

CHRONICLES OF ARBORELL

LEGENDS OF THE DEEP GUILD



ADVANCED RULE SET

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Introduction to the Legends of the Deep Guild

The Legends of the Deep Guild is a series of micro-gamebook adventures that have evolved from a short, two-page gamebook format developed as a part of the Chronicles of Arborell interactive gamebook series. Each of these legends is a solitary role-playing adventure game, one that allows a player to take on the role of a Brother of the Deep Guild of Das Vallendor and complete a range of difficult missions within the ruins of Arborell. All you need is a pen, two six-sided dice, and a print of the Character Sheet and Combat Record provided with this Rule Set.

Playing these Micro-gamebooks

These gamebooks utilise a simple game mechanism that combines a map given within each adventure with a series of section references. You begin each mission upon the grid numbered 1 and your adventure progresses from that point forward. The game is divided into turns, each turn allowing you to move a maximum of 10 grid spaces per turn in any direction, including diagonally, but you must end each turn on another numbered grid. Each numbered grid is a reference to a section provided within that adventure and you must then act upon whatever that section requires. It may describe something you find, a combat encounter or possibly nothing at all. You will not know however, until you end your movement on that grid and read the associated section reference. Your adventure will end when you have met the mission objective given in its introduction or have died in the attempt.

Character Generation:

Generating a character is the first set of decisions a player must make. The following character attributes are yours to determine. Spread 35 character points between the four Strength, Agility, Luck and Endurance attributes listed below, but keep those points within the ranges given in brackets. Strength plus Agility equals your initial Combat Value. Record these on your character sheet for reference later.

Strength	(5 – 9):	_____	Endurance	(10 – 20):	_____
Agility	(3 – 5):	_____	Combat Value (CV) =	_____	
Luck	(2 – 4):	_____			

Character Talents:

Once you have determined your character's attributes and combat value, you may also provide your character with specific talents and skills. These enhance certain aspects of your character's ability to survive the ruins of Arborell and should be chosen carefully. If you wish to do so, you may choose two of the following talents and two skill types. Record these on your character sheet and any specific rules for their use if necessary.

Strong Back

This talent allows a character the ability to automatically pass all strength tests that might save them from an untimely death. Strong Back can have many advantages and as a bonus provides a permanent addition of +1 to your CV.

Beast Slayer

If you choose the Beast Slayer talent you will have a +2 increase to your CV when fighting all creatures of flesh and blood. Note that this talent cannot be chosen if you are using a knife as your primary weapon, or intend to choose either the Dreya'dim Bane or Weaponmastery talents as well.

Dreya'dim Bane

A player who possesses the Dreya'dim Bane talent will enjoy a +2 increase to Combat Value during all combats with these spectral creatures. This advantage will apply every time you enter into combat with a Dreya'dim but does not apply to any other combat encounter. The Dreya'dim Bane cannot be chosen if you intend to choose either the Beast Slayer or Weaponmastery talents as well.

Leap of Fate

The Leap of Fate talent allows a player to re-roll three unsuccessful jumping attempts in the course of their adventure. This talent only applies to attribute tests that require Agility rolls.

Weaponmastery

A player who chooses weaponmastery will have a +1 increase to Combat Value for the length of their mission, but are limited in that they can only use the weapon they start the mission with. If at any time a weapon is lost or changed, combat value must be reduced to normal levels. Note: This talent cannot be chosen if you are intending to choose either the Beast Slayer talent or Dreya'dim Bane.

Blessed by Providence

With this talent a player may re-roll any two failed luck tests in any single mission. This talent cannot be chosen if you intend to choose the Leap of Fate talent as well. Only one of these may be used by a character at any one time.

Character Skills:

Unlike talents that are based mainly upon a Brother's innate capability, the skills developed by Brethren are acquired through years of training and practice. What follows is a selection of those skills. A Novice Brother may choose two skills, a Chartered Brother three, and a Venerable Brother four.

Stealth

This skill allows a Brother to move quietly through any terrain without sound or sign and provides automatic success for all luck or agility tests required to avoid detection by any creature or Hordim.

