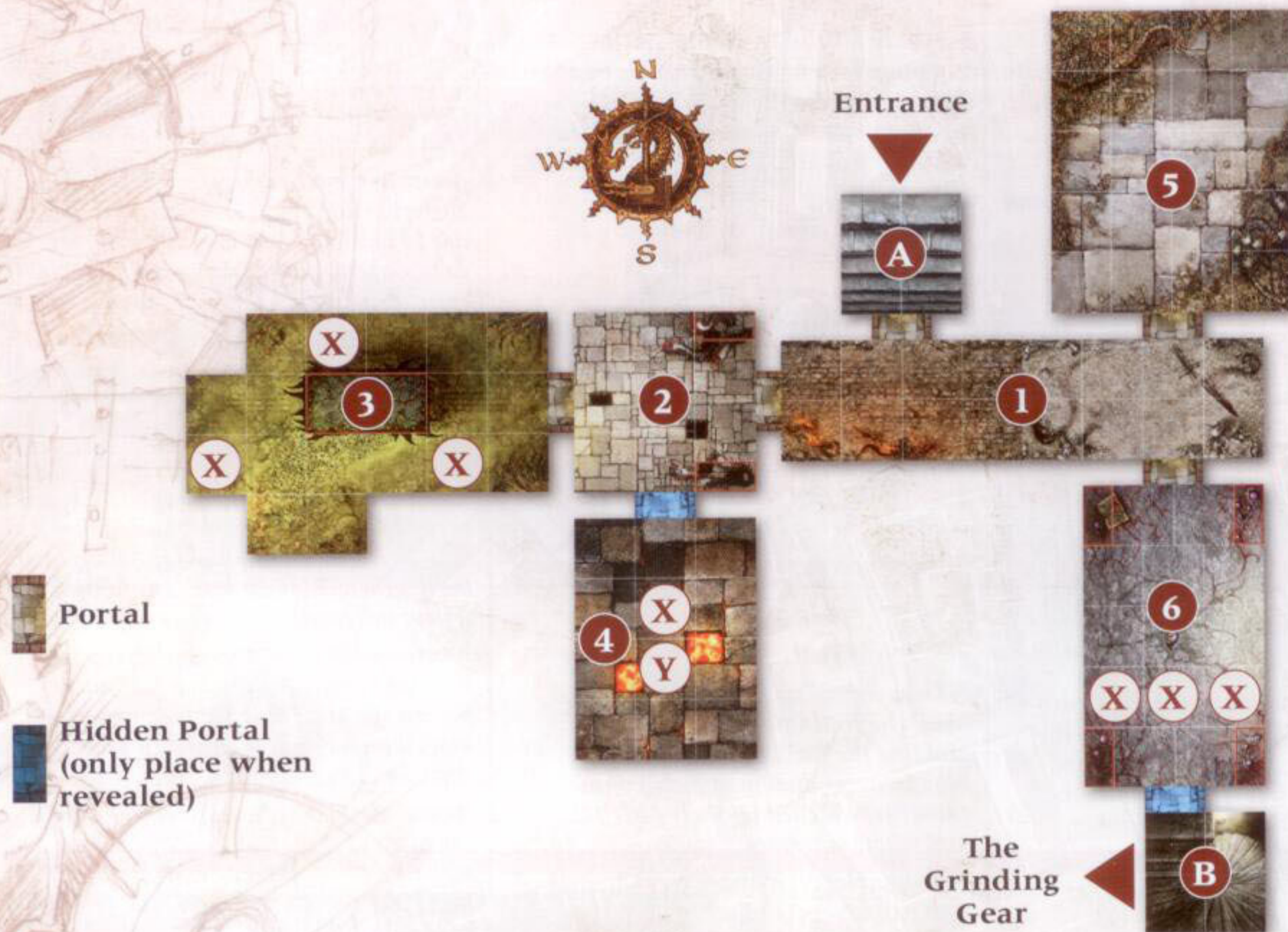
The hateful taint of Chaos is growing stronger the further you descend into the dungeons. Sigmar alone knows what lurks below.

Read if the heroes fail in their quest:

The cultists' blades sink deep into your flesh, over and over again, until at last a blissful darkness envelops you.

THE VILE DUNGEON

Sigmar's teeth, the smell! The unbearable aroma of rot and corruption on this floor is enough to make your eyes stream and your stomach squirm in protest. The walls run with a thick, pustulant ooze, and within this foul secretion writhe pale corpse-worms and bloated, brown-yellow flies. Around you the walls themselves seem to thrum and pulse to an awful organic rhythm, as if the dungeon itself is part of some diseased and rotting behemoth.



AMBUSH TABLE

D6 Ambush

- 1 D3 Kairic Acolytes
- 2 D6 Kairic Acolytes
- 3 1 Putrid Blightking
- 4 2 Putrid Blightkings
- 5 3 Putrid Blightkings
- 6 3 Putrid Blightkings OR an Exotic Adversary Group

STAIRWELLS

A Entrance.

Ascend: Set up the heroes in Stairwell B of Dungeon 3.
Descend: Not allowed.

B Stairs Up & Down. *You have discovered a stairwell that leads both upwards and downwards.*

Ascend: Tell the adventurers that they can either end the expedition and return to Cinderfall (pg 19), or stay on this stairwell and start a new round.

Descend: Set up the heroes in Stairwell A of Dungeon 6.

UNEXPECTED EVENT TABLE

D6 Event

- 1 **Bloodbite Flies:** *A cloud of flies surrounds the heroes, attempting to gorge on the blood spilling from any wounds. Roll a dice for each hero with any wounds or grievous injuries. On a roll of 4, 5 or 6, they suffer 1 wound.*
- 2-3 **Rawblight:** *The air is filled with a reeking miasma. The gamemaster rolls a dice for each hero in the chamber, placing each dice beside its hero. The hero with the lowest roll contracts Rawblight, as detailed in the description for chamber 2 of the *Branching of the Ways* dungeon (pg 7).*
- 4-6 **Ambush:** *The heroes have been ambushed! Roll on the ambush table.*

1. The Long Corridor

The stairwell leads to a long corridor running east to west, with exits at both ends.

Adversaries: None.

Special Rules: None.

Secret: *Nothing is found.*

2. The Entrance Chamber

Opposite the entrance to the chamber stands an ornate but rather decrepit doorway.

Adversaries: None.

Special Rules: None.

Secret: *Twisting a scone on the southern wall of the corridor reveals a hidden doorway. Set up the hidden portal.*

3. The Rotting Altar

Before you stands a hideous altar dedicated to the Chaos God Nurgle, only dimly visible behind of buzzing cloud of flies. A terrible stench forces the heroes to fight not to gag and retch, even as four lumbering Chaos warriors turn to attack.

Adversaries: 3 Putrid Blightkings, one in each space marked 'X'. None of the adversaries can be a Blightlord.

If chamber 4 has not yet been set up, then at the start of the adversary phase of the round immediately after this chamber is discovered, the secret portal in the southern wall of chamber 2 opens. Set up chamber 4 as if it had been explored. The Blightlord and his bodyguard can take a turn in the adversary phase following the chamber's set-up.

Special Rules: Tell the adventurers: *Subtract 1 from the attack rolls of heroes who are in this chamber.*

Then, at the start of the adversary phase, tell the adventurers: *Putrid Blightkings in this chamber recover one lost wound at the start of each adversary phase.*

Secret: Tell the adventurers:

You can destroy the altar in this room if all of the heroes are in the chamber in the end phase, and there are no adversaries anywhere on the board.

Read the following if they decide to destroy the altar:

Destroying the altar is a foul and unpleasant task. As you do so, the flies that fill this room rise into the air above you. Their buzzing turns first into guttural laughter, and then forms words: 'Oh, you fleshy playthings, how your efforts make me laugh. I think I will give you all a parting gift as

a reward, oh yes, yes I will!' With that, the flies descend, enshrouding the heroes and invading every orifice. Then, just as suddenly, they depart and are gone, leaving just a whisper of the guttural laugh as they do so. The altar dissolves into a pool of pus, revealing an artefact that was hidden within it.

Each hero contracts Rawblight as detailed in the description for chamber 2 of the *Branching of the Ways* dungeon (pg 7). Then give the adventurers the Seeds of the Everroot artefact card.

4. The Blightlord's Lair

This room reeks of putrefaction and death.

Adversaries: 2 Putrid Blightkings. One of the models must be a Blightlord if one is available. If there isn't a Blightlord model available, use any other Putrid Blightking model to represent him.

Place the Blightking in the space marked with the 'X', and the Blightlord in the space marked with a 'Y'.

Special Rules: Tell the adventurers:

The Blightking is the Blightlord's bodyguard. Any hero adjacent to the bodyguard must subtract 1 from any attack rolls they make against the Blightlord.

If chamber 3 has not yet been set up, then at the start of the adversary phase of the round after this chamber is discovered, the portal in the western wall of chamber 2 opens. Set up chamber 3 as if it had been explored. The occupants of chamber 3 can take a turn in the adversary phase following the chamber's set-up.

Secret: *The searcher finds an extra D3 pieces of gold.*

5. The Charnel House

A truly overpowering stench of death and decay engulfs you as you open the door to this room. Before you is a scene of horrible slaughter; mounds of maggot-ridden bodies are scattered about in various states of decay.

Adversaries: 2 Putrid Blightkings in any spaces in the chamber.

Special Rules: Tell the adventurers:

The stench from this room is so overwhelming that it makes the heroes retch and gag when the portal to the room is first opened. The hero phase ends immediately – proceed to the adversary phase.

Secret: *The searcher takes a treasure card, but suffers D3 wounds from searching in such an unwholesome environment.*

6. The Fleshy Chamber

The walls and ceiling of this chamber are soft to the touch, like thick grey flesh, and pulsate with unnatural vitality.

Adversaries: 3 Putrid Blightkings, one in each space marked with an 'X'.

Special Rules: Tell the adventurers the following when the first Blightking in this chamber is slain:

As the Blightkings in this room are killed, the fleshy walls and ceiling start to rupture. When the first Blightking is slain, blood and gore starts to cover the floor; moving one space in the chamber now uses up two spaces of movement.

When the second Blightking is slain, tell the adventurers:

The walls and ceiling start to rot and fill the chamber with noxious gases; in the end phase, each hero in the chamber suffers one wound on a dice roll of 5 or 6.

When the third Blightking is slain, tell the adventurers:

The flesh on the walls and ceiling withers and turns to dust, revealing the ancient stonework underneath and a portal in the southern wall. The chamber returns to normal as the blood and gore dries up and the noxious gas dissipates, revealing a previously hidden doorway. Set up the hidden portal.

