

# A DARING RESCUE

Hidden in the depths of the Blackstone Fortress is a place of pain and misery that captured explorers are dragged, there to be interrogated by an individual known as Fleshspoiler. One of your associates is in his clutches, and it's up to you to rescue them in this new quest.



**N**o expedition into the Blackstone Fortress is without risk. Despite their great resourcefulness, explorers can be laid low by inglorious poor fortune or an unanticipated threat. The dead, and those still tenaciously clinging to the last threads of their life, are often left to rot where they fall.

Many of these bodies are gathered by the forces of Chaos to be used for all manner of foul rituals, and the most unfortunate are dragged away to Mallex's personal interrogator, a macabre individual known as Fleshspoiler. This monstrous torturer squats in the middle of a nightmarish web of corridors and chambers called the Weeping Labyrinth. Fleshspoiler's skills are the subject of dark legend amongst those that brave the fortress, and there are those who claim that he can even return the dead to life. Few would willingly venture into such a

horrifying lair, but when a trusted compatriot is dragged away to face interrogation, a group of daring explorers may decide to launch a rescue expedition. The horrific fate that awaits their comrade might be reason enough, but the explorers also know what their fellow could divulge about Precipice under such a butcher's tender mercies. Worse still is the fear that a resurrected ally might be turned against them – such a threat is not one any explorer could countenance.

Here you'll find a brand-new quest for Blackstone Fortress – the quest to the Weeping Labyrinth. Your mission is to rescue a captured compatriot from the clutches of the Fleshspoiler before they meet a gruesome end. It won't be an easy quest, and the Fleshspoiler's minions are particularly unsavoury. Good luck in the Weeping Labyrinth – you'll need it!

# STARTING THE QUEST TO THE WEEPING LABYRINTH

The quest to the Weeping Labyrinth is a standalone quest that can be attempted if the explorers have completed the quest for the hidden vault and are not currently on another quest, such as the quest for the Black Shrines. Before starting the expedition, the explorers can choose to undertake the quest to the Weeping Labyrinth. If they do so, follow the rules presented here to set up an expedition for this quest. Once the explorers have started this quest, they may not start another until it has been completed. The quest to the Weeping Labyrinth uses some new rules and some existing rules from those presented for the quest for the hidden vault on pages 12-13 of the *Blackstone Fortress: Rules* booklet. Use the existing rules for New Expeditions, along with the following new rules. You will also need a copy of the *Escalation* expansion for Blackstone Fortress to be able to play this quest.

## SETTING UP THE EXPEDITION FOR THE QUEST TO THE WEEPING LABYRINTH

After Step 2, after the explorers have picked four explorers to take on this quest, the hostile player (or the leader if there is no hostile player) must pick a different explorer to be rescued. This explorer cannot be a retinue character, but can be an explorer who is dead. The chosen explorer has gone missing in action, either by foul misfortune or reckless heroism. This explorer is referred to as the captured explorer.

During Step 3, do not create a deck of exploration cards as normal. Instead, the explorers will be taking part in a set series of combats and challenges as they try to rescue their captured comrade. These combats and challenges comprise a single expedition. If they fail they will need to start this quest again as a fresh expedition.

During Step 5, the spacecraft that the captured explorer is based on can be one of the four spacecraft placed by Precipice.

Each combat or encounter is resolved in the same way as an exploration round, following the rules on page 11 of the *Blackstone Fortress: Rules* booklet with the following additions.

In the exploration step, the leader reads aloud the text in italics at the start of the next stage of the expedition, and then the players resolve the challenge or combat map as appropriate following the rules on page 11 of the *Blackstone Fortress: Rules* booklet.

In the leader step, the explorers can exchange with each other (or give away) discovery cards, resource cards and/or stronghold artefact cards.

## TIME IS RUNNING OUT

If this expedition is failed, apply 1 grievous wound to the character card of the explorer that has been captured and roll the Blackstone dice. If the result is equal to or less than the number of grievous wound counters on that explorer's character card, that explorer dies. If the explorer has not died, this quest can be attempted again.



