

HERO QUEST™

The Labyrinths of Muroidea

Q U E S T



B O O K

Prologue

"There exists in the heart of Muroidea, the land of the Skaven, a terrifying power, but not necessarily a force for evil. Tales of a legendary Minotaur – a beast with nearly unparalleled strengths of both body and mind – have made their way to Zargon's ears. And my former apprentice is troubled, troubled by the thought of such a beast one day becoming an enemy of Chaos. After all, the distant Muroidea, removed as it is from the influence of the Empire, has long suffered under the yoke of Zargon's oppression. And perhaps the right hand of Heroes might channel the fury of the mighty Minotaur directly toward Zargon.

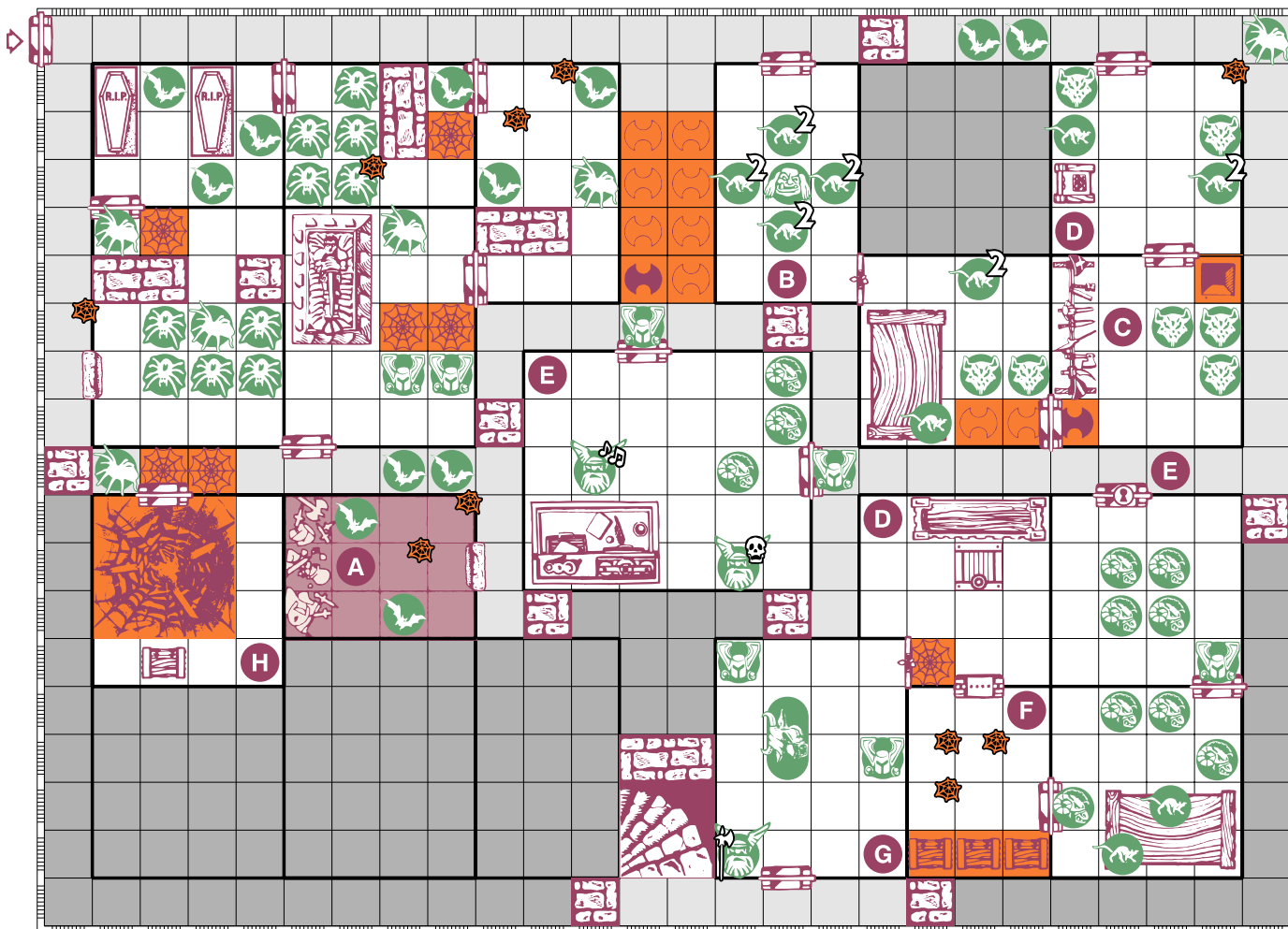
Zargon has, therefore, employed the services of the legendary Daedalus, the Master Architect and Sorcerer of lore, to conceive and construct a city of labyrinthine dungeons around the beast, reshaping the landscape of the underground realm of Muroidea with the aid of an army of Dwarven Tinkers. His plan is to, in this way, forever imprison the Minotaur at the center of an elaborate, impenetrable city of mazes. Imprison him, that is, if he cannot first sway him to the side of Chaos. Either way, Heroes, you must traverse these labyrinths, find this Minotaur Rex, and ensure that Zargon is unable to unleash on the Empire such incomprehensible might.

