The House of Salvatore, a wealthy merchant family has posted a generous reward for the return of their youngest daughter, Lady Katrina Salvatore. She was last seen being escorted out of a drinking establishment in the Merchant district by a well dressed female noble, clad in robes of opulent purple and gold. They entered a mausoleum in one of Cinderfall’s many grave yards. Onlookers reported hearing a terrible, unearthly scream resonate across the cemetery. She has been missing ever since.

**STAIRWELLS**

**Entrance Stairwell.**

Special Rule: Once the final Hero sets foot in the Silent Entrance, the door behind them slams shut, unseen hands draw the bolts on the door, locking it tight.

Ascend: Not allowed.

Descend: Not allowed.

**Acrid Ascent.** There is for what passes as a fresh breeze, wafting down from the surface, only barely shifting the overwhelming scent of sulphur that hangs in the air.

Special Rule: None

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

Descend: Not allowed.

**AMBSH TABLE**

<table>
<thead>
<tr>
<th>D6</th>
<th>Ambush</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>D6 + 4 Zombies</td>
</tr>
<tr>
<td>2</td>
<td>2D6 Skeletons (maximum of 10)</td>
</tr>
<tr>
<td>3</td>
<td>3 Spirit Hosts &amp; 5 Zombies</td>
</tr>
<tr>
<td>4</td>
<td>2 Cairn Wraiths &amp; 4 Skeletons</td>
</tr>
<tr>
<td>5</td>
<td>5 Zombies &amp; 5 Grave Guard</td>
</tr>
<tr>
<td>6</td>
<td>10 Grave Guard or an Exotic Adversary</td>
</tr>
</tbody>
</table>

**UNEXPECTED EVENT TABLE**

<table>
<thead>
<tr>
<th>D6</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Long-lost Treasure: One of the Heroes discovers an ancient treasure. Tell the adventurers: Each adventurer rolls a dice, the Hero of the adventurer with the highest roll takes a random treasure card. If several adventurers are tied, each of their Heroes takes a treasure card.</td>
</tr>
<tr>
<td>2-3</td>
<td>Spectral Assault: One of the adventurers has disturbed the remains of a spirit, one damned to haunt these halls for all eternity, sensing the life-force of the Heroes, it lashes out in rage. Tell the adventurers: Each adventurer rolls a dice, the Hero of the adventurer with the lowest roll faces the brunt of the assault. Deploy 1 Spirit Host adjacent to the lowest scoring Hero, (roll off for a tie) Then resolve a Spectral Daggers attack against that Hero. Once the attack is complete the Spirit Host dissipates, leaving nothing but a deathly chill in the air.</td>
</tr>
<tr>
<td>4-5</td>
<td>Ambush: The Heroes have been ambushed! Roll on the Ambush table.</td>
</tr>
<tr>
<td>6</td>
<td>Quiet of the Grave: With a careless step, the Heroes trigger a deafening trap, a howl of ear bleeding intensity rings out across the chamber... Randomly select a Hero to trigger the trap, that Hero has been the victim of a malicious curse. The controlling player may no longer speak and the Hero may no longer use any Skill Cards they may have. The effect lasts until a Hero with the Celestial trait spends a Hero dice of a ‘6’ to exorcise the curse or the party returns to Cinderfall and the afflicted Hero visits the Chapel of the Shattered Blade.</td>
</tr>
</tbody>
</table>
1. Silent Entranceway

As the Heroes enter they notice an unnerving silence, not even the sound of the wind blowing down from the surface breaches this sinister quiet. There are exits to the south & east, with debris strewn around the floor and a dilapidated bookcase to the west.

Adversaries: None

Special rules: If an Ambush happens in this room, deploy one Tomb Banshee in the space marked with an ‘X’. She will act normally for one adversary phase, and then disappear if undefeated.

Secret: After rifling through the remains of the bookcase, you disturb an old, guilt edged book, with a grinding sound the bookcase rotates, revealing a secret portal. Set up the chambers hidden portal.