# STAGE 1: COMBAT

## SECURING AN ENTRANCE

*The Weeping Labyrinth is a well guarded and fortified location. The cruel rituals that have taken place within it, and the sheer bloodshed it has borne witness to, have led to the core of Fleshspoiler's lair, becoming a stable node around which the Blackstone Fortress rearranges itself more slowly than usual. Only the most senior of the interrogator's servants, known as Adepts of Blood, have learned how to navigate the spiralling corridors around the Weeping Labyrinth in order to bring their master fresh meat. You must seize and interrogate one of these degenerates if you are to find a route through the labyrinth before it is too late.*

Set up the combat map as shown.

## HOSTILE GROUPS

- 1** 5 Traitor Guardsmen (TG)  
1 Adept of Blood
- 2** 4 Traitor Guardsmen (TG)
- 3** 4 Traitor Guardsmen (TG)
- 4** 7 Cultists (C)

## COMBAT RULES

**Adept of Blood:** When placing the Traitor Guardsmen groups, place one Traitor Guardsman Sergeant on the space indicated on the map and deploy the rest following the rules on page 6 of the Combat booklet. This Traitor Guardsman Sergeant is the Adept. The explorers must capture him if they are to safely enter the Weeping Labyrinth. Treat the Adept as a Traitor Guardsman Sergeant with the following changes.

- **Toughened Scars:** The Adept has a Wounds value of 4.
- **Inured to Pain:** Roll the Blackstone dice each time a wound or grievous wound is suffered by the Adept. On a 20+, the wound or grievous wound is negated.
- **Unsuspecting:** Do not make behaviour rolls for the Adept. Instead they take the Hold action until they have line of sight to an explorer when hostile group 1 activates.

- **Captive:** When the Adept is slain by an explorer in an adjacent hex, it is caught by the explorers and is now a captive.
- **Mission Critical:** If the Adept is slain any other way, the expedition is failed and the explorers must restart this quest. See Time is Running Out on page 109 for the consequences.

**No Time For That:** The Search (4+) action cannot be taken in this combat (neither can Inspiration tokens be spent to make Search actions, nor can Daedalus make his Omniscan (3+) action).

## VICTORY

If all explorers are out of action, or if all of the explorers that are not out of action are in the maglev transport escape chamber in the event phase and the Adept is a captive, the combat ends. If all of the explorers that are not out of action are in the maglev transport escape chamber and the Adept is a captive, they have succeeded in this part of the quest and can continue to stage 2. Otherwise the expedition is failed, and the explorers must restart this quest. See Time is Running Out on page 109 for the consequences.





## STAGE 2: CHALLENGE

### EXTRACTING THE INFORMATION

*With an Adept of Blood in custody, the explorers set about the difficult task of extracting the information they need from their prisoner. This is easier said than done, as the mortal worshippers of Chaos are often unhinged to begin with, and those that spend any length of time around Fleshspoil are a step beyond even the regular insanity that grips such fevered minds. In order to gain the information they need, the explorers will be forced to use preternatural abilities such as psychic powers, or esoteric technological solutions available only to a rare few.*

Take a Traitor Guardsman Sergeant and place it in front of the leader - this is the Adept of Blood.

To interrogate the Adept, the leader must choose to use persuasion or force, and then roll the Blackstone dice.

**Persuasion:** On a 17+, the explorers are successful and get the information they need. Otherwise the explorers get no information. Place a wound marker next to the Adept.

In addition, if the roll was a 1, the Adept is rendered useless and no further rolls can be made.

**Force:** On a 13+, the explorers are successful and get the information they need. Otherwise the explorers get no information. Place a wound marker next to the Adept. In addition, if the roll was 1-5, the Adept is rendered useless, and no further rolls can be made.

**Extreme Measures:** If the explorers get no information, and the result of the roll did not render the Adept useless, the leader can try again, choosing persuasion or force as before. When the fourth wound marker is placed next to the Adept, they are rendered useless, no further rolls can be made, and the explorers get no information.

### SUCCESS

If the explorers get the information they need, in the next combat (the Bloodways), the leader can re-roll the Blackstone dice when making event rolls.

### FAILURE

If the explorers get no information, in the next combat (the Bloodways), if the result of a reinforcement roll is 4, deploy 1 hostile from that group as reinforcements.