Not only will new denizens of Chaos await you in this far off place but the nasty native beasties that inhabit the dark and dank of Muroidea, as well. It is indeed a foreign place, unknown to the Empire in many respects. But not, I dare say, unknown to you, Barnabas. I believe this to be an oversight on the part of my former apprentice, one that we must exploit. And yet, if my agents are to be trusted, you are no Hero in these parts, Skaven Maze Runner.

Perhaps now is the time to make amends. Go now, plumb the depths of Muroidea, and Barnabas, the depths of your soul."

NOTES continued:

- F** The Tinker with the Spear (halberd) casts Courage and Rock Skin on himself as soon as he sees a Hero. He wields Rust and Soothe like his mates.
- G** A pit trap.
- H** This should be a single fallen rock tile.
- I** Any of these four plus the Doomguard in the hall should be considered bosses.
- J** This Doomguard has three sticks of dynamite.



Quest 5

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."

NOTES:

All falling rock traps in this Quest have already caved in. Follow the same rules as note A for these. Only the falling rock trap at note A has an unlit stick of dynamite next to it, for the rest the Heroes have to find more dynamite.

- 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:

The stick perfectly placed, the charge expertly set, the rubble is reduced to so much gravel and ash.

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=0, Black=0bp.

Same as above: Skull=1, Shield=0, Black=2.

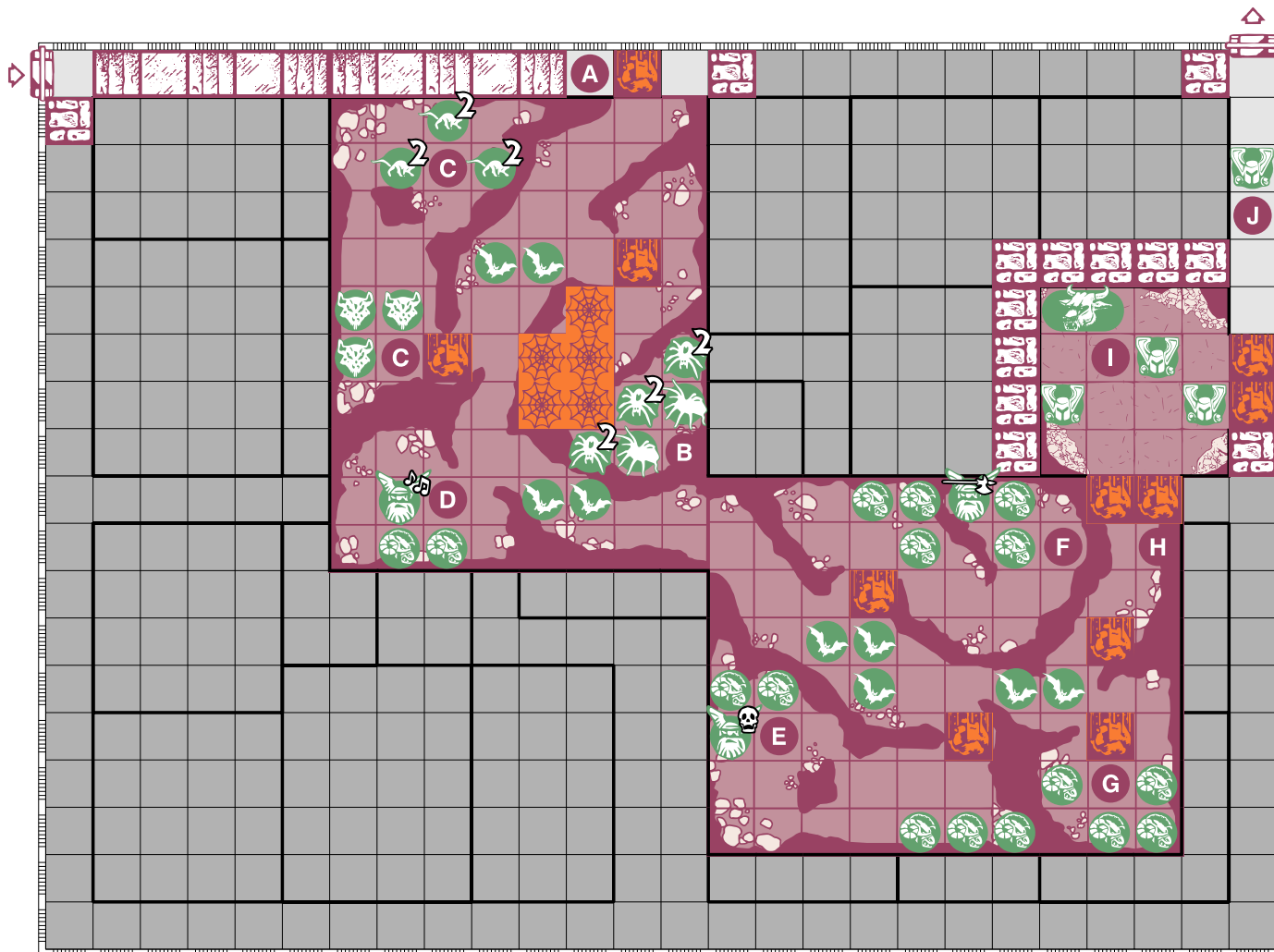
The spark travels the length of the fuse, retreating into the crude

