For months the bodies of citizens from across the social castes of Hammerhal have been turning up dead, their broken husks bruised and exsanguinated from delicate, almost artistic cuts across their bodies. The city watch are calling it the work of a serial killer, and are looking for brave Heroes to bring this monster to justice.

**STAIRWELLS**

A  **Ornate Descent.** These stairs are rough-hewn from the surrounding rock, and twist down, out of sight and into darkness.

Special Rule: Once the Heroes elect to Descend, the mechanical door which leads back into the Manor house, clicks, whirs and shuts on unseen gears, locking fast. The way back is barred.

Ascend: Not Allowed.

Descend: Set up the Heroes in the stairwell north of 'II-4 Vestibule' chamber.

B  **Red Ascent.** These stairs are stained a rich brown, it is assumed from the constant ritual blood-letting.

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.
I-1. Abandoned Entranceway

There is a musty scent hanging heavy in the air as you enter this old, dilapidated town house, remains of its civilised former use are now all but echoes in this dank, unsettling abode.

Adversaries: None.

Special rules: No Unexpected Events are rolled for in the Abandoned Entranceway.

Secret: You notice half-crescent skuff marks etched into the floor against the eastern wall. Set up the chambers hidden portal.

II-4. Vestibule

This dark chamber is lit by one bronze brazier near its centre, there are wet piles of flayed human remains in its north-eastern and south-western corners, with exits on its eastern and southern walls.

Adversaries: None.

Special rules: None.

Secret: You find nothing.

II-5. Junction

This cold, stone junction is patrolled by a cadre of pale Aelven maidens, they look fragile yet sport a manic look in their eyes. They turn to regard the Heroes, as a malevolent smile crosses their delicate features...

Adversaries: 6 Witch Aelves.

Special rules: While in this, or any adjacent chambers, all Hero attacks suffer a -1 penalty to hit due to the soporific effects of the ritual candles.

Secret: Searching through the meaty organs the Hero finds a blood-slick trinket. The Hero finds the HEART OF ICE Artefact.

II-7. Dank Passage

In this poorly lit passage the Heroes feet slip on the damp stonework, as soon as they steady themselves are they set upon...

Adversaries: 5 Sisters of Slaughter.

Special rules: The Heroes Movement is reduced by ‘1’ while in this chamber due to the slippery stonework.

Secret: You notice a section of wall, along its eastern face which is unusually dry, especially considering the moisture throughout the rest of this passage. The Hero pushes in one of the dry stones and reveals a secret chamber.

Set up the chambers hidden portal.

II-8. Antechamber

In the northern most corners of this room are banks of flickering candles, emitting some truly soporific scents, which leave the faint tang of metal on the back of the Heroes tongues.

Adversaries: 3 Mélusai Blood Sisters, including a Hag, Horn Blower and Bloody Standard.

Special rules: While in this, or any adjacent chambers, all Hero attacks suffer a -1 penalty to hit due to the soporific effects of the ritual candles.

Secret: Fighting to focus through the haze of smoke, you notice some wisps being drawn through the south-western wall.

Set up the chambers hidden portal.
II-9. Altar of Khaine

This long room is lit only by the flickering candles lining its walls. At the back of the room looms a giant idol of gold and claret, its mere presence blankets the Heroes in a sense of foreboding and dread. In front of this monstrous effigy a Hag Queen holds a sermon, whipping the Daughters of Khaine into a fervour.

Adversaries: 1 Hag Queen, 1 Avatar of Khaine and 6 Witch Aelves.

Set up the Hag Queen on the square marked ‘H’, with the Witch Aelves adjacent to her, and the Avatar of Khaine on the square marked ‘A’.

Should the Heroes have the Unexpected Event Assassin in their party as a Companion, he immediately turns on the Heroes the moment he sets foot in the Alter of Khaine chamber, following the rules in the Unexpected Even chart as if a second ‘1’ had been rolled.

The ‘Hero’ card is handed to the Gamesmaster, who can use any remaining ‘Hero’ dice on it in a special ambush phase. The Assassin will follow the usual adversary rules from the next Adversary phase.

Special rules: The Avatar of Khaine does not, and can not be attacked until activated by the Hag Queen. Any attacks targeting him before then causes no wounds.