# STAGE 3: COMBAT

## THE BLOODWAYS

The explorers cannot risk a full-on assault on the Weeping Labyrinth, for if Fleshspoiler becomes aware of their presence, he might execute his victim out of sheer spite. As a result, stealth is the explorers' greatest ally as they make their way through a series of claustrophobically tight tunnels and corridors towards the outer circles of the labyrinth, seeking a path further inwards.

Set up the combat map as shown.

### HOSTILE GROUPS

- 1** 4 Ur-Ghuls (U)
- 2** 4 Spindle Drones (SD)
- 3** 10 Traitor Guardsmen (TG)
- 4** 7 Cultists (C)

## COMBAT RULES

**Only One Way Forward:** The Summon (4+) Action can only be taken beside the portal outlined in green on the combat map. If the result of an event roll during this combat is Escape Chamber, then this portal is always treated as the furthest portal from the explorers.

**No Time For That:** The Search (4+) action cannot be taken in this combat (neither can Inspiration tokens be spent to make Search actions, nor can Daedalus make his Omniscan (3+) action).

## VICTORY

If all explorers are out of action, or if all of the explorers that are not out of action are in the maglev transport escape chamber in the event phase, the combat ends. If all of the explorers that are not out of action are in the maglev transport escape chamber, they have succeeded in this part of the quest and can continue to stage 4. Otherwise the expedition is failed and the explorers must restart this quest. See Time is Running Out on page 109 for the consequences.





## STAGE 4: CHALLENGE

### NAUSEATING ALARMS

*A series of bodies impaled on jutting spars of blackstone line the entrance to one of the last approaches to the Weeping Labyrinth. These bodies twitch and spasm as the explorers pass by, culminating in a piercing scream that serves as a macabre alarm and a warning to those who would trespass in the lair of a true monster. Sneaking past these 'sentries' will require great stealth, lest the explorers make the master of this awful place aware of their presence.*

Make an agility roll for each explorer. If the result of that roll is a failure, that explorer must make another agility roll. Repeat this process for each explorer until their agility roll results in a success, keeping count of the number of agility rolls that resulted in a failure using spare activation dice.

If the total number of failures reaches 8 or more before each explorer has made a successful agility roll, the hostiles in the next chamber are forewarned of the intrusion and will make behaviour rolls as normal in the next combat (see the Intruders! rule). Then the explorers proceed to stage 5.



# STAGE 5: COMBAT

## THE GARRISON OF THE DAMNED

*The Weeping Labyrinth is guarded by all manner of horrors, but few are so hard-bitten as the Traitor Guardsmen and Chaos Cultists that make up the Garrison of the Damned. They are whipped into battle by Vykros Blackshard, a vicious Chaos Space Marine champion, and getting past these violent fighters will be no easy task.*

Set up the combat map as shown.



### HOSTILE GROUPS

- 1 Chaos Space Marine (Vykros Blackshard) (VB)
- 2 7 Traitor Guardsmen (TG)
- 3 7 Traitor Guardsmen (TG)
- 4 7 Cultists (C)

### COMBAT RULES

**Only One Way Forward:** The Summon (4+) Action can only be taken beside the portal outlined in green on the combat map. If the result of an event roll during this combat is Escape Chamber, then this portal is always treated as the furthest portal from the explorers.

**No Time For That:** The Search (4+) action cannot be taken in this combat (neither can Inspiration tokens be spent to make Search actions, nor can Daedalus make his Omniscan (3+) action).

**Intruders!:** Do not make behaviour rolls for hostiles. Hostiles will only make the Hold action until one of the following conditions is met. Once any condition is met, make behaviour rolls for them following the rules on page 13 of the Combat booklet for the remainder of the combat:

- Another hostile from the same hostile group has line of sight to an explorer.
- Another hostile from the same hostile group has been slain.

- The hostiles are forewarned of the intrusion (see the previous Challenge victory conditions).

**Forward, You Dogs!:** Re-roll failed attack actions for Traitor Guardsmen and Cultists on the same location tile as Vykros Blackshard. Halve (rounding up) reinforcement rolls for hostile groups 2, 3 and 4 while Vykros Blackshard is on the battlefield. Do not make behaviour rolls for Vykros Blackshard. Instead, he takes the Hold action until he has line of sight to an explorer when hostile group 1 activates, or he suffers any amount of damage, whichever happens first. Then, he activates following the rules on page 13 of the Combat booklet.