2. Cattle Quarters

As you emerge from the secret passage you are greeted with the unmistakable stench of rotten meat, and hear a faint howl on the breeze. In amongst the foulness you spy the remains of a well dressed female, or what used to be...

Adversaries: 1 Tomb Banshee and 8 Zombies.

Special rules: When the Heroes search the room for the first time, deploy the Tomb Wraith as close to the centre of the room as possible.

At the start of the second adversary phase in this room, deploy the 8 Zombies as close to the exterior walls as possible.

Secret: In amongst the Tomb Wraith's incandescent remains, the Hero finds the Spectral Eye Treasure card.

3. Pale Passage

Regal looking banners of purple and gold adorn the walls of this dank passage way, the detailing upon them is of a winged skull, fashioned in an eternal, silent scream.

Adversaries: None

Secret: A breeze from behind one of the worn banners hanging on the passage wall reveals a secret door. Set up the chambers hidden portal.

If chamber 4 has not been explored, tell the adventurers:

The clacking sound of metal on bone can be heard from beyond the eastern portal.

4. The Crypt

As the Heroes enter the Crypt, four sets of hollow eye-sockets turn in unison, ready their weapons, and advance in perfect step to slay the interlopers.

Adversaries: 4 Grave Guard & a Wight King.

Special rules: Set up the 4 Grave Guard on the spaces marked ‘G’ when the Heroes first open the door to this room. If the Heroes have successfully searched Room 3, they may continue their turn as normal, If not, however, the Grave Guard Ambush the Heroes.

Once the Grave Guard have been defeated, tell the Heroes the following: There is a deep rumble from the middle of the chamber, the sarcophagus lid slowly slides over, the sound of grinding stone filling the room, with a crash it falls to the chamber floor. A Wight King steps out of the dust cloud, ready to defend his Mistress.

Set up the Wight King in any unoccupied square adjacent to the sarcophagus. (Marked with the red box.) He may act as normal in this adversary phase.

Secret: Pulling on an ornate brazier reveals a hidden doorway. Set up the chamber's hidden portal. You can hear what sounds like the muffled cry of a female from beyond the north doorway.

5. Arterial Passage

This passageway is illuminated by lit torches running down the length of it's long walls, the blood and muck on the floor indicate that someone was hauled down this corridor not so long ago...

Adversaries: 5 Skeleton Warriors, one in each of the squares marked with a 'S', the Skeleton in the East most square, next to the closed portal is a Skeleton Champion.

Special rules: None

Secret: You can clearly make out the staccato sobs of a female, echoing from beyond the eastern doorway.

6. The Hold

This room is unnaturally dark, the only light being a small spot of illumination from a hidden fissure, secreted beyond sight, in the high ceiling.

Facing the southern wall is a woman, sat rocking back and forth in a foetal position, uncontrollably sobbing. She is clothed in the soiled and torn remains of what was once an expensive dinner gown. Now, reduced to bloody tatters, barely covering her pale flesh.

Adversaries: 1 Tomb Banshee, see below:
**Special rules:** The first time a Hero enters The Hold, they should immediately make special, free Observation check (6+). If it is successful tell the Heroes the following:

*You spy the family crest of House Salvatore, stitched onto some of the woman’s shredded clothing, this surely is the missing Lady Katrina. However, the only detail you can make out on her pale face is a sinister red light, emanating from her darkened eye-sockets, casting flickering shadows on the floor.*

If a Hero successfully searched Room 6, The Hold, they may also return the Family Crest broach of House Salvatore for an additional D3+1 Renown.

**Secret:** Searching the remains of the White Woman, the Hero finds D3 gold instead of the usual 1, and the Family Crest broach of House Salvatore.

**7. Sirens Retreat**

*This room is littered with empty chests and broken display cabinets, most of which look to have been looted long ago.*

**Adversaries:** 2 Cairn Wraiths, see below:

**Special rules:** The first time a Hero searches this room, immediately pause their turn and tell them the following:

*You are overcome by a sudden, deathly chill, you notice your breath misting in the musty air of the chamber as you realise you are no longer alone...*