The city watch are looking for mercenaries to investigate the increased reports of rat infestations in the Warehouse district of Hammerhal, locals have mentioned seeing blood red eyes peering out of the shadows, only to disappear upon closer inspection.

The Ratmen lay in wait, there is no escape.

The air blowing down these stairs is like sweet nectar to the Heroes, the surface awaits.

**STAIRWELLS**

**A** Sewerage Shaft. This dank stairwell descends under the streets of Hammerhal, the air smells acrid and sticks in the Heroes' throats.

Special Rule: None

Ascend: Should the Heroes Ascend on this Stairwell, they will automatically trigger an Ambush when they re-enter 'A. Municipal Office', this will surprise the Heroes.

Descend: Set up the Heroes in the stairwell north of '5 Entranceway'.

**B** Service Tunnel. The air blowing down these stairs is like sweet nectar to the Heroes, the surface awaits.

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.

**AMBUSH TABLE**

D6 Ambush

1. D6 + 4 Vermintide Skaven Slaves or 1 Vermintide Man-Eater and D3 Vermintide Skaven Slaves.

2. D6 + 4 Vermintide Clanrats or 1 Vermintide Ratling Gun and D3 Vermintide Clanrats.

3. D6 + 4 Vermintide Clanrats or 1 Vermintide Warfire Thrower and D3 Vermintide Clanrats.

4. D3 + 1 Vermintide Plague Monks or 1 Vermintide Poison Wind Globulet and D6 Vermintide Clanrats.

5. D3 + 1 Vermintide Stormvermin or 1 Vermintide Snip Assassin and D3 Vermintide Clanrats.

6. D6 + 1 Vermintide Stormvermin or 1 Vermintide Rat Ogre and D3 Vermintide Clanrats.
Vermintide Special Rules

Due to the unfathomable amount of foul Ratmen, combined with the attention of the Horned-Rat himself, the following rules are in effect:

No Rest: Death lurks in every shadow, even stopping to catch your breath may make it your last.

Every time the Heroes make a Respite, they automatically trigger an Unexpected Event, but apply a +6 modifier to the roll. Do not tell the Heroes this, see if they have the deductive powers to put two and two together.

What was that?!: The minions of the Horned-Rat seem to always pick the most opportune time to ambush the Heroes.

Every roll on the Ambush Table, and roll of 7+ on the Unexpected Event Table automatically surprises the Heroes, with no roll required.

The Hand of Fate: It feels as if some divine hand guides the action, with wave after wave of evil almost overrunning the Heroes.

The Gamesmaster has the power to tailor every encounter to make it brutal, but not impossible for the brave Heroes. The Ambush Table has two option for each roll, should the Heroes already be fighting tooth and nail for survival use the first listing, even modifying the result so as not to overwhelm them. However, should the Heroes be making a little too much progress, select the second listing.

Attention of the Horned-Rat:

Undying and eternally scheming, this cunning deity patiently awaits the day of the Great Ascendancy, when his children will swarm across the face of the world, devouring it from within.

Whenever Destiny dice are rolled, before removing any dice, add up the total. If this is exactly '13', the following effects are applied:

- Heroes with the 'Chaotic' trait may immediately draw 1 Skill card.
- Heroes with the 'Celestial' or 'Holy' traits immediately take 2 Stun damage.

Foul Grimoires: What secrets do the Ratmen keep in these foetid tomes?...

Grimoires can be found scattered throughout the adventure. If a Hero chooses to carry one the following rules apply:

- Carrying one inflicts 1 Wound, that can not be healed while holding the Grimoire (This can be shown by placing the skull wound token upside down on the Hero card)
- Holding one guarantees the bearer 1 Treasure draw per Grimoire from the next Legendary adversary defeated.