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 Potion of Healing, and a helmet.
- C** You hear scratching coming from behind the rubble. Three desperate, haggard looking Skaven beg you for a Potion of Healing. 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 (note) has three sticks of dynamite on him. He wields Fear, Command, Tempest, Rust, and Soothe.
- E** The Tinker with the Drum (skull) has one stick of dynamite on him. He wields Ball of Flame, Lightning Bolt, Rust, and Soothe.



Wandering Monster in this Quest: 2 Beastmen



Quest 1

The Threshold

"Barnabas, himself a native of Muroidea, recoils at the sight: a massive gateway, once an active hub of trade between the realms of men and Skaven, above and below, has been transformed into a hulking fortress, a dungeon-like

passageway through which none uninvited shall pass without a fight. And yet the only entrance to Muroidea lies beyond and below. So a fight it is. Maker guide ye."

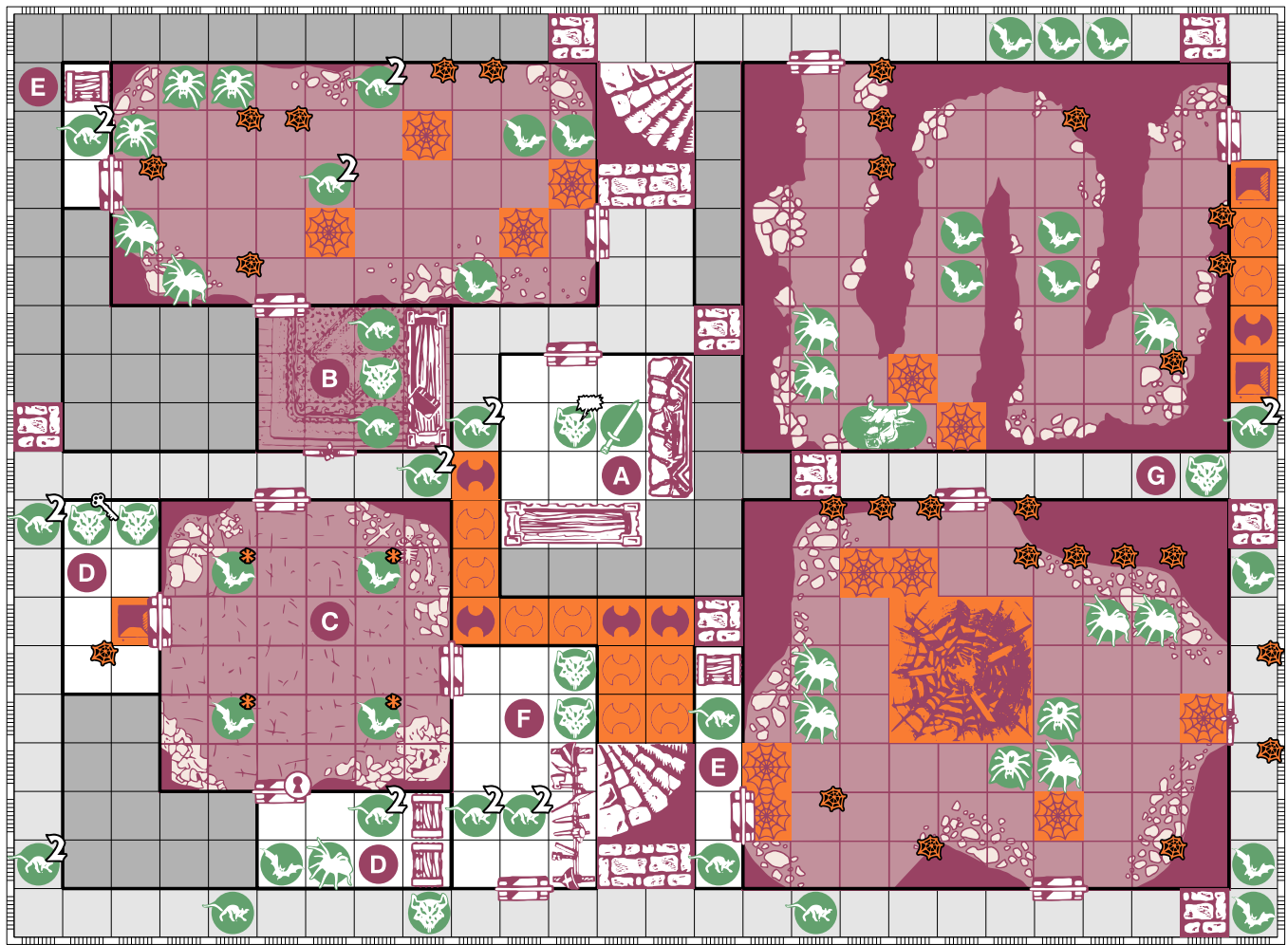
NOTES:

- A** The first Hero to search will find 800 gold coins. The second Hero will draw and accept three cards from the treasure deck, resolving them in order.
- B** A swarm of Plague Rats feasts on the festering corpse of a dead Ogre. A search for secret doors will reveal a rat hole in the corner of the room. The Skaven can pass through it like a regular door, but other Heroes will need a larger opening. Treat this aperture like a stone doorway when opening it.
- C** The first Hero to search for treasure will find, on the weapons rack, a Morningstar Flail. The other items on the weapons rack are rusted and chipped beyond usefulness. Behind the rack, however, in a chink in the stone wall, the second to search will find two treasure cards.
- D** A search for secret doors reveals a trap door beneath the throne, which corresponds with the storage room.