**Master of the Damned:** Do not make reinforcement rolls for hostile group 1. Vykros Blackshard has a Wounds value of 8.

**Dread Warden:** When making behaviour rolls for Vykros Blackshard, treat all results of Charge as Rush and all results of Sneak as Charge.

### VICTORY

If all explorers are out of action, or if all of the explorers that are not out of action are in the maglev transport escape chamber in the event phase, the combat ends. If all of the explorers that are not out of action are in the maglev transport escape chamber, they have succeeded in this part of the quest and can continue to stage 6. Otherwise the expedition is failed and the explorers must restart this quest. See Time is Running Out on page 109 for the consequences.





# STAGE 6: COMBAT

## THE LORD OF THE LABYRINTH

*In the centre of the Weeping Labyrinth waits Fleshspoiler, a crazed and malignant horror whose only wish is to inflict pain and suffering. His cells are full of broken, screaming victims, and it is these oubliettes that the explorers must now search in order to retrieve their comrade in arms before it is too late. Unfortunately, the master of this madness-inducing place has built his prison well. If intruders force open any cell doors, the crazed captives within are released from their restraints and, in their feral state, will attack their would-be liberators on sight.*

Set up the combat map as shown.

## HOSTILE GROUPS

- 1** 4 Negavolt Cultists
- 2** 7 Traitor Guardsmen  
2 Ur-Ghuls
- 3** 7 Traitor Guardsmen
- 4** 7 Cultists  
2 Ur-Ghuls

## COMBAT RULES

**Only One Way Forward:** The Summon (4+) Action can only be taken beside the portal outlined in green on the combat map. If the result of an event roll during this combat is Escape Chamber, then this portal is always treated as the furthest portal from the explorers.

**No Time For That:** The Search (4+) action cannot be taken in this combat (neither can Inspiration tokens be spent to make Search actions, nor can Daedalus make his Omniscan (3+) action).

**Locked Up:** Do not add any hostile group initiative cards to the combat track until they are released from their cells (see 'Searching the Cells' below).

**Searching the Cells:** The portals outlined in red on the combat map are entrances to cells. These are called cell doors and are not treated as portals. Cells doors are impassable by any means. To open a cell door, an explorer must be adjacent to the cell door and make the **Open (4+)** action. When a cell door is opened, the explorer's activation is paused. Take the hostile initiative cards and the initiative card for the captured explorer. Shuffle these initiative cards face down and draw one. Now deploy the corresponding hostile group around the discovery marker in that cell following the rules on page 6 of the Combat booklet and place the initiative card in the earliest empty space below the combat track. After that, the explorer's activation is resumed. If the initiative card drawn is that of the captured explorer, instead deploy 1 Cultist Firebrand representing Fleshspoiler and place the initiative card in the earliest empty space below the combat track.

Note that there will eventually be nine initiative cards in play during this expedition. When the initiative cards are dealt out, simply deal out an extra card on the end of the combat track. There will not be a space for it at the end of the track, but place it after the initiative card in slot 8 and treat it as if it is in slot 9.

Fleshspoiler is treated as being in a unique hostile group, whose hostile group initiative card is represented by the initiative card of the captured explorer.

**The Lord of the Labyrinth:** When Fleshspoiler is deployed, he releases all the remaining prisoners. Remove any remaining cell doors in turn, shuffling the remaining hostile initiative cards to see which hostile group is in that cell as described in 'Searching the Cells' above.

**Inured to Pain:** Fleshspoiler has a Wounds value of 8. Roll the Blackstone dice each time a wound or grievous wound is suffered by Fleshspoiler. On a 19+, the wound or grievous wound is negated.



## VICTORY

If all explorers are out of action, or if all of the explorers that are not out of action are in the maglev transport escape chamber in the event phase, the combat ends. If all of the explorers that are not out of action are in the maglev transport escape chamber and Fleshspoiler was revealed, the quest ends in victory for the explorers. Their fellow explorer is rescued and they can escape the Weeping Labyrinth with their minds and souls intact. Otherwise, the expedition is failed and the explorers must restart this quest. See Time is Running Out on page 109 for the consequences.