Secret: *The searcher finds an extra D3 pieces of gold.*

Read if the heroes descend:

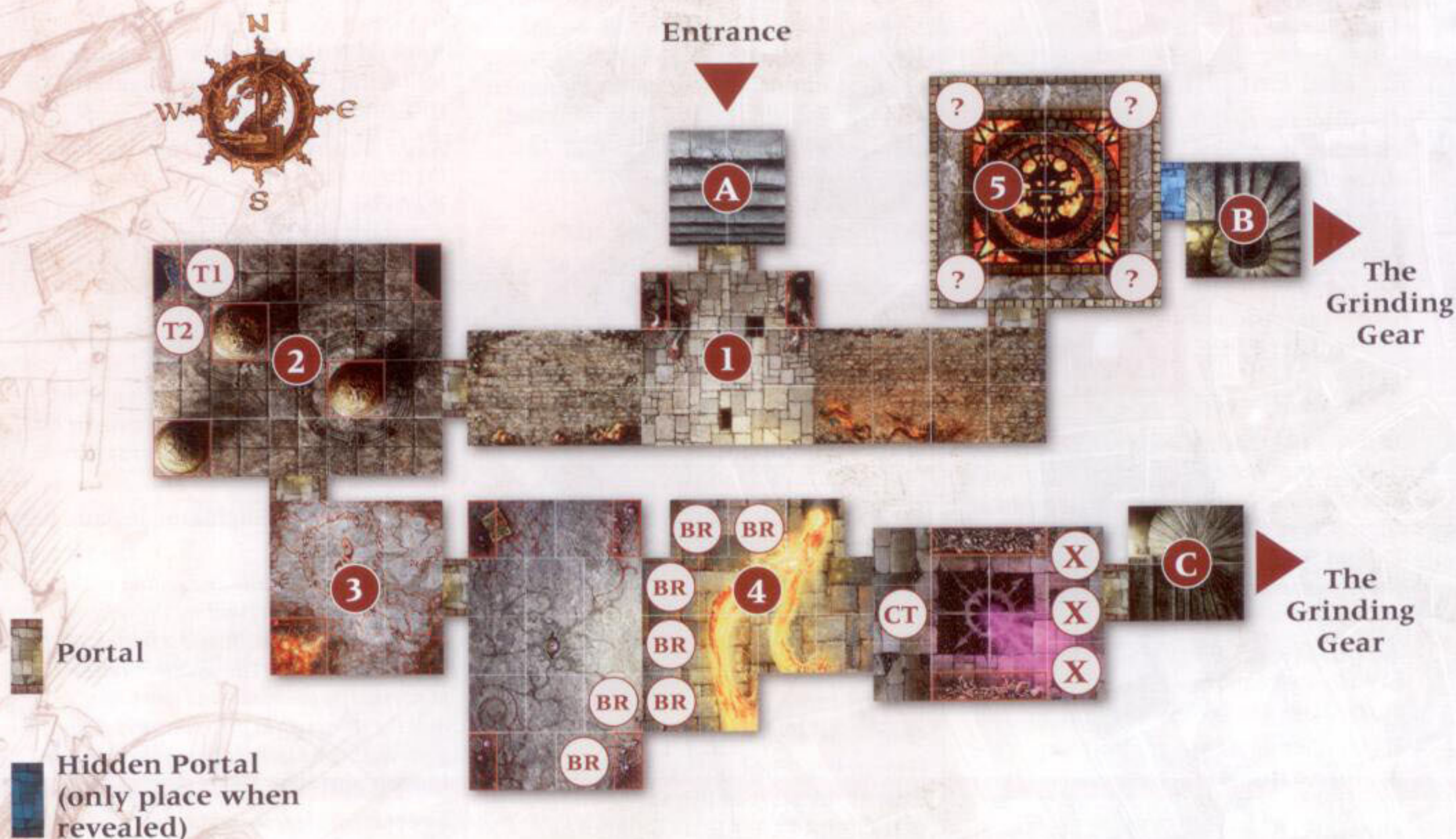
With the last of the pox-ridden warriors dead, the appalling stench of these chambers seems to become less gut-churningly potent. The constant droning of flies recedes, and you can think clearly once more. You make for the stairwell. With Sigmar's favour you'll never have to set foot here again.

Read if the heroes fail in their quest:

'Well, what a stout and healthy band of champions we have here,' chortles the bloated figure as he leans over your prone forms. 'Let us sow Grandfather Nurgle's gift into their living flesh, and grow ourselves a bountiful harvest!'

HALLS OF BLOOD

Your hand closes tightly around the hilt of your weapon. More wretches to slay here, no doubt. More blood to spill, more flesh to tear, more... You shake your head, which is pounding like a battle-drum, and try to force away the images of wanton slaughter that permeate your thoughts. Looking around, you see that the stairwell here is bedecked with beaten bronze icons, unholy symbols of devotion to the Lord of Skulls. The air is oppressively humid, and you can taste the sweet metal tang of blood at the back of your throat. And in the distance the drumbeat of war, beckoning you ever closer.



AMBUSH TABLE

D6 Ambush

- | | |
|---|--------------------|
| 1 | D3 Kairic Acolytes |
| 2 | D6 Kairic Acolytes |
| 3 | 2 Bloodreavers |
| 4 | 4 Bloodreavers |
| 5 | 6 Bloodreavers |
| 6 | 8 Bloodreavers |

UNEXPECTED EVENT TABLE

D6 Event

- 1-3 Blood Fury:** *A hero is gripped by a blinding, furious rage, and attacks the other heroes!* Pick a hero in the affected chamber and immediately take a turn with them. The hero is only allowed to make Move and weapon actions, and cannot use any destiny dice. You can use them to attack other heroes! The hero recovers their senses at the end of this special turn.
- 4-6 Ambush:** *The heroes have been ambushed!* Roll on the ambush table.

STAIRWELLS

A Entrance.

Ascend: Set up the heroes in Stairwell C of Dungeon 3.
Descend: Not allowed.

B Stairs Up & Down. *You have discovered a stairwell that leads both upwards and downwards.*

Ascend: Tell the adventurers that they can either end the expedition and return to Cinderfall (pg 19), or stay on this stairwell and start a new round.

Descend: Set up the heroes in Stairwell B of Dungeon 6.

C Stairs Up & Down. *You have discovered a stairwell that leads both upwards and downwards.*

Ascend: Tell the adventurers that they can either end the expedition and return to Cinderfall (pg 19), or stay on this stairwell and start a new round.

Descend: Set up the heroes in Stairwell B of Dungeon 6.

1. The Very Long Corridor

The stairwell leads to a long corridor, with exits to the north, east and west. The air vibrates with an oppressive booming sound, as if from a massive drum, setting your nerves on edge and fraying your tempers.

Adversaries: None.

Special Rules: None.

Secret: *Nothing is found.*

2. The Chamber of Fury

The walls of this chamber are slick with blood. The booming sound heard in the corridor emanates from this chamber, and is even more oppressive here. You see glinting, blood-covered artefacts set into the corner of the chamber.

Adversaries: None.

Special Rules: Place a gold marker in spaces T1 and T2. Then tell the adventurers: *The first hero to enter a space with a gold marker can take a treasure. The marker is discarded, and the hero's turn ends immediately.*

Tell the adventurers the following if there are any heroes in the chamber in an end phase: *The gamemaster is allowed to roll a dice in the end phase if there are any heroes in this chamber. The gamemaster must make a note of the score, adding the result of any new rolls in later end phases to the total.*

If the adventurers ask what the rolls mean, just say: *That is for me to know and you to find out...*

When the total rolled reaches 8 or more, tell the adventurers: *One hero who is in the chamber suffers the effects of Blood Fury.* Then read the Blood Fury result from the unexpected event table. The score of the dice is then reset to 0 – the gamemaster can start to roll again in the next end phase if there are any heroes in this chamber.

This special rule continues to apply even if the chamber is cleared.

Secret: *Blood appears to be seeping out from the edges of the portal in the southern wall, creating a shallow pool of blood on the floor in front of it.*

3. A Tidal Wave of Blood

As you open the portal, a tidal wave of blood pours out, engulfing you and pushing you back from the doorway. The flood finally slows and stops – it seems that the newly revealed chamber was filled with blood that poured forth when you opened the portal.

Adversaries: None.

Special Rules: Tell the adventurers:

The hero phase ends immediately when this portal is opened. A save must be made for each hero in the chamber to the north of this chamber, starting with the torchbearer and then proceeding clockwise round the table. If the save is failed, the gamemaster must move the hero D3 spaces away from the portal. The hero suffers 1 wound for each space they are pushed back.

Secret: *Nothing is found.*

4. Blood Lava Chamber

This chamber is crossed by bubbling streams of lava that fill the air with thick clouds of sulphurous smoke. In front of the lava stands a bellowing group of Bloodreavers. On the far side of the stream you catch brief glimpses of a Bloodreaver Chieftain.

Adversaries: 8 Bloodreavers, one of which must be a Chieftain (nominate another model to be the Chieftain if the appropriate model is not available). Set up the Chieftain in the space marked 'CT' and the remaining Bloodreavers in the spaces marked 'BR'.

Special Rules: Tell the adventurers:

Roll a dice each time a model moves into a space with a lava stream, or after they make an attack roll while stood in a space with a lava stream. On a roll of 1 or 2 the model suffers one wound. In addition, Missile attacks and Area attacks can be made into a lava stream space, but not through a lava stream space to a space on the other side of the stream.

In the first adversary phase after this chamber is set up, tell the adventurers:

The Chieftain is not bound by the behaviour chosen for the rest of the Bloodreavers. Instead he always makes a separate 'Call of Khorne' action. The D3 Bloodreavers that appear as a result must be placed in the spaces marked 'X' next to the eastern portal.

Secret: *On the body of the slain Chieftain you discover a powerful artefact. Give the searcher the Last Gift of Saint Rubeus artefact card.*

5. The Challenge of Khorne's Chosen

As the portal opens, you are held fast by thick chains of brass that spring forth from the air to bind you. A thunderous voice bellows: 'EACH IN TURN MUST DEFEAT MY CHAMPIONS, OR BE FOREVER BOUND!'

Adversaries: 1-4 Bloodreavers (who will be fought four times as described next).

Special Rules: Tell the adventurers:

Each hero must in turn fight Lord Khorne's chosen champions. The first hero to fight will face one enemy, the second to fight will face two, the third will face three, and the last hero will face all four. The adventurers have to decide amongst themselves in what order they will fight. Each must fight one duel.

The first hero to fight must face a single Bloodreaver. Set up the Bloodreaver in one of the four corner spaces in chamber 5, and place the hero in either of the two non-corner spaces next to the portal in the southern wall. Then tell the adventurers:

Start a new round, and continue until the hero is grievously wounded or the Bloodreaver is slain. Only the models taking part in the duel can make actions until one of them wins, only the hero taking part in the duel can be targeted and attacked by the adversaries, and any unexpected events are ignored.

If the Bloodreaver is slain, the hero is returned to their starting space outside the room, and the next hero must fight. Each further duel takes place in the same manner, except an extra Bloodreaver is added in each duel as described above (each is placed in a corner of the room). If any of the heroes are grievously wounded, the adventurers lose the challenge and must restart the dungeon as if they had all been grievously wounded – the gamemaster has triumphed!

If all the heroes win their duels, Lord Khorne unbinds the brass chains that hold them fast. Return the last hero to the space they occupied before the challenge took place, and place the hidden portal in the eastern wall. In addition, each hero receives a treasure card and an extra D3 renown. Chamber 5 can now be entered normally.