- E** The Tinker Drummer (skull) wields Cloud of Chaos, Command (2), and Mind Blast (2). The Tinker Player (note) wields Restore Chaos, Rust (2), and Fear (2). The alchemist's bench contains the key to door E. Give the Hero the key token.
- F** Each chest is trapped with a Firestorm charm. Each chest will reveal three cards from the treasure deck. The Hero must select one. While the portcullis will not open, the Heroes, when moving adjacent to the door, should be able to see the contents of the room.
- G** The Tinker Battlemage (halberd) wields Firestorm, Lightning Bolt (2), and Ball of Flame (2).
- H** The chest contains one vial of Essence of Fungus and one vial of Anti-Venom.

The Heroes can see the rat hole in the corner of the room without a search for secret doors. The Skaven can pass through it like a regular door, but other Heroes will need a larger opening. Treat this aperture like a stone doorway when opening it.



Wandering Monster in this Quest: 2 Flying Foxes



NOTES continued:

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. 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.

E (Second time) 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.

C (Second time) Both stone doorways 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 doorway, they see Shale place something in the chest and then immediately vanish. The chest is trapped with an Escape spell, sending the searcher back to Shale's lair, surrounded by the Thrall and two Skaven Zombies. In the chest, the Heroes find the pilfered items. [Note: if one of the Heroes dies in the wee hour scrum, his body should disappear when he is defeated. The Heroes will find it slumped in front of Shale's sorcerer's table the morning after. When they draw close to it, it stirs oddly; they note this fallen Hero's prized possession on the sorcerer's 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 your artifacts have helped restore this vessel more satisfactorily." He looks knowingly to Barnabas, nods. "Shall we be off, then?"]

