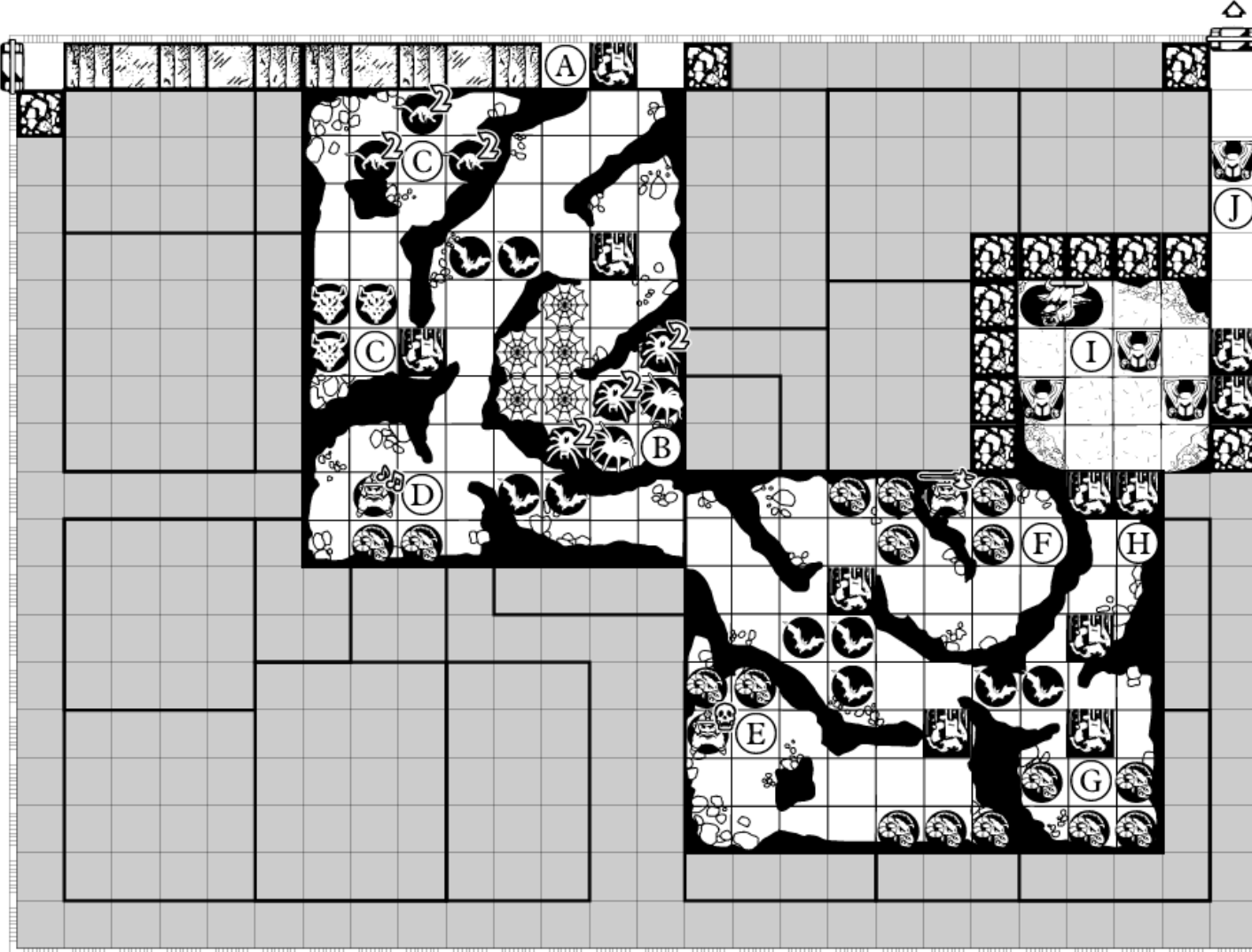


Quest Five

THE WAY OF RUIN

“Word of your coming has spread through Muroidea like wrathful fire—and Zargon is none too pleased. Daedalus, his first-in-command and architect of these many labyrinthine dungeons, has sent his son Icarus to mar your further advancement, collapsing the way between the Norway Inn and the next major settlement, Rattlesia.

Locals have heard explosions around the clock in the nearby area. I don’t know what to make of this exactly, but you lot may need to get creative to maintain your forward progress. Speaking of progress, it was all you could do to get Barnabas away from the Norway and its surroundings. Looking for his pa, of course. Alas, no sign. Onward then. Maker guide ye.”



A) It appears the way has been caved in. Next to the mound of rubble you spy an unlit stick of dynamite. Roll a d6 when setting a charge: **4-6)** the stick perfectly placed, the charge expertly set, the rubble is reduced to so much gravel and ash **3)** although the blast does its job in clearing the way, a haphazardly set explosive sends a gale of rocky shrapnel toward the Heroes: Skull=1bp, Shield, Black=0bp **2)** same as above: Skull=1, Shield=0, Black=2 **1)** the spark travels the length of the fuse, retreating into the crude explosive. After a few seconds more of low-crouching and ear plugging, you look to each other and then back to the rubble. It’s a dud.

B) The first Hero to search for treasure will find a cocooned adventurer in the recesses of the cavern, on his body an Arrow of Penetration, a d6 healing potion, and a Helmet.

C) You hear scratching coming from behind the rubble. Three desperate, haggard looking Skaven beg you for a healing potion. If given one, all three will flee; if not, all three immediately attack with one extra attack dice and one less body point and defense die.

D) The Tinker with the Horn has three sticks of dynamite on him. He wields Fear, Command, Tempest, Rust, and Soothe.

E) The Tinker with the Drum has one stick of dynamite on him. He wields Ball of Flame, Lightning Bolt, Rust, and Soothe.

F) The Tinker with the Spear casts Courage and Rock Skin on himself as soon as he sees a Hero. He wields Rust and Soothe like his mates.

H) This should be a single Fallen Rock tile.

G) A pit trap.

J) This Doomguard has three sticks of dynamite.

I) Any of these four plus the Doomguard in the hall should be considered bosses.