Secret: *Nothing is found.*

Read if the heroes descend:

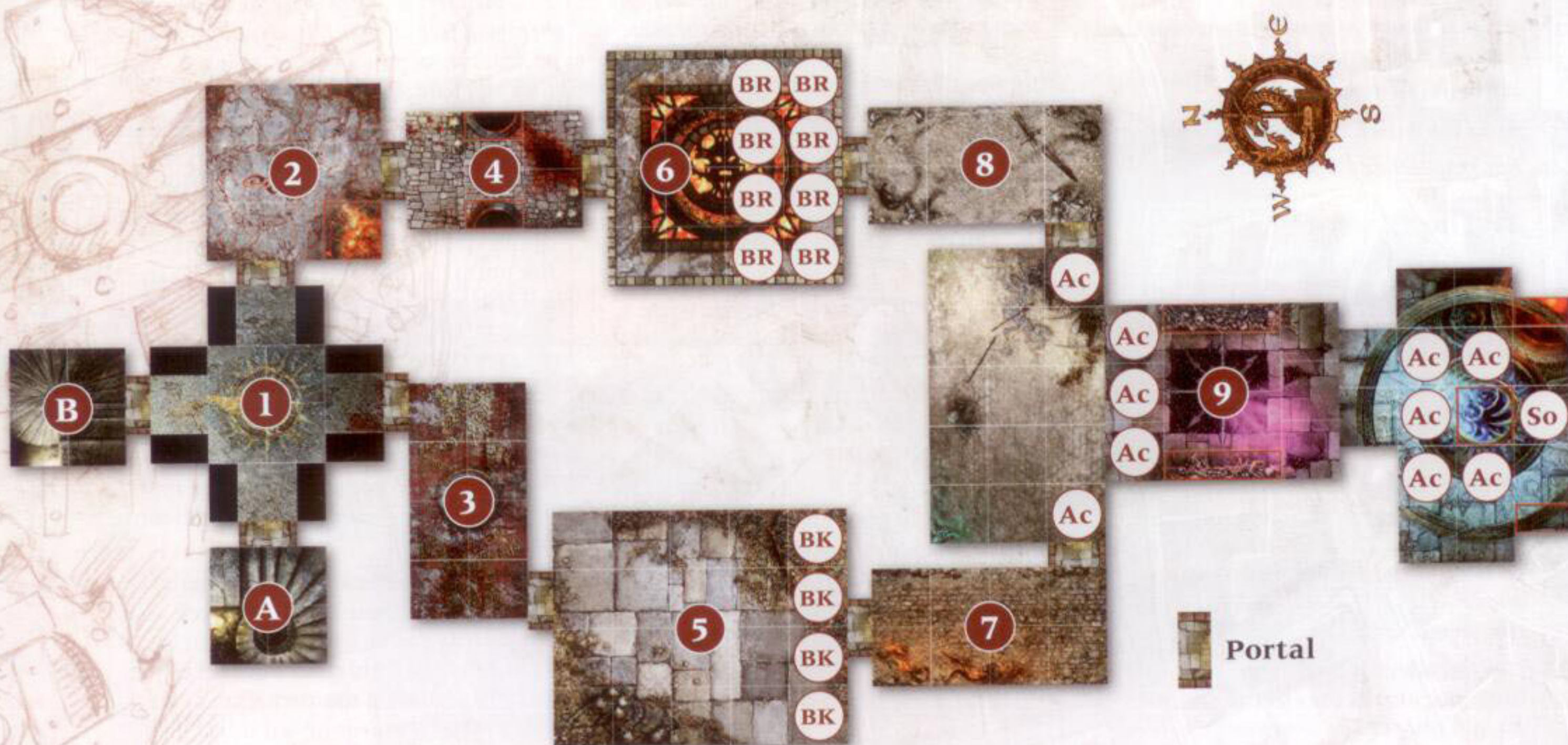
As quickly as they had come, the visions of glorious slaughter that echo in your mind begin to fade. Your mouth is dry, and your head is throbbing painfully, but you nevertheless feel free of the madness that had consumed you. It is time to leave this place for good.

Read if the heroes fail in their quest:

Crimson clouds your vision, and you drool streams of bloody gore. You begin to gurgle with maddened laughter even as the axes hack into your flesh.

THE GRINDING GEAR

You are close now. The very earth beneath you trembles, and you can hear the sound of grinding metal, as if the entire complex is beginning to tear itself apart. Above this cacophony, you can pick out the sound of low, dirge-like chanting, in a wretched, profane tongue that causes your head to pound and your mouth to fill with sour bile. Whatever ritual the cultists have planned, it is already under way. Time is running out.



AMBUSH TABLE

D6 Ambush

- 1 D6 Kairic Acolytes
- 2 9 Kairic Acolytes
- 3 D6 Bloodreavers
- 4 8 Bloodreavers
- 5 D3 Putrid Blightkings
- 6 5 Putrid Blightkings

UNEXPECTED EVENT TABLE

D6 Event

- 1 **A Door Opens:** *An unexplored exit from this room creaks open.* Pick an unopened portal in the chamber where this event took place (roll again on this table if there isn't one). The chamber that lies beyond the portal is revealed, as if a hero had carried out an Open Portal action.
- 2-3 **Explosion:** *Stepping on a flagstone triggers an explosive trap.* Roll a dice for each hero in the chamber. On a roll of 4, 5 or 6 the hero suffers D3 wounds. In addition, add 1 to all ambush rolls until the heroes leave this level of the dungeons for each explosion that they triggered.
- 4-6 **Ambush:** *The heroes have been ambushed!* Roll on the ambush table.

STAIRWELLS

A The Mouldering Stairwell.

Special Rule: Give the adventurers achievement card 2 if they do not already have it.

Ascend: Tell the adventurers that they can either end the expedition and return to Cinderfall (pg 19), or stay on this stairwell and start a new round. Note that if the heroes leave and return to this level of the dungeons, Archimaine will be placed in chamber 1 adjacent to the stairwell by which they return. *Warding runes prevent you using the stairwell to return to the previous dungeon levels.*

Descend: Not allowed.

B The Gore-slicked Stairwell.

Special Rule: Give the adventurers achievement card 2 if they do not already have it.

Ascend: Tell the adventurers that they can either end the expedition and return to Cinderfall (pg 19), or stay on this stairwell and start a new round. Note that if the heroes leave and return to this level of the dungeons, Archimaine will be placed in chamber 1 adjacent to the stairwell by which they return. *Warding runes prevent you using the stairwell to return to the previous dungeon levels.*

Descend: Not allowed.

1. The Gryph-hound

The stairwell leads to a crossroads. Standing in the crossroads is Archimaine the Gryph-hound.

Adversaries: None.

Special Rules: Tell the adventurers:

Archimaine has joined the party as a companion. See page 48 of the guidebook. The hero card for the Gryph-hound is given to the Lord-Castellant, or the torchbearer if there is no Lord-Castellant in the party. Place the Gryph-hound's miniature in any space in the chamber.

Secret: *Nothing is found.*

2. Sweltering Chamber

This square room is stiflingly hot. There is a battered door on the far side.

Adversaries: None.

Special Rules: None.

Secret: *Nothing is found.*

3. Mildewed Passage

You see a moss-strewn door at the end of a narrow passage.

Adversaries: None.

Special Rules: None.

Secret: *Nothing is found.*

4. Dank Hallway

A short corridor leads to a brass-bound door.

Adversaries: None.

Special Rules: None.

Secret: *Nothing is found.*

5. Blightking Guardians

In front of you is a large room, but your path is blocked by a row of Putrid Blightkings. Glowing icons dedicated to the Chaos God Nurgle make your skin prickle.

Adversaries: 4 Putrid Blightkings. Set up the adversaries in the spaces marked with a 'BK'.

Special Rules: At the start of the adversary phase, tell the adventurers: *Any Putrid Blightkings in this chamber at the start of the adversary phase heal 1 wound.*

Secret: *The searcher finds an extra D3 pieces of gold.*

6. Bloodreaver Guardians

You enter a square chamber, but your path is blocked by a group of Bloodreavers. The walls of the room are

covered with brass icons dedicated to the Chaos God Khorne.

Adversaries: 8 Bloodreavers. Set up the adversaries in the spaces marked with a 'BR'.

Special Rules: Tell the adventurers: *The Vigour and attack rolls of any Bloodreavers in this chamber are increased by 1. Note that losing the extra point of Vigour may result in a Bloodreaver being slain if they leave this room!*

Secret: *The searcher finds an extra D3 pieces of gold.*

7. Corridor

A short corridor leads to a door marked with the icons of the Ironweld Arsenal and the Collegiate Arcane.

Adversaries: None.

Special Rules: None.

Secret: *You hear the sound of chanting from behind the eastern portal.*

8. Corridor

A short corridor leads to a door marked with the icons of the Ironweld Arsenal and the Collegiate Arcane.

Adversaries: None.

Special Rules: None.

Secret: *You hear the sound of chanting from behind the western portal.*

9. The Grinding Gear

A huge chamber lies before you. A conclave of Kairic Acolytes are chanting, while in their midst a Chaos Sorcerer is performing an arcane ritual. You recognise a massive set of cogs that turns a huge spindle as one of the great gears that control the flow of the white-hot magma beneath Hammerhal Aqsha. Should its operation be disrupted, tens of thousands of citizens would perish!

Adversaries: 10 Kairic Acolytes and 1 Chaos Sorcerer Lord. Set up the Acolytes in the spaces marked 'Ac', and the Chaos Sorcerer Lord in the space marked 'So'. The Acolytes and the Sorcerer in this chamber cannot move from their starting locations, but can make attacks.

Special Rules: Take a dice in the end phase of the round in which this chamber is discovered, and place it on the Grinding Gear space with the number 1 facing up. Then follow the instructions given in entry 1 to the right. In the end phase of each subsequent round, increase the number by 1, and follow the instructions corresponding to the new number.

1 Tell the adventurers: *The gear grinds and turns...*

2 If chamber 6 has not been explored, place chamber 8 and set up the Bloodreavers from chamber 6 in it.

If chamber 5 has not been explored, place chamber 7 and set up the Putrid Blightkings from chamber 5 in it.

3-5 Tell the adventurers: *The gear shudders violently!*

6 The adventurers have failed in their quest. Read the text at the end of this page.

If the Chaos Sorcerer Lord is slain, remove the dice from the Grinding Gear space, and read the following to the adventurers:

Before you can strike the Sorcerer down, he declares: 'You truly think you have won here, dogs of Sigmar? This was but one thread in the grand tapestry. Mark these words, Lord Redomir will be there to savour your screams!' With that he casts a spell and vanishes from sight...

Remove the Sorcerer and any other adversaries from the board. Then read this to the adventurers:

You have foiled the Sorcerer's scheme, but he has escaped and may still cause untold harm. Just as you are about to sink into despondency, Archimaine drops an object in front of his master. It is a mask, one that is familiar to you as being the sort worn by the bodyguards at the House of Venargo! You immediately leave the dungeon and return to Cinderfall. You cannot visit the House of Venargo (for obvious reasons!) but otherwise visit Cinderfall using the normal rules.

After completing the visit, the heroes must start a new expedition by going to the House of Venargo. Turn to page 15 and read the introduction for the Auction Hall.