J Next to the stone doorways 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?

Quest 2

Once More unto the Breach!

"It seems, Heroes, that Muroidea is worse off than we in the Empire knew. Through my own tireless efforts, I've been able to find you lot a place to gather yourselves for this, your next dangerous foray into Daedalus' mazes; but hereafter for weeks perhaps you'll be on your own. Sadly, my scouts remain unawares of another such settlement as this if you can call this a settlement. Now, you may find caravans in your travels, that I don't know, but you must not again expect to replenish your

weapons, potions, spells, or health between battles. As for this so-called settlement: yes, Skaven live here, but mostly outlaws and mercenaries now since Zargon's takeover, they are understandably distrustful of outsiders, combative, and surely no friends to Barnabas. Beware them on your way to the mouth of the first great labyrinthine cavern. From there, the unknown! Maker guide ye."

NOTES:

Heroes start at the bottom stairway and end the Quest at the top one.

A Barnabas recognizes this young Skaven, but an industrious lad upon the Maze Runner's (inglorious) departure from Muroidea. It seems he has made something of himself amidst the recent strife in Muroidea. When Barnabas explains the Heroes' goal, Abnes, this young Skaven merchant, expresses some admiration and admitting he would not have expected as much from the Barnabas of old. As the Heroes leave with their purchases, he asks if the way into the heart of Muroidea might be made safe in their wake. He is almost hopeful of meeting the assembled Heroes again, but he too cautious to guarantee it. Abnes's wares:

Helmet
Shield
2 Magical Throwing Daggers

Potion of Restoration
Potion of Recall
Potion of Rejuvenation

1 Swordsman
Countless Essence of Fungus
Countless Anti-Venom

9 Torches
4 Lanterns

A search for treasure will reveal, each time, a Torch (1-3), a Potion of Recall (4-5), or a Potion of Restoration (6) unattended on a bookshelf; it seems, also, that Abnes is each time momentarily distracted. The searching Hero must roll to see if his act of thievery is a success: Skaven, Elf: 2-6, Wizard: 3-6, Barbarian: 4-6. If caught, Abnes sets off a Firestorm trap, charms the now shut door with another, and casts Escape out of the settlement, never to be seen again.

B If the Heroes enter the library via the rat hole, the Skaven and his Plague Rats will be asleep next to an open tome entitled, *The Craven Maze Runner of Rodentia*. They will not awaken until the first attack on one of them is made. If the Heroes enter through the door, they'll be awake as normal. The



Wandering Monster in this Quest: 2 Plague Rats

NOTES continued:

bookshelf contains a Treasure without Doom Spell Scroll if the Heroes entered through the rat hole. If they did not, the first search for treasure will reveal *The Craven Maze Runner* on splayed on the floor. The second search will reveal the treasure scroll.

- C** These Flying Foxes act like a trap and should not be placed on the gameboard. When a Hero enters the cavern, he should be assigned a number for his position of entry: 1-6. Don't tell the Heroes the numbers! Each of the four Flying Foxes will roll a d6 on Zargon's turn, making a regular unblockable attack on that Hero out of the extreme darkness. While on cave tiles, Heroes can see their eight-space personal halos with a torch and line of sight with a lantern. If a Hero is without a light source, he will only be able to see one square in front of him, in the direction he is moving. When the Hero ends his movement, he may choose any direction.
- D** The Skaven with the key-symbol has the key that opens the locked door to the other room D. These chests contain 1000 gold coins each.
- E** These chests contain 800 gold coins each.
- F** The weapons rack holds a host of chipped items tailored to the specific Hero's search. The Wizard, for instance, might find a splintered staff. If the Barbarian searches, however, he'll find, in an apparently empty quiver of arrows, an Arrow of Firestorm and an Arrow of Ice Storm.
- G** This Skaven is clearly guarding entry from the other passageway and does not notice the Heroes exit. He won't turn around for a first ranged attack, or one by the Elf or Skaven. If he is alerted, the rats in the corridor will come to his aid.

