There is a bounty available from the local Priests of Shyish, they need help culling a pack of wild beasts desecrating the remains of their paritioners and running amock within the catacombs of their holy temple.

**Special Rule:**
Due to the treacherous nature of the gore-slick staircase, the Heroes have to make a special check to descend safely. Each check costs 1 Hero dice, and requires the player to roll equal to, or under their movement value. It takes 4 successful actions to reach the Catacomb level without incident.

Should a Hero fail a check, they lose their footing on the sticky, iron rich substance and tumble the remaining way, ending their turn immediately and causing them 1 Stun damage.

**Ascend:** Not Allowed.

**Descend:** Set up the Heroes as close to the northern most portal of the ‘Catacomb Crossroads’ chamber as possible.

---

**AMBUSH TABLE**

<table>
<thead>
<tr>
<th>D6</th>
<th>Ambush</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>D6 Crypt Ghouls</td>
</tr>
<tr>
<td>2</td>
<td>3 Crypt Horrors</td>
</tr>
<tr>
<td>3</td>
<td>3 Crypt Flayers</td>
</tr>
<tr>
<td>4</td>
<td>1 Crypt Haunter Courtier</td>
</tr>
<tr>
<td>5</td>
<td>D6+2 Crypt Ghouls and 1 Crypt Haunter Courtier</td>
</tr>
<tr>
<td>6</td>
<td>1 Crypt Haunter Courtier and 3 Crypt Horrors</td>
</tr>
</tbody>
</table>

---

**UNEXPECTED EVENT TABLE**

<table>
<thead>
<tr>
<th>D6</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Trap the Prey!: The denizens of the dungeon lock and barricade all closed doors. From now on, for a Hero to open a door and explore a new chamber they must first roll a 5+ to overcome the barricade, else that action is wasted. Further rolls of a ‘1’ on this table counts as a ‘2’.</td>
</tr>
<tr>
<td>2-5</td>
<td>Ambush: The Heroes have been ambushed! Roll on the Ambush table.</td>
</tr>
<tr>
<td>6</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>
</tbody>
</table>

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**STAIRWELLS**

**A**

Carmine Decent. The path down is slick with rich, shiny crimson, saturating the flagstones and spraying up the walls; is this all that remains of the Priests and parishioners?

**Special Rule:**
Due to the treacherous nature of the gore-slick staircase, the Heroes have to make a special check to descend safely. Each check costs 1 Hero dice, and requires the player to roll equal to, or under their movement value. It takes 4 successful actions to reach the Catacomb level without incident.

Should a Hero fail a check, they lose their footing on the sticky, iron rich substance and tumble the remaining way, ending their turn immediately and causing them 1 Stun damage.

**Ascend:** Not Allowed.

**Descend:** Set up the Heroes as close to the northern most portal of the 'Catacomb Crossroads' chamber as possible.

**B**

Revered Ascent.

**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.
A. Temple of Shyish Entrance

As you climb the ornate stairs you start to hear screams emanating from within the Temple, you pick up the pace only to find the large, gilded door barred.

Adversaries: None. Do not roll for ambushes while at the Temple of Shyish Entrance.

Special rules: The Heroes must break down the door to gain entrance to the Temple. The Door is a special Adversary with 20 wounds, the speed in which they manage this will affect what they encounter within. Keep a note of how many Hero Dice are spent on this special encounter.

Read the following to the Heroes at the listed remaining wounds.

15 - The screams intensify, you can just about make out some deep, guttural grunting coming from within.

10 - The guilt doors start to splinter, you notice your feet are slick with blood, flowing unseen from within the Temple.

5 - The doors start to groan under the relentless assault, you can just about make out the candle lit interior through the fresh gouges you have made.

3 - Your faces are sprayed with warm blood as a huge, wet mass is hurled against the battered and split door.

0 - With a resounding crash, the once ornate doors clutter to the blood stained flagstone in a shower of rent gold and splintered wood.

Set up and resolve room 1. Temple of Shyish immediately.

1. Temple of Shyish Interior

Your senses are assaulted by the brutality of a battlefield, yet these broken and split husks were mere priests and acolytes, now dismembered, plastering the floor with what remains of their insides.

Adversaries: 1 Strigoi Ghoul King.

Special rules: When the Strigoi Ghoul King has been reduced to below half his starting wounds he immediately retreats to the Catacombs beneath the Temple.