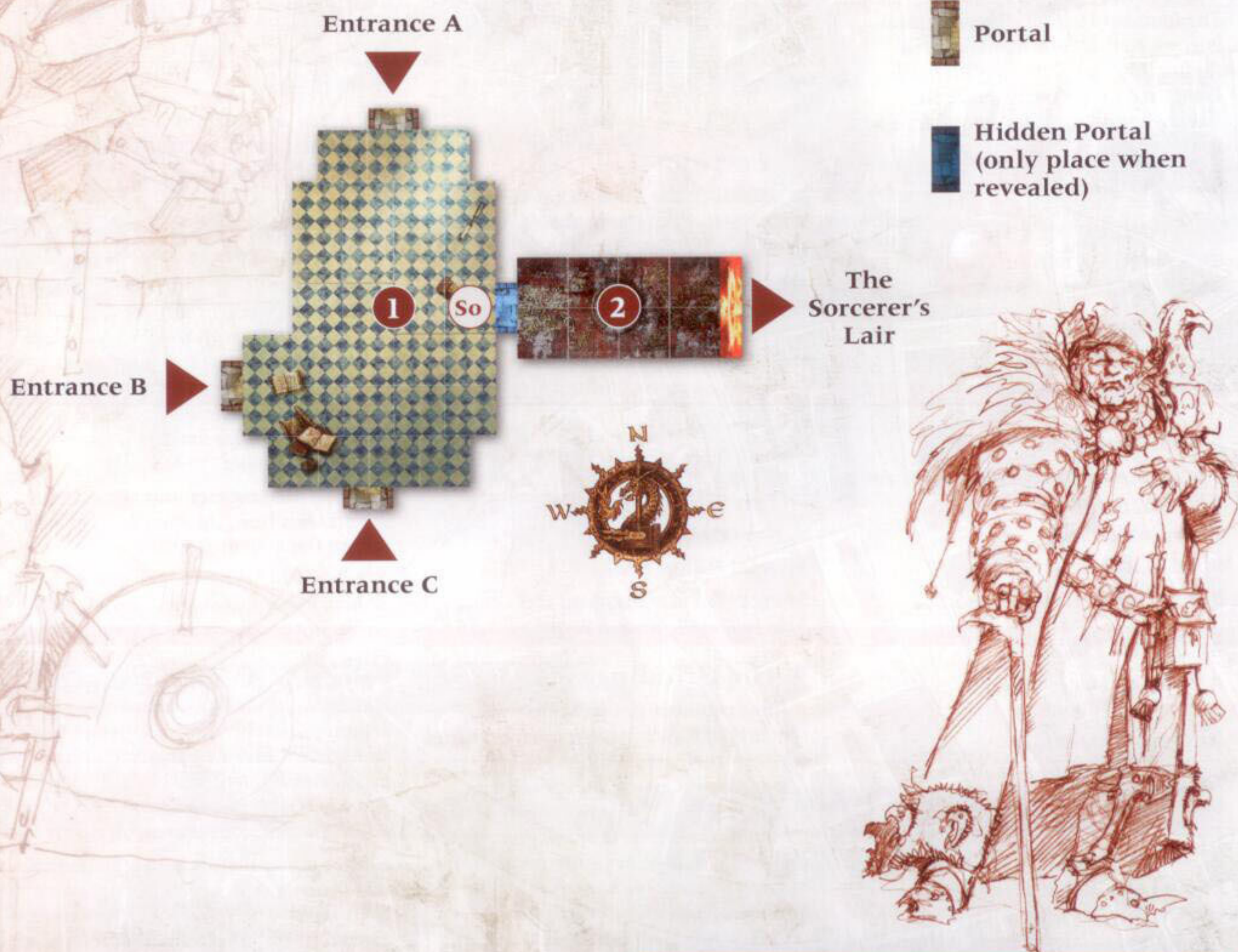
Secret: Searching is not allowed in this chamber (see above).

Read if the heroes fail in their quest:

There is a thunderous sound like the roar of a mountain drake, and a spiderweb of cracks ripples out from the walls and floors around you. A moment later, streams of white-hot lava erupt from these breaches and wash over you. You feel searing agony as your flesh begins to char and melt...

THE AUCTION HALL

The Chaos Sorcerer Lord Redomir has been unmasked, and thanks to the keen eye of Archimaine the Gryph-hound, you have tracked his flight to the black-iron gates of the House of Venargo. Quite unlike the dank catacombs through which you have battled, the merchant's townhouse is built in the classic Azyrite style; sweeping arches, gilded columns of white marble and golden symbols of devotion to the God-King. Yet despite this ostentatious masquerade, you know now that a canker festers within these walls.



AMBUSH TABLE

D6 Ambush

- 1 D6 Kairic Acolytes
2-5 2D6 Kairic Acolytes (maximum of 10)
6 10 Kairic Acolytes

Ambushers must enter through an entrance portal, as the heroes did when they entered the chamber. Place the ambushers outside the entrance they will use (they can use different entrances, but not the hidden portal). It costs them one space of their movement to move onto a space adjacent to the entrance. Any that do not move onto the board before the end of the round are slain.

UNEXPECTED EVENT TABLE

D6 Event

- 1 Sudden Assault:** *A wave of Acolyte reinforcements surge into the auction hall.* Treat this as a roll of 6 on the ambush table that automatically surprises the heroes. This event can only happen once; roll again on this table if it occurs a second or subsequent time.
- 2-3 Power of Chaos:** *The Chaos Gods empower their followers.* Each adversary in the auction hall heals D3 wounds and adds 1 to their attack rolls for the rest of the round.
- 4-6 Ambush:** *The heroes have been ambushed!* Roll on the ambush table.

Important: Unexpected events cannot take place until the heroes have entered the auction hall. Any unexpected events that take place in the destiny phase before the first hero phase are therefore ignored.

1. The Auction Hall

You know that the Sorcerer's lair almost certainly lies beneath Lord Montis Venargo's townhouse. When you investigate, you find a great deal of suspicious activity taking place in and around the auction hall – this must be where the Sorcerer is hiding! There are three entrances to the hall – one to the north, one to the west, and one to the south.

Before setting up the chamber, tell the adventurers:

You must decide which entrances you will use to enter the auction hall. One hero can use the northern entrance, up to two can use the western entrance, and up to two can use the southern entrance. Remember that Archimaine the Gryph-hound is still part of the party, and must be assigned to one of the entrances (it does not have to be the one where his master is).

Once they have done this, set up the chamber, and place the heroes just outside the entrances they are going to use.

Adversaries: 10 Kairic Acolytes, 1 Bloodreaver, 1 Putrid Blightking, 1 Chaos Sorcerer Lord. First place the Sorcerer, in the space marked with a 'So'. Next, set up the Bloodreaver and the Blightking in spaces that are adjacent to the Sorcerer. Then set up the Kairic Acolytes, in any spaces that are not adjacent to an entrance.

Entering the Hall: After setting up the adversaries, tell the adventurers: *The heroes must move into the hall through the entrance they have been assigned to in your first hero phase. This counts as the first space of their move.*

Bodyguards: Tell the adventurers the following the first time they try to attack the Chaos Sorcerer Lord when he is adjacent to the Bloodreaver or Putrid Blightking: *The Bloodreaver and Putrid Blightking are the Sorcerer's bodyguards. The heroes cannot attack the Sorcerer if he is adjacent to a bodyguard. You must pick a different target for Missile or Combat attacks, and Area attacks miss him automatically.*

The Trap: The gamemaster can choose for the Chaos Sorcerer Lord to unleash a surprise attack in any destiny phase in which there was not an unexpected event. When the Sorcerer does so, read the following to the adventurers:

The Sorcerer cackles with glee, saying: 'Oh you foolish servants of a false god, you have fallen into my trap. You are all doomed!'

Then carry out a sudden assault (see the unexpected event table). Note that

this event can only ever happen once during the game, including when it is triggered by the use of this special rule.

The Escape: Read the following to the adventurers if the Chaos Sorcerer Lord is slain:

Just as it seemed that the Sorcerer would be slain, he leaps aside, and a secret doorway opens nearby. He rushes through the doorway, and vanishes from sight. His mocking laughter can be heard echoing through the room.

Remove the Chaos Sorcerer Lord from the game board, and set up the hidden portal. Then tell the adventurers:

You must slay any adversaries still in play before you can open the portal. You cannot open the other portals to the north, west or south.

Secret: The searcher finds four treasure cards. They must give one to each hero, including themselves.

2. The Realmgate

You rush after the fleeing Sorcerer, determined that he will not evade your righteous justice once again. As you reach the door, an ancient, withered figure stumbles into your path. His face is as pale as snow, and fingers of blue-green luminescence writhe and twist beneath his skin.

'Redomir promised me eternity,' croaks Montis Venargo, patriarch of the noble merchant house. 'A cure for my malady, and a thousand generations of power for House Venargo.'

The old man collapses to the floor. Thin, dark blood is seeping from an ugly wound in his chest.

'All lies,' he gasps. 'All lies...'

Venargo's head slumps against the wall, and his eyes glaze over. You look upon the corpse of the man who betrayed his people, and feel only a grim satisfaction at his passing.

You step over the corpse and continue your pursuit, finding a corridor that leads to a Realmgate – a magical portal that gives access to other realms. Of the Sorcerer, there is no sign...

Adversaries: None.

Special Rules: Tell the adventurers:

The Realmgate is treated like a normal portal. You can open it if you wish to do so. Alternatively, you can end your quest and return to Cinderfall, content in the knowledge that the Sorcerer's plot has been foiled... for now.

Read the following to the adventurers if they open the portal:

You can see that the Realmgate leads to a chamber that glows with vibrant, lively energy. The chamber clearly lies in Ghyran, and probably under the other half of the city of Hammerhal. You can choose to travel through the Realmgate if all members of the party, including Archimaine, are in the corridor leading to the Realmgate in the end phase of the turn.

If the heroes travel through the Realmgate, set up chamber 1 of the Sorcerer's Lair (see the next page), and tell the adventurers:

You can set up the heroes in any space in the chamber within 3 spaces of the Realmgate, starting with the torchbearer.

If the adventurers choose not to travel through the Realmgate, but instead prefer to return to Cinderfall, tell them: *Your quest ends here.* Then read them 'The Sorcerer Lives' on page 19.

Secret: Nothing is found.

Read if the heroes fail in their quest:

'You see, Master Venargo?' says the Sorcerer, wisps of eldritch smoke curling around his claw-like fingers. 'Did I not tell you they would fall?'

'They put a stop to your ritual, did they not?' comes a second voice, wheezing and faint.

Redomir laughs. 'So they did. They plucked a single thread from a tapestry that stretches far beyond their pitiful, mortal ken.'

You groan in agony, and the Sorcerer leans over you. You stare into his pupilless eyes, which swirl with forbidden secrets and cruel, devious insanity.

'Take solace that you will not live to see your world burn,' he snarls, and a sheet of blue-white flame erupts from his hand, enveloping you in a tide of purest anguish.

THE SORCERER'S LAIR

You burst forth from Redomir's portal into a chamber that is quite unlike the resplendent finery of the banquet hall. In the distance, echoing down the tunnels toward you, can be heard Lord Redomir's panicked shrieks, rallying his remaining cultists to repel the invaders. You must hurry. Doubtless the Sorcerer is already planning his escape, and if he manages to evade your judgement, who knows what fresh horrors he may unleash upon Hammerhal?



AMBUSH TABLE

D6 Ambush

- 1 2D6 Kairic Acolytes (maximum of 10)
- 2 2D6 Bloodreavers (maximum of 10)
- 3 2D3 Putrid Blightkings (maximum of 5)
- 4 D6 Kairic Acolytes and D6 Bloodreavers
- 5 D6 Kairic Acolytes and D3 Putrid Blightkings
- 6 D6 Kairic Acolytes, D6 Bloodreavers and D3 Putrid Blightkings

UNEXPECTED EVENT TABLE

D6 Event

- 1 **Life Blooms:** *Energy and vitality suffuse the chamber. All heroes and adversaries in the chamber heal D3 wounds.*
- 2-3 **Distracting Thoughts:** *The heroes are distracted by perverse thoughts and outlandish fantasies. Pick one skill card belonging to each hero in the chamber and turn it face down. The hero cannot use the skill card for the rest of the expedition.*
- 4-6 **Ambush:** *The heroes have been ambushed! Roll on the ambush table.*

1. The Realmgate Chamber

The heroes leap through the Realmgate, emerging in a chamber that fills them with energy and life.

Adversaries: None.

Special Rules: The heroes are set up in this chamber if they use the Realmgate at the auction hall – see chamber 2 on the auction hall map (pg 15). Give the adventurers achievement card 3, and then tell them:

As each hero, and Archimaine, is set up in this chamber, they heal 1 wound. You can remove a grievous injury marker instead of a wound marker if you wish (including those caused by Rawblight, in which case the disease is healed at the same time).