Quest 4

The Norway Inn

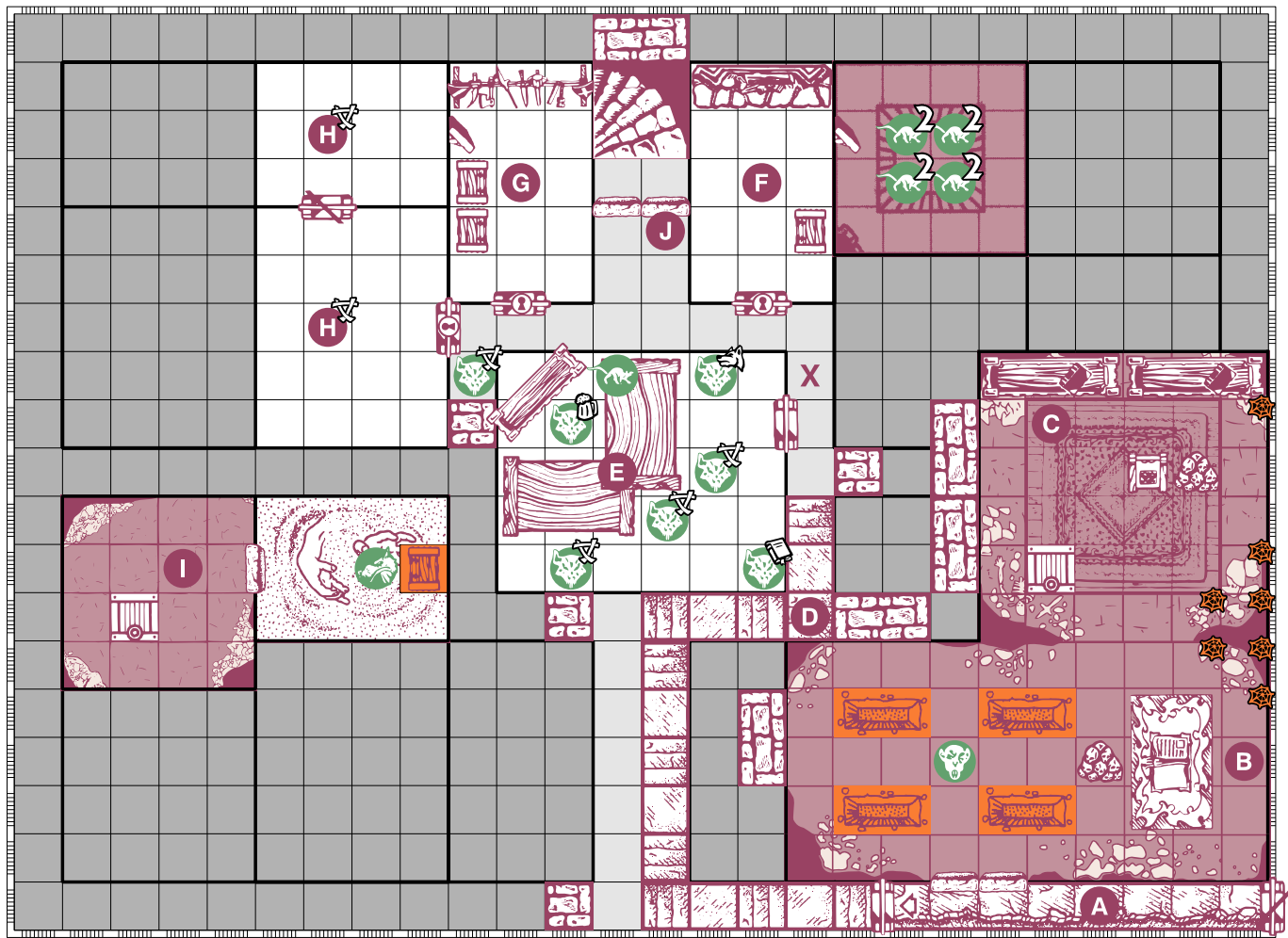
"The catacombs led you to a massive underground cavern, inhabited only by the odd and harmless beast. You've found and followed a precipitous trail high along the contours of the cavern toward what appear to be signs of civilization, however meager. A small inn, it would seem, a waystation from the

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."

NOTES:

- A** Initially, these stone doorways will only be revealed by way of a search for secret doors. These stone doorways 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 Sorcerer's 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. The trap door cannot be seen at this time in the Quest.
- 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





Wandering Monster in this Quest: Skaven Zombie