Secret: You notice a pile of robed bodies piled up against the southernmost wall, arms outstretched, reaching for something unseen. Set up the chambers hidden portal.

2. Priests Respite

This was clearly a preparatory room for the priests, in stark contrast to the human debris in the main Temple, this room is untouched by the carnage.

Adversaries: None.

Special rules: If the Heroes managed to brake down the Entrance door in less than 10 or less Hero dice, they encounter a young female acolyte in this antechamber.

Read the following to the Heroes: The acolyte is morose, stunned into a mute state by the horrors she must have witnessed in this once holy place. As you start to ease her on her way back to Cinderfall, she reaches into her robes and produces a golden key, it's handle cast in the image of the Shyish rune. She manages to bow her head in thanks, and with that leaves the site of this atrocity without a sound.

The key opens a chest, hidden in the base of a lectern. The Hero finds the Elixir of Life Treasure card.

Secret: Searching the various chests and offering dishes, the Hero finds D3 Gold instead of the usual 1.

3. Catacomb Crossroads

As you leave the staircase you are greeted with the contrast of what was once, obviously, the entrance to a revered sanctum, now decorated with chunks of human flesh, shattered bone and sticky blood smeared on to the stonework.

Adversaries: None

Special rules: None.

Secret: You can clearly hear the buckling sound of splintering wood from beyond the western door, yet nothing but an unnervingly absolute silence from beyond the eastern portal.

If chamber 6 has not been explored, tell the adventurers: The gnawing sound of teeth on bone can be heard from beyond the southern portal.

4. Western Passage

You are greeted by the overwhelming stench of decay as you enter the passage. There are a handful of Ghouls manically attempting to break down the northern door, as you enter, their malevolent red eyes turn to face you.

Adversaries: 4 Ghouls.

Special rules: None.

Secret: As you slay the last of the Crypt Ghouls, the din of battle dies down. You can now make out panicked screaming coming from beyond the northern portal.

5. Mortuary

This room has a high ceiling, the top of which is lost to shadows. What lays in front of the Heroes are cold, mortuary slabs, still stained dark crimson by the works of the temples priests.

Out of the corner of your eye, you notice movement in the shadows above...

Adversaries: 3 Crypt Flayers.

Special rules: None.

Secret: Peering behind a torn and blood-stained banner, the Hero finds a concealed door to the north of this chamber. Set up the chambers hidden portal.

6. Charnel House

As you enter this long, dark chamber your senses are assaulted by the spice rich smell of decomposing human meat. Small, shadowy alcoves run the length of this chamber, you are sure you can make out blood red eyes staring back at you from the darkness.
Rest In Peace

Adversaries: 8 Crypt Ghouls

Special rules: Deploy 8 Crypt Ghouls touching the exterior walls of the chamber. Then, ready a D6, with the ‘6’ facing upright. If the Heroes have already explored room 8, The Ossuary Path, reduce the number to ‘4’.

Every time the Heroes vanquish the last Crypt Ghoul, reduce the number on the D6 by 1, and immediately set up a further 8 Crypt Ghouls in the same manner as before, then continue the current phase. Repeat this procedure for each number remaining on the D6.

Secret: You catch a gust of foetid air coming from beyond a crack in the southern wall. Set up the chambers hidden portal.

7. The Red Court

This is a long, dark chamber, the braziers lining its walls have been extinguished, leaving the smouldering incense pit at the rear of the room as the only source of illumination. In the twilight you make out various sets of ruby red eyes coming to bear upon you, with more and more opening almost in turn. There is the clattering sound of claws on stone and the swish of air through the incense as the creatures inhabiting this dank court lunge in attack.

Adversaries: 1 Strigoi Ghoul King, 3 Crypt Horrors and 4 Crypt Ghouls. Set up the Strigoi Ghoul King on the space marked with the ‘S’, with the remaining adversaries as close to him as possible.

Special rules: Should the Heroes suffer an ambush in this chamber, add +1 to the amount of any creatures deployed.

Secret: While rooting through the detritus and shredded human remains the Hero finds tracks leading to the north-west corner of this chamber. Set up the chambers hidden portal.

8. Ossuary Path

This passage is well lit, and must have been used by the devotees and priests to transport remains between the Mortuary and the Charnel House.

Adversaries: None.

Special rules: None

Secret: You find nothing.