Evasion

Evasion allows a Brother to divert attention from their position and then make a quick escape. It provides automatic success for all Luck tests when avoiding foes.

Rappel

This skill allows a Brother to descend shafts, cliffs or chasms without need for agility or luck tests. Very useful in the deep ruins of the world.

Climb

Climb allows a Brother to climb inclines or shafts without need for agility tests.

Swim

It is a maxim of the Guild that a Brother does not live long if he takes to water in the deep ruins of the world. If you are forced to do so however, this skill will give you a 50/50 chance of surviving the experience.

Delve

On many occasions a Brother will be required to scramble through tight spaces and narrow tunnels. To do so safely requires skill and strength. Those who can Delve will not require to pass any form of Agility test to make it through.

Language

Many are the clues to be found scrawled in ancient languages upon the walls of the ruins of Arborell. To understand them puts a Brother at some advantage.

History

All Brothers understand the History of their world but those that study it closely have an advantage over those that might not be so attentive.

Lore

This skill provides a better understanding of EarthMagic and an appreciation of the power of the Sharyah. It is particularly useful if a Brother wishes to use these talismans to fend off the creatures of the deep ruins.

Hand to Hand Combat

In tight spaces the ability to kill with knife or hand is an advantage that can save your life. Provides +1 to Combat Value for duration of mission, and +2 to all combats using knife or fists.

Ranged Combat

Brothers who gain expertise in Ranged Combat can kill at distance and avoid hand to hand combat. This skill has advantages including a +2 to all ranged throws.

Lockpick

This skill provides knowledge of all locking and trap devices artificed by either Man or Hordim. A very valuable skill indeed.

The Standard Toolkit:

Apart from durable clothing all Brothers of the Deep Guild are issued with a standard toolkit. This set of equipment is available for a Brother to take into the Deep Ruins but is limited by its overall weight. Choose eight of the items listed below and include them as a part of your mission equipment. Please note that the 3 torches and 5 rations count as one item each for the purpose of your mission toolkit.

Knife	Torches(3)	Stone-pick
Rope and grapple	Sword	Crowbar
Rations (5)	Hammer	Small Shovel
Boot-spikes	Lock picks	Compass
Slingshot	Lead Shot (10)	One Man Tent
Stove	Leather Gloves	Short Spear
Mirror	Safety Helmet	Light Axe

Torches

When considering the equipment you wish to take on a mission it must be noted that Torches are the one item that is mandatory. A minimum of three are provided as a part of the Standard Toolkit and any mission you undertake will fail the moment you have used all the torches you take with you. A player can take more than 3 torches with them but each additional torch must be included as one of the seven other items you can choose for your mission.

Rations

Each ration carried is the equivalent of one meal and adds four points to endurance when eaten. Rations cannot be consumed during combat but can be used at any other time.

Giving Your Character a Name

Unlike the standard rule set a player in the advanced missions may record a Character name and use it for the course of their career within the Guild. Such a name should be forwarded to the Guild Registrar (the author) for permanent record.

Combat Resolution:

In the confines of the ruins of Arborell you will encounter creatures that will react violently to your presence. When you are required to fight the following rules apply:

- Record the name, combat value and endurance of your opponent on your Combat Record Sheet.
- Roll 2d6 and add your combat value (CV) to the number you have thrown. This is your combat strength for the round.
- Throw 2d6 and add the number rolled to your opponent's combat value. This is your adversary's combat strength for the round.
- Compare both combat strengths. The higher combat strength wins the round and an amount of endurance points must then be taken from the loser's total endurance points. If the winner of the round has a combat strength four or more points higher than his opponent then he has struck a heavy blow and four endurance points must be taken. If the winner of the round wins by three points or less, he has struck a minor blow and only one endurance point need be deducted from the loser's endurance points. A draw requires no reduction in endurance levels.
- Repeat this combat process until either yourself or your opponent's endurance points fall to zero. At that time the combat has been resolved and one of you will be dead.
- Please note that all the combats encountered in these adventures are compatible with the Windhammer Enhanced Combat System available from the Chronicles of Arborell at www.arborell.com.

