

1. Stocked Evidence

You are forced to defend yourself against the aggressors, behind racks and cranes. **Special Rules:** After the fight is completed, read this to players: *The dwarf spits on one of the slain attackers. "Damn fools" he says, "what the hell are they doing here? this is Hammerhal, not some godforsaken pit..." He looks at you with a mixture of gratefulness and disappointment "Now I owe my life to you nobodies... just joking. Thanks fella, that was close. I'm Turaddin." He shakes your hands, then looks at the smashed door. "I have a feeling the cavalry is not gonna come, so we better get the hell out. If we stick together we might have a chance."*

Adversaries: 2 Bloodreavers and 1 Bloodreaver Chieftain.

Secret: On the corpse of one of the slain enemies, you find Makali's Hateful Knife (Treasure).

2. Corridor

Carefully peaking from the door, you notice other looters thrashing the place.

Adversaries: 2 Bloodreavers

Special Rules: None

Secret: you find 1 extra Gold. The place is eerily silent.

3. Incoming Delivery Room

The room has been rummaged through, boxes cut open and cranes smashed.

Special Rules: None.

Adversaries: None.

Secret: you find 1 extra Gold.

If the search roll was 6: *in the delivery guy's locker room, you find a pair of Restless Boots (Treasure).*

4. Service Toilet

The place reeks like a toilet that has not been cleaned for years, which is exactly what this is.

Special Rules: None.

Adversaries: 1 surprised Kairic Acolyte on the loo. He is Stunned for 1 turn as he composes himself.

Secret: hitting the hole is harder than it looks - urine is everywhere. No wonder they sent you guys to sort this floor out.

You can't bear the touch of picking up some urine-stenched gold, so discard even the standard 1 gold you got from the search actions

5. Service Corridor

An empty corridor. Turaddin says this is used to carry evidence back and forth to the Consultation Room.

Special Rules: a Kairic Acolyte is hiding in the spot marked X. Do not place him until a player reaches the square marked with Y, at which point the player is forced to stop. As you turn around the pillar, a Kairic Acolyte jumps at you! The player rolls for surprise; on failure, he is stabbed and suffers 1 damage.

Adversaries: 1 Kairic Acolyte with 2 blades. See Special Rules before placing it.

Secret: Nothing is found.

6. Consultation Room

The place has been thrashed. Chairs and tables have been smashed and thrown around. A handful of looters are busy searching for something, shaking huge tomes expecting something to fall out.

Special Rules: if approaching from the Service Corridor (room 5), the Torchbearer rolls for surprise; on success, adversaries are automatically stunned for 1 turn as players enter the room. *The looters are surprised to see you, and fumble trying to pick up their weapons.*

Adversaries: 2 Bloodreavers and 2 Kairic Acolytes.

Secret: You retrieve D3 extra gold from the corpses of slain looters.

7. Outgoing Delivery Room

A bunch of boxes and cranes lay ripped open all over the room. They contained evidence that was supposed to be sent out for trial or to other cities. A few Acolytes are still there, methodically going through each box.

Special Rules: None

Adversaries: D6+1 Kairic Acolytes, including at least one with Scroll of Dark Arts.

Secret: Among the open boxes, you find D3 extra gol and a Feydrake Root (Treasure). Additionally if the search roll was a 6: *near the Root, you spot a small bag with some Seeds of the Everroot (Artefacts)*.

8. Gated Corridor.

This used to be the controlled access route to the warehouse, open to (very) occasional visitors. The looters left a sentry to control the area. You will have to deal with him to get out.

Special Rules: if the fight goes on for more than 2 turns, the ruckus attracts enemies from the Outgoing Delivery Room (room 7). If room 6 was not cleared beforehand, adversaries from that room also approach the door on the 4th round.

Adversaries: 1 Kairic Acolyte with Shield.

Secret: You hear noises from both the Southern door and Northern door, like somebody was breaking furniture and throwing things around.

9. Guard Room

The gates and sitting area for standing guards has been torn to shreds. Tureddin looks at it with sadness - many good naps were had on that smashed chair, and his collection of Mindbending Crosswords was pulverized by some sort of blast. "Savages" he murmur.

Special rules: None.

Adversaries: 1 Bloodreaver

Secret: Tureddin stops to rummage through the rubble. "For Sigmar, if they took my stash, I'm going to rip them open... There it is!" He finds a small purse and gets a small bottle out of it. "This little fella is what I drink after a night of, er, recreation. It might be useful..." he scans the party as he speaks, "especially to a weakling like you." He hands you an Elixir of Life (Treasure).

Read if heroes manage to escape:

As you hurry up the stairs, you can't help thinking that the exit is so far away.

Turedding tries to break a smile. "Don't worry kids, I know this building like the back of my hand. We'll be out in no time, and then we can call for reinforcements." His words sound forced - he knows reinforcements won't come in time. You're alone against Sigmar knows what, and there are four floors between you and safety. You steady your weapons' grip and prepare for more struggle.

Read if heroes fail in their quest:

As wave after wave of attackers slain all your party, a Kairic Adept enters the room to survey the carnage. "Mh, just some rabble." He turns to his subordinates: "Keep searching for the ring, as the master said. Nobody is leaving until that ring comes up. Back to work, you scum!"

As life leaves your body, you can only woe the day you enrolled in the Permanently Temporary Guard. "A simple job, they said... A boring job..."