Once the Hag Queen sustains 4 wounds, immediately end the Heroes current phase and read the Heroes the following:

The chamber reverberates with an ear-splitting, metallic roar. With the groan of metal on metal the towering Avatar starts to move, hate-filled fury burning within its dead eyes, boiling blood sloshing within its crystalline muscles.

Start the Adversary phase immediately, leading with the Avatar of Khaine. It now attacks, and can be attacked as normal.

Secret: Splattered with gore and their heart pounding, something catches the Hero’s eye on the broken corpse of the Hag Queen. The Hero finds the Hezerek’s Belt Treasure card.

II-10. Undercroft

This small room is devoid of furnishings, the floor covered in nothing but scraps of bloodied clothing.

Adversaries: None.

Special rules: None.

Secret: Rooting through the gore-stained clothing the Hero finds a coin purse. The Hero finds D3 Gold instead of the usual 1.

II-11. Scouts Quarters

This room is filled with scrolls of parchment, inked in some foreign tongue, their exact meaning and purpose eludes you.

Adversaries: None.

(See below)

Should the Heroes have any of the listed Heroes in their party, (Nomad, Prince, Assassin, Sorceress, Black Ark Fleetmaster, Loremaster, Mistweaver Saih, Tenebrael Shard or Witch Aelf Hag), read them the following:

Most of these missives are in some kind of ciphered code, after some trial and error you decipher the following; Our mission proceeds as ordered High Queen, we are mere weeks away from completion, the blood of the unworthy flows...

A flaming arrow whistles overhead, igniting the papers, which immolate in a matter of mere seconds.

Immediately set up 3 Melusai Blood Stalkers in II-7. Dank Passage, next to the portal leading to II-11 Scouts Quarters. These Adversaries ambush the Heroes.

Secret: Wiping the serpentine blood from your blades, your attention once again turns to the crystalline form of the Bounty Hunter. The Hero finds the Last Gift of Saint Rubeus Artefact.

II-12. Dark Ingress

Fragments of a glass like material litter the floor of this passageway, in a certain light, some look almost humanoid in appearance.

Adversaries: 3 Khinerai Lifetakers.

Special rules: The Adversaries ambush the Heroes once this room is explored.

Secret: You find nothing.

II-13. Undercroft

This chamber opens to the surface, high in its ceiling, the natural light casting eerie shadows that almost dance. The Heroes regard a crystalline statue of what looks like a bounty hunter, the craftsmanship is exquisitely lifelike.

With barley a hiss, the enemy is upon them.

Adversaries: 1 Bloodwrack Medusa and 5 Khinerai Heartrenderers.

Special rules: The Adversaries ambush the Heroes once this room is explored.

Once this room has been cleared, the fissures in the rocky ceiling allow the soporific scent from the Antechamber to be expelled to the surface, nullifying the effects of chamber II-8. Antechamber.

Secret: Wiping the serpentine blood from your blades, your attention once again turns to the crystalline form of the Bounty Hunter. The Hero finds the Last Gift of Saint Rubeus Artefact.
Read if the Heroes succeed in their quest:

Having bested the Hag Queen, and thwarted her devious plan, the citizens of Hammerhal are safe from the blood-thirsty eye of Khaine and his acolytes, for now...

Upon reaching Cinderfall, the Heroes can report the findings of their mission and 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 II, if they have not done so already.

The stewards of Hammerhal are appalled at the news of their erstwhile allies in the great battle against Chaos, the Daughters of Khaine, preying on the innocent city-folk for their own malicious intents. The City Guard organise a war party to root out the remains of this blood thirsty coven, yet, when they arrive they find no trace of their presence, no ceremonial candles, no gold effigy, not so much as a single drop of blood remains in the subterranean depths beneath the Ashen Tangleways.

Read if the Heroes fail in their quest:

As another delicate dagger slips its way into the Heroes' prone bodies, puncturing their organs and releasing the precious crimson with an explosive, arterial spray, the last thing the Heroes hear as they sink into oblivion is the sublime vocal cadence of the Hag Queen, making another visceral offering to her dark deity.

NOTES ON TREASURE:
Should a listed piece of treasure not be available, or already be in the possession of another Hero in the party, draw a random Treasure card in its place.