Secret: The portal in the southern wall stands ever so slightly ajar.

2. The Arcane Library

This chamber is lined with book-filled shelves. A glance reveals that they cover subjects of a vile and perverse nature.

Adversaries: None.

Special Rules: None.

Secret: You find an enchanted gemstone hidden inside a hollow book. Give the searcher the Heart of Ice artefact card.

3. The Arcane Museum

This chamber is crammed with artefacts and treasures of all kinds, some of them extremely ancient and exotic.

Adversaries: None.

Special Rules: None.

Secret: The searcher can look through the treasure card deck, and take D3 treasure cards of their choice. They can distribute them amongst the heroes as they see fit, as long as no hero receives more than one.

4. The Killing Ground

This chamber has a portal in each wall. It is ominously quiet...

Adversaries: None.

Special Rules: Read the following to the adventurers if a hero opens the western, eastern or southern portal:

As you open the portal, all of the other portals slam open at the same time!

Set up chambers 5, 6 and 7, not just the chamber behind the portal that was opened! Read the description and set up the adversaries for each of the chambers immediately after you set up each one. The heroes can carry on with their hero phase after the three chambers have been set up.

Secret: The portal in the western wall is made of hammered brass, the portal to the east looks brittle with rot, and the portal in the southern wall is bound with gold and silver filigree depicting scenes of a foul and depraved nature.

5. Bloodreaver Bodyguards

A screaming horde of Bloodreavers occupies this chamber.

Adversaries: 10 Bloodreavers in any spaces that are more than 2 spaces away from any of the heroes.

Special Rules: None.

Secret: Searching is not allowed in this chamber (the quest ends first!).

6. Blightking Bodyguards

A reeking contingent of Putrid Blightkings occupies this chamber.

Adversaries: 5 Putrid Blightkings in any spaces that are more than 2 spaces away from any of the heroes.

Special Rules: None.

Secret: Searching is not allowed in this chamber (the quest ends first!).

7. Redomir's Chamber

This large chamber is filled with strange symbols and the gnarled roots of an incredibly ancient tree. The Sorcerer stands at the centre of the chamber. There are tendrils of magical energy extending from the roots around him to the Sorcerer's fingertips. He is glowing with vitality and magical power.

Adversaries: 1 Chaos Sorcerer Lord in the space marked 'So', plus 2 Kairic Acolytes, one in each of the spaces adjacent to the portal that leads to chamber 4.

Special Rules: Add 2 to the dice when rolling to see if the Chaos Sorcerer Lord's Oracular Visions save him from harm while he is in this chamber (see Oracular Visions on page 26).

In addition, when the Chaos Sorcerer Lord takes a turn, after rolling on the behaviour table for him you can say that he is going to ignore the result and instead move twice, rather than ignoring the result and making a move followed by an attack.

Finally, if at any point during his move the Chaos Sorcerer Lord is standing next to a hidden portal that has not yet been set up, he can 'spend' 1 space of movement to open the portal – the chamber on the other side of the portal is set up, and the Sorcerer can then carry on with his move.

The ability to move twice and open secret doors makes the Chaos Sorcerer Lord very hard for the heroes to pin down and trap – make sure you use these abilities well to ensure he survives for as long as possible!

If, despite your best efforts, the Chaos Sorcerer Lord is slain, read the adventurers 'The Sorcerer is Slain' on page 19. Then give the adventurers achievement card 4, if they do not have it already. Tell them:

This is a very special type of achievement card; should you decide to play the game again at a higher difficulty level, then you can use this card to start your quest at level 2 rather than at level 1.

Secret: Searching is not allowed in this chamber (the quest ends first!).

8. The Secret Passage

This narrow corridor makes a perfect escape route!

Adversaries: None.

Special Rules: None.

Secret: Searching is not allowed in this chamber (the quest ends first!).

Read if the heroes fail in their quest:

You try to rise, but your wounds are too many and too great. You can hear Redomir's scornful, piercing laughter fade to nothing as darkness slowly envelops you.





The Sorcerer Lives

Once again the Sorcerer Redomir has evaded your clutches. Though you can no longer see him, his hate-filled voice still echoes in your mind.

'We shall meet again, fools,' he spits, his voice rendered strange and discordant. 'You will live long enough to see this city fall. Then I will tear your pious souls from your screaming bodies, and make a gift of them to blessed Slaanesh.'

The Sorcerer's triumphant laughter slowly fades, and you are left in silence. Though you have foiled Redomir's plans to drown Hammerhal in molten stone, the Chaos worshipper is doubtless already planning fresh atrocities in the name of his vile god. As long as he remains at large, Hammerhal and its people will never be safe.

You vow to yourselves that the next time you and Redomir cross paths, the heretic will not escape your judgement.

The Sorcerer is Slain

Lord Redomir reels, clutching at his torn chest. He staggers and falls to one knee.

'No!' he gasps. 'It cannot be. My work... My work is not done. The Dark... Prince... must return.'

With that the heretic Sorcerer's eyes roll back into his skull, and he crashes to the floor. A pool of blood oozes out from under his ruined body.

It is done. The destruction of Hammerhal has been averted, and the would-be mastermind of its demise has been served the justice of Sigmar. You begin a thorough search of the Sorcerer's lair. Your examination leads you to a cunningly concealed door worked into the moss-strewn wall of the dungeon. Beyond is a winding earthen tunnel that leads you upwards for several minutes. You pass through another stone door and finally emerge into soft, golden sunlight. You are amongst the endless gardens of Hammerhal Ghyra, far indeed from Cinderfall.

After so long in the depths of the catacombs, the fresh air filling your lungs is a welcome salve. In the distance you glimpse the towering spires of the Verdant City, reaching high above the canopy of the surrounding forest, calling you home.

VISITING CINDERFALL

Some dungeon stairwells can be used to return to the bustling streets of the Cinderfall district of Hammerhal. This section of the adventure book describes what happens if the adventurers choose to leave the dungeons and return above ground.

Occasionally the heroes will decide to end an expedition and return to Cinderfall (see page 50 of the guidebook). If they decide to do so, tell them:

The heroes take a well-earned rest after battling the deadly horrors that can be found in the depths below Cinderfall, and then spend some time undertaking one of the many activities that the bustling streets of the Cinderfall district have to offer.

All wounds and grievous injuries (apart from those caused by Rawblight) are healed. After repairing to their respective accommodations to recuperate, the heroes gather at the Toil's End tavern to plan the next stage of their quest. The heroes must first resolve any unexpected events that may occur, and can then head out to specific locations across Cinderfall to trade, purchase supplies or investigate clues they discovered while in the dungeons.

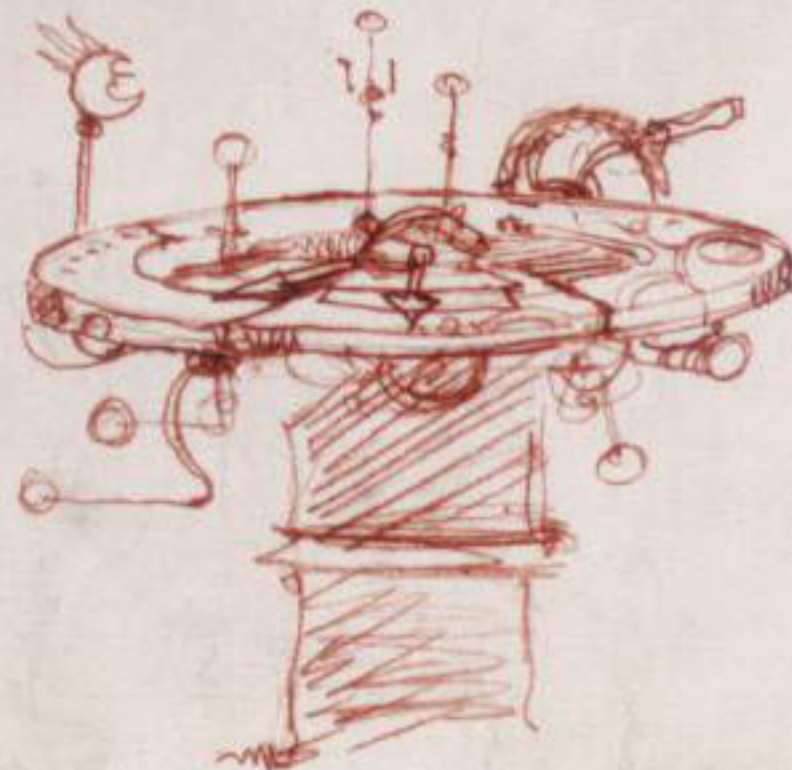
Tell the adventurers that you are going to make a roll on the random occurrence table to see if anything extraordinary happens while they are visiting Cinderfall. Then roll D66 – roll two dice, one after the other, counting the first dice as 'tens' and the second dice as 'units'. For example, if your roll a 2 on the first dice and a 1 on the second, you would get a D66 result of 21. Look up the result on the random occurrence table and read the result you rolled to the adventurers.

After resolving the effects of any random occurrence, refer to pages 21-24 to read about the activities the heroes can undertake.

RANDOM OCCURRENCE TABLE

D66 Random Occurrence

- 11 Delayed.** On their way to the Toil's End, the heroes are caught up in a vicious brawl between two rival street gangs. By the time the ruckus is over and they have finished being questioned by the Freeguild guards sent to break up the fight, the heroes no longer have time to take part in any activities in Cinderfall.
- 12-13 Concussion.** Apparently that brutal blow to the head had an effect after all! The gamemaster can pick a skill card belonging to a hero and flip it face down. The skill cannot be used for the duration of the next expedition. If it is replaced with a new skill card, then the new skill card is kept face down too until the end of the expedition.
- 14-16 Niggling Injury.** The gamemaster picks a hero. That hero misses the opportunity to take part in any activities in Cinderfall.
- 21-23 Penniless!** Whether they were robbed, swindled, a hole was torn in their money pouch or they simply woke up the morning after the heavy night before to find themselves broke, a hero picked by the gamemaster loses all of their pieces of gold.
- 24-26 Lost Treasure.** By fair means or foul, a hero has somehow lost one of their treasures. The gamemaster can discard a treasure card belonging to one of the heroes.
- 31-33 Pickpocketed.** A hero chosen by the gamemaster is pickpocketed by a street rat, and must chase after them to recover their gold. The controlling adventurer rolls a dice for their hero; if the roll equals or beats the hero's Agility value they chase down the pickpocket and recover their stolen gold; if the roll is failed, the adventurer must immediately discard D3 of their hero's pieces of gold (or as many as they have available).
- 34-36 Carnival of Sigmar Resplendent.** With the carnival in town, the streets are packed with bustling festivalgoers. The heroes cannot visit Baugren's Bountiful Bazaar or the Riftmarket (the crowds are too dense), or Red Yugol's Revelrie (he is taking part in the carnival).
- 41-42 Wandering Salesman.** A hero picked by the torchbearer has the opportunity to buy a random treasure from a rather dubious-looking merchant. The treasure costs 1 piece of gold to buy, but after doing so, roll a dice; on a roll of 4, 5 or 6, the treasure is genuine; on a roll of 1, 2 or 3, the salesman was nothing more than a charlatan – the treasure card is returned to the bottom of the treasure card deck.
- 43-44 A Final Request.** A haggard old man lurches towards a hero picked by the torchbearer and presses the hilt of a broken sword into their hand, imploring them to 'return it home'. If the hero travels to the Chapel of the Shattered Blade during this trip into Cinderfall, they will be received gratefully and given D3 pieces of gold as a reward, in addition to any other activities they carry out there.
- 45-46 Missing Child.** A search party is being organised to find the eldest son of a highborn noble. The gamemaster secretly chooses one of the six locations that the adventurers can visit around the Cinderfall district (pg 21-24). If any of the heroes visits this location before the start of their next expedition, that hero finds the missing child, whose relieved father offers them a family heirloom as a reward; they can immediately draw a treasure card.
- 51-52 Guest Ale Night.** Orlig has purchased a few dozen barrels of imported ale, the ingredients of which he refuses to be drawn on. The tavern is packed with punters, and each hero can choose to take part in a drinking contest (pg 21) in addition to any other activities.
- 53-54 Grizzled Veteran.** After boasting loudly of his exploits, this seasoned warrior offers to share his wealth of experience with those who show him sufficient coin. For the cost of one piece of gold, any hero in the adventuring party can choose to discard a skill card and immediately draw another.
- 55-56 Open Fight Night.** Any of the heroes can take part in a pit fight (pg 24) before undertaking another activity, no matter their financial status.
- 61-62 Cave-in.** Though no one was harmed in the tunnel collapse, the way down to the dungeons below Cinderfall has become temporarily blocked. The heroes have time to undertake two activities, one after the other, whilst the tunnel entrance is cleared. They can choose to undertake the same activity twice.
- 63-64 Unmerited Adoration.** A drunken citizen mistakes a hero chosen by the gamemaster for a legendary war hero, and they are roundly cheered and plied with drinks all night by a grateful crowd of revellers. That hero immediately gains D3 renown.
- 65-66 Hidden Stash.** The adventuring party stumbles across a hidden stash of gold coins, doubtless a secret drop location for one of the many criminal gangs that ply their illicit trade in Cinderfall's busy streets. Each hero finds D3 pieces of gold.