<table>
<thead>
<tr>
<th>D6</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The Bell Tolls: For the remainder of the adventure, whenever a Hero rolls their Hero dice, add them together. If the total is exactly '13', they immediately take 1 Stun damage, removing the highest Hero dice rolled. However, if the Hero is of any type of Skaven, they may instead burn their lowest Hero dice as to a '6'.</td>
</tr>
<tr>
<td>2</td>
<td>Boon of the Horned Rat: Each Hero may re-roll up to 2 of their Hero dice in the next Hero phase. In addition, each hero gains an additional 1 renown, whenever they earn renown in their next hero phase.</td>
</tr>
<tr>
<td>3-4</td>
<td>Swarm!: Deploy 1 x 4 Vermintide Clanrats, these adversaries do not surprise the Heroes.</td>
</tr>
<tr>
<td>5-6</td>
<td>Ambush!: Roll on the Ambush table, these adversaries always surprise the Heroes.</td>
</tr>
<tr>
<td>7</td>
<td>Mancatcher: Deploy a Vermintide Mancatcher from behind the Heroes and immediately make an attack as if you had rolled a '4-6 Gotcha!' on the Behaviour chart.</td>
</tr>
<tr>
<td>8</td>
<td>Stormwermin: Deploy 1 Vermintide Stormwermin for each Hero in the same room as the Heroes and immediately make an attack as if you had rolled a '5-6 Murderous Fercity' on the Behaviour chart.</td>
</tr>
<tr>
<td>9</td>
<td>Gas Rat!: Deploy 1 Vermintide Poison Wind Globulet next to an open door in an adjacent room to the Heroes, then immediately make an attack as if you had rolled a '4-6 Gas Incoming' on the Behaviour chart.</td>
</tr>
<tr>
<td>10</td>
<td>Plague Monks: Deploy 1 x 1 Vermintide Plague Monks in the same room as the Heroes and immediately make an attack as if you had rolled a '5-6 Frenzied Barrage' on the Behaviour chart.</td>
</tr>
<tr>
<td>11</td>
<td>Knife in the Dark: Deploy 1 Vermintide Bleed Assassin next to an open door in an adjacent room to the Heroes, then immediately make an attack as if you had rolled a '5-6 Hunted!' on the Behaviour chart.</td>
</tr>
<tr>
<td>12</td>
<td>Incoming!: Deploy 1 Vermintide Rat Ogre next to an open door in an adjacent room to the Heroes, then immediately make an attack as if you had rolled a '3-4, Here It Comes!' on the Behaviour chart.</td>
</tr>
</tbody>
</table>
1. Municipal Reception

The floors and walls of this once welcoming reception are now smeared with blood, and punctuated with scattered remains.

**Adversaries:** None.

**Special rules:** None.

**Secret:** You find nothing.

2. Hallway

The foetid smell within this hallway is almost overpowering, you notice strange symbols scratched into the walls.

**Adversaries:** 4 Vermintide Clan Rats.

**Special rules:** None.

**Secret:** You find nothing.

3. Municipal Office

More strange symbols greet you as you enter and scan the surroundings. The desks have been ransacked and smashed to splinters. The only trace of its former inhabitants is a claret smear across the floor, disappearing behind the eastern doorway.

**Adversaries:** Roll twice on the Ambush Table, the first result will enter play from Stairwell ‘B’, while the second result will enter play from either room ‘1. Municipal Reception’ or ‘2. Hallway’, whichever is empty and closest to the Heroes.

**Special rules:** None.

**Secret:** Rooting through the pile of shattered furniture in the north-western corner, you discover another room. Set up the chambers hidden portal.

4. Records Room

The various bookcases that lined the walls of this room have been toppled, scattering hundreds of pages onto the cobbled floor.

**Adversaries:** 2 Vermintide Storm Vermin and 4 Vermintide Clan Rats.

**Special rules:** None.

**Secret:** Buried beneath the piles of books you come across a leather bound tome, emblazoned with the sigil of the Horned-Rat. The Hero has found a **Foul Grimoire**, and may choose to carry it following the rules on page 2. If they decide to discard the **Foul Grimoire**, it is destroyed.

5. Entranceway

With your first step underground your senses are assaulted by the pungent odour, flooding into your nostrils and making your eyes water uncontrollably.

**Adversaries:** 5 Vermintide Clan Rats.

**Special rules:** Should the Heroes trigger an Unexpected Event or Ambush while in this chamber any adversaries will enter play from the Stairwell.

**Secret:** You find nothing.

6. Dregs Approach

With every step you make, the foul smell intensifies. You encounter what looks like a makeshift camp, could there really be any survivors down here?

**Adversaries:** None.

**Special rules:** None.

**Secret:** You find nothing.

7. Sewerage Chamber

This large room looks to have served as a staging post for the city’s workers, some of which are now strung up to the chambers cold walls. Expressions of terror frozen on their faces and foul sigils carved into their flesh. In the north-eastern corner of the room is another hastily erected camp. The belongings look undisturbed, and the modest fire is still smouldering.

**Adversaries:** Special, see below.

**Special rules:** Should the Heroes wish to inspect the camp and its items they may make a special ‘Investigation Respite’. This follows the same rules for Respite, however to represent the gleaned knowledge, or pilfered goods the Heroes may choose from D3 Gold, or D3 Renown in addition to their chosen Respite activity.