9. Larder

When the Heroes enter this dilapidated pantry they are greeted by a manic Acolyte, franticly applying pressure to a myriad of bites and tears in her flesh.

Adversaries: None.

Special rules: Read the players the following: The Acolyte knows her time is short on this mortal coil, and asks a final favour, the last wish of a dying woman. She reaches under her robe and presents the Heroes with a bundled package, asking that they return this Holy relic to the Chapel of the Shattered Blade in Cinderfall. As she pushes it into the hands of the Heroes, she coughs up a globule of bright, oxygen-rich blood, exhales her last, laboured breath and expires, hunched over in front of them.

The Heroes have two options:

They can take the package to the Temple of the Shattered Blade when they return to Cinderfall, OR, They can open the woman’s package and see what she was willing to die defending, claiming it for themselves.

Only tell the Heroes the outcome of their chosen choice, and their choice is binding. If they return the relic to Cinderfall, the Priests at the Temple of the Shattered Blade reward them with 2 additional gold each, this can even take them above the usual 5 Gold limit.

If they betrayed the woman’s dying request and opened the package, one of them gains the Ulgrute Shroud Treasure card.

Secret: You find nothing.
10. Offering Chamber

The walls of this chamber are adorned with runes, the room is arranged around an opulent statue of black obsidian, an effigy of some deity, however you know not which. The only fragments of writing you can decipher reads 'Morr'...

Adversaries: 1 Crypt Haunter Courtier.

Special rules: replace this text for any special rules in this room.

Secret: Searching what remains of the idols and offerings the Hero finds D3 Gold instead of the usual 1.

11. Effluvium

This chamber houses the moist, maggot ridden remains of various parishioners, a real treat for the Crypt Haunter, currently devouring them noiselessly.

Adversaries: 1 Crypt Haunter, set up on the square marked with the 'X'.

Special rules: None

Secret: Reluctantly, the Hero reaches in to the tepid, human soup, choking back the urge to vent the contents of their stomach. The Hero finds the Twisted Charm Treasure card.

12. Southern Passage

This long passage, hewn from the surrounding rock, has lichen like growths upon its surfaces, and pools of natural water gathering in the cracks and pock marks on the floor.

Adversaries: None.

Special rules: None

Secret: If chamber 7 has not been explored, tell the adventurers: You can hear the deep, guttural tongue of some unknown beast, though you know not what is being said, you think rudimentary commands are being issued.

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Read if the Heroes succeed in their quest:

With the wretched Ghoul King slain, the temple is once again safe. As the Heroes start their journey back to Cinderfall to report their success, they have a pang in the back of their minds, was this really a random attack by feral beasts, or part of a more malevolent plot?

Upon reaching Cinderfall, the Heroes can claim their reward should one of their number visit the Raven Bridge Bastille. They are awarded 3 Renown each for their services. The Heroes may also unlock Achievement I, if they have not done so already.

Read if the Heroes fail in their quest:

You feel cold, your vision blurred by the blood in your eyes. The last sights you take in are the looming shadows cast by the gathering ravenous horde. With this, the Flesh-eaters, living up to their namesake, start to devour the still warm meat of the fallen adventurers...

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**Optional Rules**

**The Winds of Shyish:**

The Winds of Shyish flow strong in this dank place, washing over all, and permeating the heroes very fibre.

Should a Hero suffer a grievous wound and fall during the adventure, the Dungeon Master may choose to allow the Hero to come back in to play immediately, as opposed to waiting for a respite.

Tell the Hero the following: Your eyes snap open, as you rise to your feet you notice an unearthly, oppressive cold, chilling you to your very bones. As your thoughts start to come back in to clarity, you can’t help by feel the presence of someone, or something, sinister lurking in the back of your mind.

The Hero may act normally, however for every action they wish to take they must first roll a D6, on a 1-5 they may make their chosen action as normal. If a ‘6’ is rolled, the Dungeon Master may decide the outcome of the action instead. (Where to move, to stand morose, who to attack etc.) This allows the Hero to make attacks against members of his own party.

Should the risen Hero be in the same chamber as the Strigoi Ghoul King or the Lahmian Vampiress, they lose control on a 4+, owing to the malign influence of these Lords of Night.

This influence can be purged by visiting the Temple of the Shattered Blade in Cinderfall, and paying the priests the required donation of 3 gold pieces.