

1. Entrance

A few chests lie smashed on the floor. The room is otherwise empty.

Special Rules: None

Adversaries: None

Secret: A sign on the wall says FORGE to the West. You hear noise coming from the Eastern door.

2. Main Stairwell Landing

As you open the door, four thugs turn towards you with a puzzled stare.

Usceathing their weapons, they scream and run towards you.

Special Rules: The player who opened the door gets a chance to slam it shut right away - roll against Agility and add 2; if succeeding: ***you quickly slam the door shut.*** (you can use a damage token to mark the portal shut). While it's shut, any player in the two squares near the door can choose to Hold The Door, renouncing other actions that turn (no roll necessary). If 2 players hold the door at the same time, adversaries cannot attack or see through it. If only one player holds it, each adversary gets a chance to smash it - roll for attack as usual, and if succeeding, the door is smashed (the player suffers no damage). If all players stop holding the door, any subsequent smashing attempt is automatically successful (but still consumes the attack turn for one adversary). A door can be opened and shut multiple times, until it's smashed or all enemies are dead.

Adversaries: 4 Bloodreavers

Secret: None.

3. Security Gate

A small river of molten metal flows underl a gated bridge. The gate has been smashed open. Tureddin says: "There used to be a security system here, but I guess it's too late for that..."

Special Rules: Each player passing over the bridge rolls against Agility and adds 2. If the roll fails, he has triggered the still-working security system: ***a heavy ball of steel flies towards you, hitting you for 1 wound!*** If the rolled value was 1 (before adding the extra 2), the player also loses 1 gold that falls under the bridge.

Adversaries: None

Secret: *you notice a big hole in the wall, which doesn't look like a ventilation shaft. It doesn't looks like the security system could be disabled even by this mob.* If the search was performed before anyone crossed the bridge, special rules stop applying and everyone can safely cross it by walking slowly (subtract 1 to each character's Move value until he reaches the other side).

4. The Forge

The huge room is full of tools and weapons scattered around, unfinished or broken. A group of thugs is sitting in a corner, laughing as they play throwing bits of metal at each other. Tureddin whispers "There is a small service passage near the Northern wall. The door looks like a wall, but I know how to find it. We might be able to slip through without these idiots seeing us. It's a shame though, I bet this room is full of goodie - the guys working here were proper eggheads."

Special Rules: Do not place the portal to stairwell C until Tureddin touches the Northern wall (normal Search actions do not reveal it). Place adversaries in the southernmost tile only. Any player entering the room has a chance to go unnoticed as he moves in the shadows, by rolling against his Agility. If he succeeds, he can Move or Search without being seen until he attacks or leaves the room. If he ends his turn still hidden and in the room, he will have to repeat the roll at the next turn. If anyone fails the roll, the entire party is discovered: ***You stumble onto broken bits of armour on the floor, making a loud noise. The thugs angrily turn towards you and attack!*** Players' turn ends immediately, adversaries all move towards them and attack.

Adversaries: 6 Bloodreavers, including a Chieftain and a Hornblower

Secret: The room is so full and so messy that multiple Search actions can be performed until all items are found (but do not replace the standard 1 gold after the first search)

Items: 1) *Among the unfinished armours, you find a Drakeskin Cloak (Treasure)! But there is still so much stuff...* 2) *under a table you spot an unused Excavation Charge (Treasure). But maybe there's more over there...* 3) *you search so thoroughly that you find a Heartseeker Ring! That's it, you're sure everything else is just rubbish.*

Read if players ascend from

Stairwell B : *"We better be quick to get out", Tureddin says as he rushes upstairs. Who knows what awaits you on the upper levels...*

Read if players ascend from

Stairwell C: *The small service passage is silent and empty; clearly the intruders never found it. "Best way to smuggle a bit of liquor for the night shift", says Tureddin as he starts up the stairs.*