ACTIVITIES IN CINDERFALL

After the random occurrence has been resolved, each hero can choose to carry out one activity during their visit to Cinderfall.

Show the adventurers the list of Cinderfall activities on the back of the compass card, and then tell them:

The heroes can take part in one of the activities listed on the card. The only way to find out what an activity will result in is to undertake it!

The torchbearer chooses their activity first, followed by the other adventurers in clockwise order around the table. Several heroes can undertake the same activity if they wish to do so.

Most activities will cost the hero at least one piece of gold. If a hero does not have any gold, they can take part in a pit fight to try and gain some, or enter a drinking competition (which is free!).

You can always choose not to take part in any activity in Cinderfall. Remember that you will roll a dice for each piece of gold you have when you start the next expedition, and will be rewarded with 1 point of renown for each roll of 4 or more.

Let the adventurers pick their activities, referring to the relevant entry on the following pages to find out what happens when they do so. Read out all of the description to the adventurers when they undertake the activity – none of it is secret information.



DRINKING CONTEST

There are always plenty of punters propping up the bar at Toil's End who are willing to take part in an impromptu drinking contest. The contest takes place over the course of one or more rounds. In each round the hero must first quaff a pint of ale in one go, and then the punter (played by the gamemaster).

To quaff a pint, roll 2D6, adding 1 to the roll for each pint that the contender has drunk previously in the contest. If the roll is 10 or less, the pint is downed in one; if it is 11 or more the contender cannot finish their drink in one go, and loses the contest.

If the hero wins the contest, they gain 1 renown. If they win the contest and quaff at least six pints, then they gain an extra point of renown for such a hard-won victory. If the hero loses in the first round, they lose 1 point of renown for the humiliation of not even being able to down one pint of ale. If they lose in any other round they neither gain nor lose any renown.

GAMBLING

If a hero chooses to gamble, they must first pay the entry fee of one piece of gold.

Next the hero rolls five dice and picks one of the dice rolled to keep; the gamemaster (representing the house) then does likewise. Then the hero rolls their remaining four dice and picks another to keep, followed by the gamemaster. Repeat this process until you have one dice remaining.

The gambler must always roll the final dice again. The gamemaster can choose not to roll their final dice and instead add it to their score unchanged.

Both the gamemaster and the hero add up their gambling total (the total score shown on their five dice). If the gamemaster has an equal or higher total, the house has won and the hero's stake is lost with no reward. If the adventurer's roll is higher, they win a treasure card or 2 pieces of gold – their choice.



BAUGREN'S BOUNTIFUL BAZAAR

Those searching for rare or illicit items within Cinderfall are usually pointed towards Baugren's Bountiful Bazaar. A slightly grimy but impressively large converted warehouse operating under the thinnest facade of respectability, the bazaar is filled with many varied and esoteric items and staffed by a plump, sweaty human called Baugren.

Each hero who visits this location can spend 5 pieces of gold to buy a treasure card. If they do so, they take a random treasure card from the deck.

If the hero has fewer than 5 pieces of gold, or if they are just naturally stingy, they can try and haggle with Baugren. To do so, the hero first makes an offer from 1 to 4 pieces of gold, and then rolls a dice. The amount they offered is added to the roll, and if the result is 6 or more, they can take a treasure card at their offered price. If the result is 5 or less, no treasure is received, and the hero is sent packing (though they do get to keep their gold!).

CHAPEL OF THE SHATTERED BLADE

This is a rather shabby, run-down church of worship to Sigmar. It venerates Saint Rubeus, a legendary Warrior-Priest who led the first consecration of the city and fell in battle against the orruk hordes of the Bloodscalps. The chapel is usually attended to by Brother Bargo Culven, a large, heavysset man who the junior priests say is a former soldier who took the cloth after losing an eye in battle against Chaos raiders.

Any hero who visits the Chapel of the Shattered Blade can be healed of Rawblight if they have caught it while on an expedition.

For this service, the healers insist upon a donation of 3 pieces of gold for the chapel's coffers.

However, if the adventurers rescued Brother Bargo Culven from the catacombs, he will gladly perform this service for free. In addition, he will carry out this service so quickly that the hero will have time to immediately carry out another activity in Cinderfall.



THE GUILD OF CERTIFIED THAUMATURGISTS

The sign on the front of this ramshackle array of spiral towers and smoke-belching laboratories claims that this is Hammerhal Aqsha's centre of alchemical and metallurgical knowledge. In fact, the guild was set up by a group of disgruntled students thrown out of the city's famed Alchemists Guild for dangerous or unethical experiments. Usually both.

Each hero who visits this location rolls on the table below to see which potions and poultices (if any) the guild currently has in stock. If a roll results in a treasure that is currently in the hero's possession, or that of another hero in the party, that item is automatically out of stock instead (the roll is wasted).

STOCK TABLE

D6	Treasure Available	Cost
1	Elixir of Life	2 pieces of gold
2	Bullgor Draught	2 pieces of gold
3	Feydrake Root	3 pieces of gold
4	Seer's Philtre	3 pieces of gold
5	Buy any one of the potions listed above.	
6	Buy up to two of the potions listed above.	

THE HOUSE OF VENARGO

This large, well-appointed mansion built in the Azyrite style seems strangely out of place amid its tumbledown surroundings. Masked guards wearing fur-collared longcoats over engraved silver breastplates stand at the entrance, while a finely dressed majordomo beckons select clientele into the auction halls. As you enter the opulently appointed interior, you see that the frescoed ceiling features a portrait of the venerable patriarch Montis Venargo distributing alms to the poor.

A hero who visits the House of Venargo can sell any number of their treasures. They receive D3 pieces of gold for each treasure card that they discard.

Alternatively, the hero can instead spend 3 pieces of gold to buy a random treasure card, or 5 gold to buy the treasure card of their choice. If they do so, roll a dice; on a roll of 2 or more they can take the top card from the treasure deck if they paid 3 gold, or choose a treasure card from the deck if they spent 5 gold. On a roll of 1 they have been sold something that appears to be valuable but is actually a fake – they lose their gold and receive nothing in return!



RED YUGOL'S REVELRIE

At the southern edge of the market district lies this garishly painted field of tents bedecked with banners, flags and leering masks. Faces painted like beasts of the wild, dressed in colourful rags and brandishing rattles, drums and tambourines, Red Yugol's entertainers prance and caper about, beckoning, cajoling and threatening tourists, drunken sailors and travelling merchants into entering the Revelrie. At the very centre of the grand marquee dwells the enigmatic soothsayer and compere Red Yugol himself, a tall, gaunt figure in scarlet robes, his face permanently hidden behind what he calls his All-seeing Eye.

A sitting with Red Yugol costs 1 piece of gold. To learn of their hero's future, the adventurer must guess the result of a dice, whose score is chosen in secret by the gamemaster (representing Red Yugol), by hiding a dice behind their hand. After the guess has been made, the gamemaster reveals the result they chose for their secret dice. Regardless of the outcome, this process is carried out two more times.

After the outcome of all three guesses has been revealed, consult the table on the right to learn what destiny awaits the hero. Give the adventurer a Red Yugol card with the appropriate face showing if they earn it – the cards are double-sided, so make sure they keep the right side face up!

DESTINY TABLE

Correct Guesses	Result
0	Tricked! You learn nothing of your future.
1	Minor Prescience. For the duration of your party's next expedition, you can re-roll one roll of 1 from each of your hero's action rolls.
2	Great Foreknowledge. For the duration of your party's next expedition, you can re-roll any rolls of 1 from your hero's action rolls.
3	Your Destiny Revealed! The hero receives Great Foreknowledge, as above. In addition, the adventurer commanding the hero can look through the skill deck and pick the next skill that the hero will receive. They take the skill card and put it face down beside their hero card; the next time they gain a skill, the card is turned face up and can be used.



THE RIFTMARKET

Running parallel to the great Adramar Rift at the northern edge of the city is the sprawling mass of tents, warehouses, shopfronts and forums that makes up the thriving Riftmarket. Merchants and traders from far across the Mortal Realms flock here to sell all manner of ephemera, from exotic creatures to precious magical items. This is Cinderfall's great link to a prominent past, a veneer of prosperity and affluence that masks the dangerous backstreets and rundown infrastructure of the rest of the district. The largest and most extravagant stall belongs to an aelf named Asterion, who proudly declares that his stock includes several antique rarities crafted by the most famous artificer-mages of Azyrheim.

Each hero who visits this location can roll on the table below to see which treasures (if any) Asterion currently has in stock. If an adventurer rolls up a treasure that is currently in the hero's possession, or that of another hero in the party, that item is automatically out of stock instead (the roll is wasted).

STOCK TABLE

D6	Treasure Available	Cost
1	Amulet of Mist	2 pieces of gold
2	Twisted Charm	2 pieces of gold
3	Heartseeker Ring	2 pieces of gold
4	Aetherwing Annulus	2 pieces of gold
5	Daemoncharm	3 pieces of gold
6	Runemaster's Loupe	5 pieces of gold



PIT FIGHTING

In a gloomy converted cellar underneath Toil's End, Orlig runs a free-for-all underground fighting tournament. Bets are placed and spirits are consumed, and a number of notable local brawlers compete in bloody, bare-knuckle bouts. Contestants include Lug Liefson, a cauliflower-eared bruiser and ex-Freeguild halberdier, Kemli the Silent, a mute aelf with a penchant for low blows, and – on rare occasions – even the owner himself...

A hero without any gold can choose to take part in a pit fight to earn some cash and possibly enhance their reputation. If the hero wins the fight, they can immediately choose another activity to carry out, but cannot take part in another pit fight.

Roll on the contender table below to see which pit fighter the hero will be pitted against, and the winnings they will earn should they emerge victorious. A pit fight is fought in three rounds. In each round, the adventurer and the gamemaster roll a dice. The gamemaster adds the contender's brawl modifier to his roll. Whoever rolls highest wins the round – in the case of a tie, neither fighter wins the round.