Ranged Combat

Ranged combat within the close confines of the deep ruins of Arborell can be both restrictive and ineffective under most circumstances. Both crossbows and long bows are cumbersome in the deep ruins, and over the years Brothers have taken the slingshot as their ranged weapon of choice. With heavy lead shot a Brother can bring down both creatures and Hordim but such combat comes with risks. The following rules apply to Ranged Combat.

To attack an opponent at range:

- The section reference you have landed on must provide the option to shoot rather than engage in close combat.
- To shoot at the creature or Hordim throw 2d6. If you have the Ranged Combat skill you may add +2 to your throw total. A result of 7 or greater will be a hit, any less a miss.
- If a hit, roll a further 2d6 and add your previous 2d6 roll to the total. If this total is greater than that of the target's CV you kill it outright. If your total is less, you wound the target for 2 endurance points but alert it to your presence. You will have the opportunity for one more shot before the creature or Hordim will be upon you. If you cannot kill it in this following attempt the combat must be resolved using the Combat Rules described earlier.
- If a miss, you instead alert the creature or Hordim to your presence and it will attack. You will have the opportunity for one more shot before the creature or Hordim will be upon you. If you cannot kill it during this next attempt the combat must be resolved using the Combat Rules described earlier.
- You do have the option however, to not shoot at the target and instead take whatever directions are then provided by the relevant section reference.

Terrain Rules

In the Advanced Rule Set terrain is divided into two classes – Stable and Unstable. Stable ground is any ground or incline that provides a firm footing. Such ground does not retard normal movement and does not modify combat or attribute tests. Unstable ground however, is any ground that by its nature would be expected to slow movement. This includes wetlands, mud, shallow waters, quicksand, snow and ice, broken ground, volcanic activity or areas of strong EarthMagic. If a player encounters unstable ground the following applies:

- Movement is reduced from the standard 10 spaces per turn to 6.
- All combats require a reduction in player CV by 3 points. This applies also to Hordim foes, but not to creatures resident to those areas or for that matter any of the Dreyadim swarm.
- All Agility tests must be conducted with a -2 decrease to all relevant Agility.
- Ranged Combat is not effected by terrain except where it interferes with line of sight. The relevant section reference will adjust for any terrain modifiers.

Generally terrain found within the deep ruins is stable. Areas of ground subject to rockfall or subsidence will require specific skills or rules that will be described fully in the relevant section references.

Testing Attributes:

A character's attributes can be tested with a throw of dice. For all attributes except Strength (which requires 2d6) a 1d6 should be rolled and the number compared to the value of that attribute. If the number thrown is equal to or less than the attribute's value the test has been successful. The section reference concerned will indicate what action a successful or failed attribute test will require.

Restoring Endurance:

During this adventure you may be exposed to violent combat and the inevitable injury that follows such encounters. The rations you take with you on your mission will restore four points of endurance to your EP for each that you consume. Within the ruins of Arborell you may also find other items that will restore health to your character if needed. For these special items the text will explain everything you need to know at the time of their acquisition. Please note that your endurance points can never exceed their starting value.

Rules of Conduct Specified by the Guild

Over the centuries the Deep Guild has explored the ruins of Arborell there has arisen a specified set of Rules of Conduct regarding combat and what can be taken from ruins. It is the right of all Brethren to defend themselves when attacked but it has been shown to be far more advantageous to avoid conflict if possible. A Brother should, if circumstances allow, leave the denizens of the deep ruins in peace and instead find a way to skirt their notice and move on. It is a truth that many of the creatures that live below ground are powerful adversaries and if it is possible, a Brother should evade their notice. How this is done in the context of each adventure is provided for in the text of those relevant section references. It should be noted however, that these rules do not apply to the Hordim, Morg, Hresh and Jotun are the mortal enemies of Men and should be confronted at any opportunity. This does of course, always remain at the discretion of the Brother.

