



LABYRINTH

Labyrinth Adventures is an adventure collection that can be played individually or as a campaign for **Tales of the Valiant**.

- Setting Neutral.
- 10 adventures for levels 1 - 8.
- House near other GM/homebrew books
- Detailed internal art and maps for GMs.

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Tales of Adventure Across 10,000 Worlds!

The pathways to your next heroic quest are open with *Labyrinth Adventures*! The 12 adventures found in this book, for characters of levels 1–8, are perfect for your *Tales of the Valiant* campaign. Experience them as separate quests easily brought into your game, or string them together as an epic journey across multiple worlds in search of a shattered portal key.

- Climb aboard a runaway train, hurtling between worlds, in search of its lost inventor.
- Pull off the ultimate heist and snatch an acorn of the World Tree from a devil's hall!
- Battle against a void cult to prevent countless worlds from utter ruin.
- Enter the halls of a dreaming god, confront powerful void angels, and more!

Your path through the Labyrinth begins here. Try not to get lost.