If a fighter rolls a 6 before any modifiers are applied, there is a chance for a knockout. Roll the dice again, adding the contender's brawling modifier to the roll if it was the gamemaster that rolled the 6. On a roll of 4 or more the opponent is knocked out and the pit fight ends immediately. Note that it is possible (though very unlikely) for both fighters to knock each other out in the same round!

The hero wins the fight if they win more rounds than the contender, or if they knock the contender out without being knocked out themselves.

If the contender wins, the defeated hero must nurse their injured pride, but they are otherwise unaffected. If they win, then bragging rights are well and truly theirs, along with the appropriate winnings as per the contender table, and the chance to carry out a second activity in Cinderfall.

CONTENDER TABLE

D6	Contender	Brawl Modifier	Winnings
1-3	Drunken Brawler	-1	1 piece of gold
4	Lug Liefson	0	2 pieces of gold and 1 renown
5	Kemli the Silent	+1	3 pieces of gold and 1 renown
6	Orlig the Barkeep	+2	5 pieces of gold and 2 renown

ADVERSARIES

The dungeons below Hammerhal are inhabited by numerous deadly warriors and creatures, called adversaries, that the heroes must fight and defeat. All of the information needed by the gamemaster to use these adversaries can be found in this section of the adventure book.

The adversaries that the heroes encounter during a game of *Warhammer Quest Shadows Over Hammerhal* are controlled by the gamemaster, using the rules on pages 45 to 46 of the guidebook.

Each adversary is represented by a miniature, and has a page of gaming information in this section of the adventure book. The key on this page explains what you will find in the entry for each adversary.

Exotic Adversaries

The adversaries in this box are not the only ones that can be found in the dungeons under Hammerhal. On pages 30 to 34 you will find exotic adversaries which can be added to your games if you have the Citadel Miniatures to represent them.

Adding exotic adversaries to your games is simple. If the result of an encounter roll gives the option for an exotic adversary group, the gamemaster can choose to set up those adversaries instead of the others that are listed for that result. Each exotic adversary's page shows how many miniatures a group includes.

Citadel Miniatures representing the exotic adversaries can be purchased from games-workshop.com, your local Games Workshop store or independent retailer.

CHAOS SORCERER LORD

This servant of the Dark Gods can call upon his velditch power to bolster his minions, or to seal his enemies from existence.

WEAPON ACTION	Size	Range	HD	Move
Dark Bolt	10	10	4	10
Chaos Warstaff	1	Combat	2	10
Chaos Warhammer	2	Combat	2	1

6 The Power of Chaos: If you roll a 4 for the Chaos Sorcerer Lord's attack roll, his Damage is doubled.

7 BEHAVIOUR TABLE

D6 Actions

- Summon Minions:** Set up 10 Chaos Warriors or Minotaurs in the same manner as for an ambush, but do not roll to see if the heroes are surprised. Instead, these adversaries can act this phase, unless their adversary group has already acted.
- Summon Animate:** The Chaos Sorcerer Lord moves into a space not adjacent to any hero. He then attacks with a Dark Bolt.
- Wield of Chaos:** The Chaos Sorcerer Lord moves as far from the heroes as possible. In the following hero phase, all heroes must take a placing test if they wish to move.
- Chaos Attack:** The Chaos Sorcerer Lord makes a ranged attack with his Chaos Warstaff.
- Quickkill:** The Chaos Sorcerer Lord moves towards the nearest hero. If he does not roll his move adjacent to a hero, he makes a ranged attack towards the nearest hero. He then attacks the hero with his Chaos Warstaff and Chaos Warhammer.
- Cruel Blows:** The Chaos Sorcerer Lord attacks the hero with the adversary closest to the point nearest him. He then attacks that hero with a Dark Bolt. If he is not adjacent to that hero, or his Chaos Warstaff and Chaos Warhammer is not adjacent to that hero.

1. Miniature. A photograph of one of the miniatures used to represent the adversary. Note that some adversaries can be armed or equipped differently, or will be leaders.

2. Title. The name of the adversary.

3. Description. A short description of the adversary. This can be read to the adventurers the first time that the adversary is encountered.

4. Characteristics. Each adversary has a roundel that contains the following three pieces of information:

Move: How many spaces the adversary can move during a turn.

Vigour: The number of wounds needed to slay the adversary.

Agility: The result required for the adversary to successfully make an agility roll.

5. Attacks. The attacks that the adversary can make. Each type of attack includes the following information:

Dice: How many dice are rolled when the attack is made.

Range: The range at which the attack can be made.

Hit: The result required for a dice to score a hit on a hero.

Damage: The number of wounds the attack inflicts if it is successful.

6. Special Rules. Any unique rules that apply to the adversary. Sometimes a special rule will only apply to adversaries that have a certain type of weapon or piece of equipment.

7. Behaviour Table. The table the gamemaster rolls on to determine the actions a group of this type of adversary will take in the adversary phase (see page 45 of the guidebook).



CHAOS SORCERER LORD

This servant of the Dark Gods can call upon his eldritch power to bolster his minions, or to sear his enemies from existence.

WEAPON ACTIONS	Dice	Range	Hit	Damage
Dark Bolt	D3	Missile	4+	D3
Chaos Runestaff	1	Combat	2+	D3
Chaos Runesword	2	Combat	2+	1

The Power of Chaos: If you roll a 6 for the Chaos Sorcerer Lord's attack roll, its Damage is doubled.

Oracular Visions: Whenever a hero hits the Chaos Sorcerer Lord, roll a dice. On a 5 or 6 that hit is ignored.

Daemonic Power: Pick D3 other adversaries that are within 3 spaces of the Chaos Sorcerer Lord at the start of the adversary phase. Roll 1 extra dice for each of those adversaries when they attack.

Nemesis: The Chaos Sorcerer Lord cannot be stunned. When he is slain, whichever hero landed the killing blow gains D3 renown rather than 1, and each other hero gains 1 renown.

BEHAVIOUR TABLE

D6 Actions

- 1 Summon Minions:** Set up D6 Kairic Acolytes or Bloodreavers in the same manner as for an ambush, but do not roll to see if the heroes are surprised. Instead, these adversaries can act this phase, unless their adversary group has already acted.
- 2 Sorcerous Assault:** The Chaos Sorcerer Lord moves into a space not adjacent to any hero. He then attacks with a Dark Bolt.
- 3 Winds of Chaos:** The Chaos Sorcerer Lord moves as far from the heroes as possible. In the following hero phase, all heroes must take a pinning test if they wish to move.
- 4 Curse Artefact:** The nearest hero suffers 1 wound unless they immediately discard a treasure card. The discarded card has no effect.
- 5 Quicksilver Strike:** The Chaos Sorcerer Lord moves towards the nearest hero. If he does not end his move adjacent to a hero, he makes a second move towards the nearest hero. He then attacks that hero with his Chaos Runestaff and Chaos Runesword.
- 6 Cruel Illusion:** The Chaos Sorcerer Lord switches places with the adversary closest to the most wounded hero. He then attacks that hero with a Dark Bolt if he is not adjacent to that hero, or his Chaos Runestaff and Chaos Runesword if he is adjacent to that hero.



KAIRIC ACOLYTES

These masked warriors are bound by sinister pacts to serve mighty Tzeentch. In battle they make use of gifts of magic bestowed by their dark master.



WEAPON ACTIONS	Dice	Range	Hit	Damage
Cursed Blade	2	Combat	4+	1
Sorcerous Bolt	1	Missile	3+	1

Mighty Blast: If the attack roll for a Sorcerous Bolt is 6, its Damage is doubled.

Kairic Adept: This Acolyte's Sorcerous Bolts have a Damage of 2 rather than 1.

Acolyte with Shield: This Acolyte has a Vigour of 4 rather than 3.

Acolyte with Glaive: This Acolyte's Cursed Blade has a Damage of 2 rather than 1.

Acolyte with Two Blades: Roll 4 dice for this Acolyte's Cursed Blade rather than 2.

Scroll of Dark Arts: Roll 2 dice for this Acolyte's Sorcerous Bolts.

Vulcharc: If an Acolyte with a Vulcharc is on the board, subtract 1 from all rolls on their behaviour table (to a minimum of 1), and re-roll rolls of 1 for the number of Kairic Acolytes summoned by Draw Their Blood.

BEHAVIOUR TABLE

D6 Actions

- 1-2 Draw Their Blood:** Each Acolyte moves and then attacks with whichever weapon is in range. After all of the Acolytes in the group have taken a turn, roll a dice and add 1 to the result for each wound they caused. On a 6 or more, set up a Pink Horror or D3 Kairic Acolytes in the same manner as an ambush, but do not roll for surprise. A Pink Horror will act in this phase unless Pink Horrors have already acted.
- 3 Slay the Unbelievers:** Each Acolyte attacks the nearest hero with whichever weapon is in range. Then, each Acolyte that did not attack moves towards the nearest hero.
- 4-5 There Is No Escape:** Each Acolyte moves towards the nearest hero. Then, each Acolyte attacks the nearest hero with whichever weapon is in range.
- 6 Fall Back:** If there are twice as many heroes on the board as Acolytes, each Acolyte moves towards the nearest portal. An Acolyte that ends its move on a portal flees and is removed from play. Each Acolyte still on the board then attacks the nearest hero with whichever weapon is in range.



PUTRID BLIGHTKINGS

Enormous, bloated warriors, festering with pustules and plague, the Putrid Blightkings are the favoured mortal servants of Nurgle.



WEAPON ACTIONS	Dice	Range	Hit	Damage
Blighted Weapon	3	Combat	3+	1

Blightlord: Roll 1 extra dice for the Blightlord when they attack.

Filth-encrusted Shields: A Putrid Blightking with a shield has a Vigour of 8 rather than 7.

Plague Standard: In the end phase, heal 1 wound on each Putrid Blightking if there are any Putrid Blightkings carrying a Plague Standard on the board.

Sonorous Tocsin: While a Blightking carrying a Sonorous Tocsin is on the board, Putrid Blightkings have a Move of 4 rather than 3.

Overpowering Corpulence: A hero who fails a pinning test when adjacent to a Putrid Blightking takes 1 wound.

BEHAVIOUR TABLE

D6 Actions

- 1 Virulent Discharge:** Each hero adjacent to a Putrid Blightking takes D3 wounds unless they make a successful save roll. Then, remove one wound marker from each Putrid Blightking.
- 2-4 No Escape:** Each Putrid Blightking moves towards the nearest hero, and then attacks them.
- 5 Steady Advance:** Each Putrid Blightking moves one space and then attacks the nearest hero. After resolving the attack, the gamemaster can move the hero into an adjacent empty space (if there is one), and then move the attacking Putrid Blightking into the space vacated by the hero.
- 6 Plague Harvest:** Each Putrid Blightking either moves towards the nearest hero OR attacks the nearest hero. Successful attacks cause double damage.



BLOODREAVERS

These mortal savages care for nothing beyond the gleeful pursuit of slaughter, and descend upon their foes in a howling, chanting tide.



WEAPON ACTIONS	Dice	Range	Hit	Damage
Reaver Blade	2	Combat	4+	1
Meatripper Axe	1	Combat	4+	D3

Weight of Numbers: If two or more Bloodreavers are adjacent to the same hero, they can re-roll failed attack rolls.

Chieftain: Roll 1 extra dice for the Chieftain when they attack.

Hornblower: Bloodreavers have a Move of 5 rather than 4 while a Hornblower is on the board.

Icon Bearer: Icon Bearers have a Vigour of 5 rather than 4.