In regards to what can be taken from the deep ruins the Guild is very specific. All loose items no matter their size are fair game to the Brethren of the Guild but under no circumstances can a brother deface or in any way damage the structure of any temple or shrine. Long experience has shown that a power resides within those ancient walls and any disturbance can lead to unexpected and deadly repercussions.

Flashcharges

Flashcharges are available to Brethren only on rare occasions but are invaluable when confronting large and powerful opponents. These small metallic grenades detonate with considerable force and can tear a foe to pieces if used properly. No specific rules apply to their use, the relevant section references will let you know if you can use them and the potential effects of that use.

Promotion within the Deep Guild

Active Brethren, those that delve the deep ruins of the world are ranked according to their experience and what they have acquired. Three ranks of Active Brethren have evolved – Novice, Chartered and Venerable. A Novice Brother is inexperienced and relatively unskilled but will be sent on missions of equal difficulty as his superiors. Whether such a Brother returns is a test of his value to the Guild. A Novice can rise to the status of Chartered Brother by completing five missions and in the course of each of those missions collect at least two Items of Note. Such items of note will be described in each adventure. A Brother promoted to Chartered can then rise to the rank of Venerable Brother by completing at the least a further five missions and collecting one of each of the different Sharyah known in the world. These magic talismans are rare to find and it may take more than five missions to acquire them all. Having them all however, ensures a Brother's rise to the rank of Venerable.

A Chartered Brother may choose one extra skill, increase base endurance points by 5, add +1 increase to overall combat value and add +1 to their Agility and Luck attributes. A Venerable Brother may choose two extra skills plus one additional talent, increase base endurance points by 10, add +2 to overall combat value and find automatic success on all Agility and Luck tests.

Beyond the Active Brother ranks lies two further levels, those of Brother Adjutant and Guild Master. These levels are given to Venerable Brethren who have completed five and ten missions respectively at that level. Such ranks are ceremonial and provide no benefits to a Brother in extra skills or capability.

Promotions are not however, given easily. A Brother wishing to claim a higher rank must register with the Guild Registrar and await certification. Any Brother may do so by forwarding their claim to the author listing missions completed and items recovered. Only then can one claim promotion within the Guild.

Adventure Specific Rules

Although the rules provided in these pages cover most of what is needed to conduct missions for the Deep Guild each adventure may have its own specific rules as well. These mostly relate to navigating the maps provided and stating mission objectives, but a Brother should be careful to understand any adventure specific rules before beginning. To not do so could lead to an unfortunate and unwelcome demise.

Regarding the Dreyadim:

Throughout these adventures you will encounter spectral creatures known as Dreyadim. These wraiths are the remains of Oera'dim (Hordim) denied access to the Underworld upon death and enslaved instead to the needs of the Dreyadim Tree, Third Power of the World and Lord of Hallen'draal. Left to roam the world until called upon to serve, most Dreyadim are drawn to strong sources of EarthMagic where they return to a corporeal form, though grotesquely malformed. These creatures are manifestations of the worst aspects of the Oera'dim and will kill without thought or mercy. For the Brethren these creatures should be avoided if possible.

A BESTIARY OF ARBORELL

What follows here is an in-depth list of the most common creatures found within the deep ruins of the world. You will notice that each creature's description is precluded with a list of specific characteristics, these relating to Aversions, Special Rules, Difficulty modifiers and Creature motivation. Each is important to any encounter a Brother may have with such dangers and each is described in detail below.

Aversions

In the course of your missions into the deep ruins of the world you may be lucky enough to find one of the ancient talismans known as Sharyah. Apart from the specific properties these stones afford their possessor they also have a unique effect upon many denizens of the Underworld.

You will notice that many of the following creature descriptions list aversions to certain talismans. If a creature has an aversion to a particular Sharyah, and you have one in your possession the creature will not be able to stand the proximity of the talisman and will retreat from its potency. If you do not have such a Sharyah in your possession you must either fight the creature or attempt to withdraw from it. The rules regarding withdrawal from such contacts are listed in their own section below.

