

THE NORWAY INN

“The catacombs led you to a massive underground cavern, inhabited only by the odd and harmless beast. You’ve found and followed a precipitous trail high along the contours of the cavern toward what appear to be signs of civilization, however meager. A small inn, it would seem, a waystation from the nearby locals and whatever travelers brave this route on their way into the deepest heart of Muroidea. Of this place, I know nothing. It will be for you lot to explore, to seek respite if lucky, to avoid ruin if not, to continue your journey regardless. Maker guide ye.

A) Initially, these Stone Doors will only be revealed by way of a search for secret passages. These Stone Doors are also trapped so that if a Hero fails in opening the door, a Ball of Flame screams through the lofty corridor, ending only in a small explosion of smoke at the inn door. The trap cannot be disarmed, but if the Heroes are made aware of its presence—and only *if* and *after* they are made aware of the doors themselves—they may each roll to dodge the Ball of Flame like a Spear Trap before rolling for the standard dodge. Etched into the face of the cavern walls, above a wooden door blackened and glazed as if by fire, are the words Norway Public House. From the door hangs a small canvas sign, “Beds Available. Inquire Within.”

B) The Skaven thrall, if defeated, will always respawn at the start of Zargon’s turn with his full complement of spells. Upon the Spell Table are the Spirit Blade, the Cloak of Darkness, and the Book of Blood. If, after taking them, the Heroes search their inventory for these same items, they realize they have vanished.

C) A large tome is tellingly bookmarked at a chapter entitled, “The Living Object.” The Elf and Wizard cannot make out much—the tome is written in the Skaven’s native tongue, the same scrawl used in much of *The Craven Maze Runner of Rodentia*—but they are able to piece together the rudiments, something about a cherished item being capable of bearing a spiritual vestige of its owner. A second book, slimmer and older than the first, has been hastily replaced. Called *A Trace of the Vessel*, it appears to detail all manner of Necromancy. A dog-eared page explains a strange but powerful link between men and their possessions; the adjacent page suggests ways in which such a link might be exploited. **D)** The first Hero to turn this corner sees a Skaven (marked X and finishing his movement around the next corner) walking away from him and around the corner. When Barnabas gets a glimpse of this man, he tells the others to go on ahead to the Tavern without him, that he’ll stay back and wait for them at this bend. Barnabas can take his turns but will not approach the tavern door. **E)** See APPENDIX **F)** Three bedrolls are scattered upon the ground in front of the fire. The empty chest appears to be for the convenience of travelers. If the Heroes disarmed Rebus, the secret door will instead be a Portcullis, through which the Heroes can view Rebus’s kennel. Otherwise, this secret door can be searched for. The rats look to be from the same brood as Rebus’s pet rat Myron. They are heartier than those you’ve fought in dungeons. Fearing a deep sleep in such close proximity to these beasts, the Heroes do their best to stop up the door. **G)** A pair of makeshift straw beds are pushed against the eastern wall. This room’s usual function is clearly as a storage room, as brooms, rakes, and other useful tools clutter a rack at the back. The chests contain mounds of the pale cheese from earlier. A search of secret doors reveals not a passage way, but a possible weakness in the wall. The Heroes decide they can never be too careful on the brink of restful sleep and drag the contents of the room in front of the hollow wall. The Heroes should split up evenly into these rooms to rest for the night. / When the Heroes finally assent to settling in for the night, the Players should leave the room. Each Hero will regain his full complement of Body and Mind Points, but not his used Spells and Artifacts. Before the Players return, Zargon should take one item from each Hero: Kronüs’s Bow, Norwyn’s Staff, Barnabas’s Mace, Brick’s Scepter, and Trakix’s Magic Wand; if the Heroes took Shale’s artifacts again, Zargon should remove them, as well, adjusting the Heroes’ cards accordingly. When they return, in pour the Skaven, Cur first, to whichever room Barnabas has chosen: “Anrab,” Cur bellows. “Coward!” These Skaven attack first; regard any perks/drawbacks from the Tavern exchanges. / After the battle concludes, the Heroes can settle back to sleep, reclaiming afterwards their full complement of spells, abilities, and items. **H)** At least 4 Skaven, including Cur, who has the Inspiration and Strategic perks, emerge from the south room. Possibly 3 additional Skaven from the bar and Rebus, who might lend his Rats to the fray, are in the north room. **E2)** The Publican denies any involvement, mutters, “Some trouble last night? Eh?” After exchanging heated but fruitless words with the Publican, the Heroes realize that Abnes has made it to the Norway Inn; unimpressed, the merchant mentions that the Heroes could have done a more effective job emptying the Skaven Catacombs of monsters, and admits that he was lucky to follow a Skaven Sorcerer through the Catacombs and subsequent Cave to the inn. His stores, he is happy to announce, are replenished, including an accompanying Scout and Swordsman. **C2)** Both Stone Doors are open come morning. The Thrall, of course, is back, regenerating as before, but he will not leave the two caves. Shale’s artifacts are still on—or again returned to—the altar. The carpet is askew, revealing the trap door. **I)** As soon as the Heroes open the Stone Door, they see Shale place something in the chest and then immediately vanish. The chest is trapped with a teleport spell, sending the searcher back to Shale’s lair, surrounded by the Thrall and two Skaven Mummies. In the chest, the Heroes find the pilfered items. [Note: if one of the Heroes dies in the wee-hour scum, his body should disappear when he is defeated. The Heroes will find it slumped in front of Shale’s Spell Table the morning after. When they draw close to it, it stirs oddly; they note this fallen Hero’s prized possession on the Spell Table above his body. With a crack of harsh lightning and a whiff of foul smoke, both vanish. Behind them stands Shale. “We meet again, my friends. My apologies if I wasn’t quite myself when last we met. The life energies in [Brick’s Sceptre] have helped restore this vessel more satisfactorily.” He looks knowingly to Barnabas, nods. “Shall we be off, then?”] **J)** Next to the Stone Doors is nailed a wooden sign: Rattesia, 74 roods; Rodentia, 163 roods; Crete, 300 roods. This last city is scrawled below the other two etched names, perhaps in blood?