As soon as the Respite is complete, immediately roll once on the Ambush Table and once on the Unexpected Event table, with the +6 modifier. The resulting adversaries automatically surprise the Heroes.

**Secret:** You find nothing.

8. Sewerage Hollow

You think this room once lead to a crypt due to the inscriptions on the various tablets that line its walls. The arch along the eastern wall was sealed long ago.

**Adversaries:** None.

**Special rules:** None.

**Secret:** Through the subtle application of force, you manage to reopen the eastern archway. Set up the chambers hidden portal.

In the rubble you come across a leather bound tome, emblazoned with the sigil of the Horned-Rat.

The Hero has found a **Foul Grimoire**, and may choose to carry it following the rules on page 2. If they decide to discard the **Foul Grimoire**, it is destroyed.
9. Sealed Catacombs

As the stonework crumbles the stale air rushes to meet the heroes. There is no light in this room, just a faint, eerie green twilight emanating from the dusty walls. There are various broken and empty funeral urns dotted throughout the room and recessed within its walls.

Adversaries: 6 Vermintide Clan Rats, and one roll on the Ambush Table.

Special rules: Due to the poor visibility in this chamber, the Heroes suffer a -1 to all Hit rolls.

Secret: Sifting through the shattered urns the Hero finds a coin purse. The Hero finds D3 Gold instead of the usual 1.

10. Lost Crypt

You can just sort out more of the ceremonial urns at the far south of this chamber, however, these look to be highly embellished. Your gaze settles on the deep trench running through the middle of this room, which looks to be filled with the remains of servants and serfs.

Adversaries: None.

Special rules: To reach the urns the Heroes will have to jump over the trench. It costs a full Move action to attempt, and follows the following rules:
- Each Hero which wishes to cross the trench must stack 5 dice, one on top of the other.
- Each must have a different number facing upwards.
- At least one pip must be visible on each upwards face.

Should the dice tower fall, so does the Hero, taking one Grievous Injury from the broken remains and debris lining the trench. They stay on their original space and their turn ends immediately.

Should they succeed, they safely make it to the other side, and may continue their turn as normal.

The Urns: A Hero adjacent to a Urn may make a special Open (4+) action. They then roll a D6 to see what it contains;

1-2 Warpstone contamination: Take D3 Wounds, with no Save allowed.
3-4 Valuable Cache: Gain 3 Gold, this may take you above the usual 5 maximum.
5-6 Heirloom: Draw a Treasure Card.

Secret: You find nothing.

11. Cesspool

Effluence coats the floor of this chamber, building up around a large drain in its centre, the Heroes barely have enough time to heave on the rancid fumes before they are set upon.

Adversaries: 4 Vermintide Plague Monks, and roll once on the Unexpected Event Table, with the usual +6 modifier.

Special rules: The filth coating every surface of this chamber makes movement very difficult, as such all Heroes are at -1 Move should they start a Move action in this chamber.

Secret: The Heroes notice an old, battered leather bound tome, emblazoned with the sigil of the Horned-Rat.

Set up the chambers hidden portal.

12. Watercourse

Reservoirs of liquid flow around the edges of this room, off, in to some unseen system.

Adversaries: Roll on the Ambush Table.

Special rules: Once the Ambush Table adversaries have been slain, immediately deploy D6 + 4 Vermintide Clan Rats, these adversaries surprise the Heroes.

Secret: Rifling through the Grey Seer’s overwrought remains, the Hero finds something remarkable.

The Hero finds the Hezerek’s Bracer’s Treasure card.

13. Sewerage Chamber

This long chamber is lit by the sickly green glow of warpstone, the floor is covered in human remains, rent asunder by its foul inhabitants.

A ramshackle structure has been erected against its southern most wall, where a hunched and wizened looking figure is overseeing the installation of some huge brass bell.

The creature gestures to them, and with that, a sea of red eyes turn to regard the Heroes. Its time to cleanse this filth from Hammerhal.

Adversaries: 1 Vermintide Grey Seer and 8 Vermintide Clan Rats.

Special rules: If it has not already occurred, the rules for the Unexpected Event, ‘The Bell Tolls’, are now in effect.

While the Grey Seer is alive, it may forgo its action to instead make a choice from the Ambush Table, this is resolved immediately.

Secret: If the Heroes succeed in their quest:

The light stings their eyes as they emerge onto the streets of Hammerhal, the Heroes put an end to the vile Ratmen’s Vermintide and saved the city. This time...

Read if the Heroes fail in their quest:

The deafening chime of that great brass bell is the last thing the Heroes hear, as hundreds of red eyes close in upon their prone forms, their end has come.