Special Rules

A number of the creature descriptions list special rules for contact. These rules are straightforward and relate mostly to combat. Any special rule listed applies only for the duration of the contact itself.

Difficulty Modifiers

Difficulty modifiers are specific rules that apply to where or how you encounter that creature. Small rooms, narrow corridors or unstable ground may all require a modifier that will make your contact either easier or far more difficult.

Creature Motivation

Creatures are generally classified into three classes of motivation; Ambivalent, Territorial and Persistent. Ambivalent foes do not move from their location and can be easily avoided if required. Territorial foes will attempt to chase you out of a specific location and can be aggressive in that pursuit. Persistent foes are creatures that will hunt you down if given the opportunity and are difficult to avoid. In all these cases the descriptions that follow will give details on how a creature's motivation must be dealt with. If, of course, you decide to stand your ground then the combat resolution rules will apply.

It should be said that the motivation rules provided only apply to the creatures listed below. The Hordim themselves have no motivation rules and will attack without hesitation. Normal combat rules apply and you cannot withdraw from any encounter once battle has commenced.

Withdrawing from Encounters

A Brother may withdraw from any encounter before combat begins by following the Motivation rules given for the creature concerned. Once you have been discovered the rules provided in their information will give the means by which you can withdraw. This usually requires one or more consecutive Luck tests. If successful you may withdraw and find another way. If you fail these tests the creature will attack you and combat resolution rules will then apply. It should be noted however, that you can withdraw from an encounter only if it is evident that there is another way forward. If you have no other way forward then withdrawal will mean the end of your mission and failure.

CREATURE DESCRIPTIONS

Arachnari Scout

Aversions: Light stone, Shield stone
 Special rules: -1 to player CV if fought with short sword or dagger
 Difficulty modifiers: None
 Creature motivation: Territorial

There is nothing more terrifying in the ruins of Arborell than to encounter an Arachnari foraging for food. These powerful spider-like creatures live in vast Hives, but regularly leave to search the tunnels and halls for food, whether it be carrion or the living.

An Arachnari Scout is a difficult adversary at any time. Measuring some 2 metres in length the Arachnari have no fear of the dark, nor any hesitation in attacking any Dungeon Crawler they may find in the deep ruins. If possible they are a creature better avoided. This can be difficult however. These huge Arachnids guard their territory fiercely and will pursue you whilst you remain within it. If you choose to retreat rather than fight test your luck once. If you are successful the

creature will let you leave, but you will have to find another way. If you fail the attribute test then the Arachnari must be fought.

Arachnari have an aversion to Light and Shield stones. If you have one of these stones in your possession the Arachnari will retreat of its own accord.

Clinging Mist

Aversions: Light stone, Shield stone
 Special rules: Can be dispelled with a Flash Charge.
 Difficulty modifiers: -2 to player CV regardless of weapon used in combat.
 Creature motivation: Ambivalent

There are no scholars in the knowledge of Men that can say what the Clinging Mists might be. First encountered within the halls of Askendis these mists envelop their victim and quickly suffocate them to death. Although nothing but vapours they can be harmed with normal weapons, however a -2 penalty to player CV applies during the course of the combat.

Clinging Mists have aversions to both Light and Shield stones. If you have either of these talismans in your possession it will force the Mists to withdraw. If you have neither of these Sharyah, but you do have a Flash Charge it may be used either before, or during, a combat to dispel the Mists. There are no special rules for this, the combat will simply end in your favour when you adjust your character sheet for the use of the charge.

Clinging Mists are ambivalent. If you choose to retreat from a room that has such an entity within you will not be pursued.

Cragwyrn

Aversions: None
 Special rules: +1 to player CV if fought with any type of blade weapon.
 Difficulty modifiers: None
 Creature motivation: Ambivalent

The Cragwyrn is a three to four metre long eel-like denizen of the deep ruins that hides in holes and wall cracks waiting for its prey. These Wyrms have been known to attack both Men and Hordim, and can kill their victim with a venomous bite if allowed to take hold of bare flesh.