BEHAVIOUR TABLE

D6 Actions

- 1-2 **Berserk Fury:** Each Bloodreaver moves towards the nearest hero, then attacks them.
- 3-5 **Slaughter Them:** Each Bloodreaver attacks the nearest hero. Then, each Bloodreaver that did not attack moves towards the nearest hero.
- 6 **Khorne Calls!:** Add D3 Bloodreavers to the board in the same manner as for an ambush.



BLOOD WARRIORS

True scions of the Blood God, these armoured warriors hack and bludgeon their enemies to ruin, refusing to fall even in the face of grievous wounds.



WEAPON ACTIONS	Dice	Range	Hit	Damage
Goreaxe	2	Combat	3+	1
Goreglaive	2	Combat	3+	2

Exotic Adversary: This exotic adversary group consists of 2D6 Blood Warriors (up to a maximum of ten).

Chaos Champion: Roll 1 extra dice for the Chaos Champion when they attack.

Icon Bearer: The Icon Bearer and all Blood Warriors within 3 spaces have an Agility of 3+ rather than 4+.

Two Goreaxes: Re-roll rolls of 1 for a Blood Warrior with two goreaxes when they attack.

Gorefist: If a hero's Combat weapon action misses a Blood Warrior with a gorefist, roll a dice. On a 6, that hero suffers 1 wound.

No Respite: If a Blood Warrior is slain in the hero phase, it is not removed from the board until the end of the adversary phase and can act normally in the meantime. The hero that slew it gains renown in the Hero phase as normal.

BEHAVIOUR TABLE

D6 Actions

- Slay the Weak:** Each Blood Warrior moves towards the most wounded hero they can reach, or towards the nearest hero if they can't reach any. Then, each Blood Warrior attacks the most wounded hero in range.
- 2-5 Skulls for Khorne!:** Each Blood Warrior moves towards the nearest hero. Then, each Blood Warrior attacks the nearest hero in range.
- 6 A Worthy Challenge:** Each Blood Warrior moves towards the least wounded hero they can reach, or towards the nearest hero if they can't reach any. Then, each Blood Warrior attacks the least wounded hero in range.



WRATHMONGERS

Wrath-flails spinning and whipping around them, these hulking brutes hurl themselves into the enemy ranks in a blood-mad frenzy.



WEAPON ACTIONS	Dice	Range	Hit	Damage
Wrath-flails	4	Combat	3+	1

Exotic Adversary: This exotic adversary group consists of 5 Wrathmongers.

Wrathmaster: Roll 1 extra dice for the Wrathmaster when they attack.

Crimson Haze: Models adjacent to a Wrathmonger (but not other Wrathmongers) roll 1 extra dice when they attack.

Momentary Madness: If a Wrathmonger is slain in the hero phase, the hero that slew them loses any remaining hero dice.

BEHAVIOUR TABLE

D6 Actions

- 1 **Frenzied Charge:** Each Wrathmonger moves towards the nearest hero it can reach, or towards the nearest hero if it can't reach any. Then, each Wrathmonger attacks a hero in range. Any Wrathmonger that did not start the adversary phase adjacent to a hero adds 1 to their attack rolls.
- 2-3 **Slay Them All:** Any Wrathmonger not adjacent to a hero moves towards a hero that is not adjacent to a Wrathmonger. Then, each Wrathmonger attacks a hero in range.
- 4-5 **Blood for the Blood God!:** Each Wrathmonger moves towards the nearest hero they can reach, or towards the nearest hero if they can't reach any. Then, each Wrathmonger attacks a hero in range.
- 6 **Stunning Blows:** Each Wrathmonger attacks a hero in range. Then, each hero adjacent to a Wrathmonger is stunned.





TZAANGORS

Marked by Tzeentch and given twisted, avian form, these enigmatic creatures wage war with a savage, devious cruelty.



WEAPON ACTIONS	Dice	Range	Hit	Damage
Savage Blade	2	Combat	3+	1
Vicious Beak	1	Combat	4+	1

Exotic Adversary: This exotic adversary group consists of 2D6 Tzaangors (up to a maximum of ten).

Tzaangor with Two Blades: Roll 4 dice for this Tzaangor's Savage Blade rather than 2.

Tzaangor with Shield: This Tzaangor has a Vigour of 7 rather than 5.

Tzaangor with Greataxe or Greatblade: This Tzaangor's Savage Blade has a Damage of 2 rather than 1.

Bloodhunger: If a Tzaangor inflicts any wounds on a hero with its Savage Blade, it immediately attacks the same hero with its Vicious Beak.

Icon Bearer: While an Icon Bearer is on the board, remove one wound marker from each Tzaangor at the beginning of the adversary phase.

Brayhorn: While a Tzaangor with the Brayhorn is on the board, Tzaangors have a Move of 5 rather than 4.

BEHAVIOUR TABLE

D6 Actions

- 1 **Bloodfeast:** Each Tzaangor moves towards the most wounded hero it can reach, or towards the nearest hero if it can't reach any. Then, each Tzaangor attacks with its Savage Blade if it is in range.
- 2-4 **Bestial Charge:** Each Tzaangor moves towards the nearest hero. Then, each Tzaangor attacks with its Savage Blade if it is in range.
- 5-6 **Challenge the Mighty:** Each Tzaangor moves towards the least wounded hero it can reach, or towards the nearest hero if it can't reach any. Then, each Tzaangor attacks the least wounded hero in range with its Savage Blade.



TZAANGOR SKYFIRES



It is said that the Skyfires can glimpse the multitudinous, tangled pathways of fate, and thus their enchanted arrows never miss the mark.



WEAPON ACTIONS	Dice	Range	Hit	Damage
Arrow of Fate	1	Missile	3+	D3
Greatbow	1	Combat	3+	1
Vicious Beak	1	Combat	4+	1

Exotic Adversary: This exotic adversary group consists of 3 Tzaangor Skyfires.

Bloodhunger: Each time a Tzaangor Skyfire inflicts a wound on an adjacent hero, it immediately attacks the same hero with its Vicious Beak.

Flying: Tzaangor Skyfires can move through any occupied space, as long as they end their move in an unoccupied space.

Disc of Tzeentch's Teeth and Horns: When a Tzaangor Skyfire moves through a hero's space, the Disc of Tzeentch will strike at them as they pass. Roll 3 dice – each result of 4 or more inflicts 1 wound unless the hero passes a save roll. A hero can only be affected by this ability once per turn.

Judgement from Afar: If the attack roll for an Arrow of Fate is 6, its Damage is 3 rather than D3.

BEHAVIOUR TABLE

D6 Actions

- 1 **Volley:** Each Tzaangor Skyfire moves as far as it can away from all heroes while keeping line of sight to a hero. Then, each Tzaangor Skyfire attacks twice with its Arrow of Fate.
- 2-5 **Swoop:** Each Tzaangor Skyfire moves to a space that is not adjacent to any heroes. If possible, they will move over a hero as part of this move. Then, each Tzaangor attacks with its Arrow of Fate.
- 6 **Bloodfeast:** Each Tzaangor Skyfire moves towards the nearest hero it can reach, or towards the nearest hero if it can't reach any. Then, each Tzaangor Skyfire attacks with its Greatbow.





PLAGUEBEARERS

The rank and file of Nurgle's legions, these pestilent monstrosities march into battle accompanied by clouds of buzzing flies.



WEAPON ACTIONS

Plaguesword

Dice

1

Range

Combat

Hit

4+

Damage

1

Exotic Adversary: This exotic adversary group consists of 2D6 Plaguebearers (up to a maximum of ten).

Plagueridden: Roll 1 extra dice for the Plagueridden when they attack.

Icon Bearer: While an Icon Bearer is on the board, Plagueswords hit on a 3+ instead of a 4+.

Piper: While a Piper is on the board, roll a dice for each hero within 7 spaces of them at the start of the adversary phase. On a roll of 1, that hero is stunned.

Cloud of Flies: Heroes must subtract 1 from their attack rolls when attacking a Plaguebearer.

Disgustingly Resilient: A Plaguebearer never suffers more than 1 wound from a single attack.

BEHAVIOUR TABLE

D6 Actions

- 1 **Droning Chant:** Each hero that is within 2 spaces of any Plaguebearers is stunned.
- 2-3 **Stolid Advance:** Each Plaguebearer moves towards the nearest hero, then attacks them.
- 4-5 **Hack and Tear:** Each Plaguebearer attacks the nearest hero. Then, each Plaguebearer that did not attack moves towards the nearest hero.
- 6 **Pestilent Summons:** Add D3 Plaguebearers to the board in the same manner as for an ambush.

GAMEMASTER'S DUNGEON ROSTER

Use this roster to record which chambers have been explored by the heroes. Tick the 'Discovered' box the first time the chamber is set up, and tick the 'Searched' box the first time it is successfully searched. Stairwells, and certain other chambers, cannot be searched. *Do not let the adventurers see this sheet!*

THE CATACOMBS (Dungeon 1)		
Chamber	Discovered	Searched
A. Entrance	Auto	n/a
B. The Ancient Stairwell		n/a
C. Stairs Up & Down		n/a
1. The Crossroads		
2. The Sentries		
3. The Watchman		
4. The Guardroom		
5. The Dead Body		
6. The Prisoner		
7. The First Trap		
8. The Second Trap		
9. The Empty Corridor		

ANCIENT HALLS (Dungeon 2)		
Chamber	Discovered	Searched
A. Entrance	Auto	n/a
1. The Bridge		
2. The Haunted Chamber		
3. The Magma Pit		
4. The Four Platforms		
5. The Crooked Corridor		
6. The Ancient Chamber		n/a

BRANCHING OF THE WAYS (Dungeon 3)		
Chamber	Discovered	Searched
A. Entrance	Auto	n/a
B. The Reeking Stairwell		n/a
C. Gory Steps		n/a
1. The Junction		
2. The Festering Corridor		
3. The Putrid Blightking		
4. The Brass Doorway		
5. The Duelling Chamber		
6. The Bone Trench		

THE VILE DUNGEON (Dungeon 4)		
Chamber	Discovered	Searched
A. Entrance	Auto	n/a
B. Stairs Up & Down		n/a
1. The Long Corridor		
2. The Entrance Chamber		
3. The Rotting Altar		
4. The Blightlord's Lair		
5. The Charnel House		
6. The Fleshy Chamber		

HALLS OF BLOOD (Dungeon 5)		
Chamber	Discovered	Searched
A. Entrance	Auto	n/a
B. Stairs Up & Down		n/a
C. Stairs Up & Down		n/a
1. The Very Long Corridor		
2. The Chamber of Fury		
3. A Tidal Wave of Blood		
4. Blood Lava Chamber		
5. The Challenge of Khorne's Chosen		

THE GRINDING GEAR (Dungeon 6)		
Chamber	Discovered	Searched
A. The Mouldering Stairwell		n/a
B. The Gore-slicked Stairwell		n/a
1. The Gryph-hound		
2. Sweltering Chamber		
3. Mildewed Passage		
4. Dank Hallway		
5. Blightking Guardians		
6. Bloodreaver Guardians		
7. Corridor		
8. Corridor		
9. The Grinding Gear		n/a

THE AUCTION HALL (Dungeon 7)		
Chamber	Discovered	Searched
1. The Auction Hall		
2. The Realmgate		

THE SORCERER'S LAIR (Dungeon 8)		
Chamber	Discovered	Searched
1. The Realmgate Chamber		n/a
2. The Arcane Library		
3. The Arcane Museum		
4. The Killing Ground		
5. Bloodreaver Bodyguards		n/a
6. Blightking Bodyguards		n/a
7. Redomir's Chamber		n/a
8. The Secret Passage		n/a