Dire Cats

Aversions: None
 Special rules: None
 Difficulty modifiers: None
 Creature motivation: Persistent

These large predatory cats are found mostly in the Western Mountains of Arborell. Growing up to two metres in length Dire Cats are identified most readily by their grey-white fur and short, stubbed tails. They are persistent foes that require two successful Luck tests to withdraw from.

Dweo'gorga

Aversions: Light stone
 Special rules: None
 Difficulty modifiers: None
 Creature motivation: Persistent

The Dweo'gorga are shape-shifters born of the Ancient World that can still be found in these modern times. It is rumoured that these creatures were created by the Daughter-God Shabel to kill her sister Elanna, and since those elder times have hidden in the world, far from the knowledge of both Men and Hordim. It is not known what the true form of these creatures might be but the few vague sightings of Shabel's Assassins in the wild report them as heavily muscled, moving upon all fours, and covered in a thick dark fur. One report in particular mentions the head of the Dweo'gorga as being "not unlike a skull, one possessing rows of long, sharp teeth and dead soul-less eyes." This report has however, been discounted by most scholars. Dweo'gorga have an aversion to Lightstones and will retreat if you have one in your possession.

Hresh (Dreya'dim Swarm)

Aversions: Light stone, Healing stone
 Special rules: None
 Difficulty modifiers: None
 Creature motivation: Persistent

The Hresh were created by the ancient Trell'sara as weapons of war, and since the destruction of the ancients have maintained the discipline and rigour of their martial heritage. In the world above the Hresh are the mainstay of the Armies of the Horde. Humanoid in shape and size they are uncommonly proficient as warriors, and are more than a match for any Man they may encounter. In the confines of the great ruins of Arborell can be found the spectral remains of such warriors. Most find their way upon death to the Underworld and the fate that awaits them there. Those who do not become drawn to the dark places of the world and find no peace, wandering the halls and passageways of the world, looking for combat and a path to the Gates of Hallen'draal. As in life they are merciless combatants who will not stop until they see you dead, or are given the release that can be found in an honourable death.

Hresh of the Dreya'dim Swarm are persistent foes who require two successful luck tests to be able to retreat from. They have aversions to both Light and Healing stones and will retreat quickly from your presence if you have either in your possession.

Hresh Grievous

Aversions: None
 Special rules: None
 Difficulty modifiers: None
 Creature motivation: Territorial

Not known to the Men of the Four Nations until encountered in the mountains of the Lower Coldarai, the Grievous is a Hresh Warrior beaten and mutilated into madness. Such creatures are used by the Hordim as guards for important ruins and have proven themselves immensely strong and ruthlessly efficient killers.

Jotun (Dreya'dim Swarm)

Aversions: Light stone, Healing Stone
 Special rules: +1 to player CV if fought with spear
 Difficulty modifiers: None
 Creature motivation: Persistent

Of all the creatures of the Oera'dim it is the Jotun that are the most feared. These giants of the cold wastelands are both strong and intelligent and possessed of great natural cunning. In life they stand more than 3 metres tall, sport ornate tattooing on their deep ochre skin, and adhere to a code of honour difficult for Men to understand. Their weapon of choice is the long handled warhammer and such weapons are highly prized amongst their number.

The Jotun found below ground are the spectral remains of these creatures, somehow lost on their way to Hallen'draal, and drawn by the powers of EarthMagic into the depths of the world. Jotun have aversions to Light and Healing stones, from which they will quickly withdraw, and are a persistent foe that requires two successful luck tests to retreat from. It has long been found also that the most effective weapon against these giants is the spear or cavalry lance. A player using such a weapon will have a +1 advantage to their CV for the duration of the combat.

Mantis Beast

Aversions: Calling stone
 Special rules: +1 to player CV if fought with any type of hammer.
 Difficulty modifiers: None
 Creature motivation: Territorial

It is not only the spectral remains of the Oera'dim that find their way into the dark halls of Arborell. Many creatures become lost in the deep ruins, and once there are altered by the proximity of EarthMagic. The Mantis Beast is one such creature. It is believed that these gargantuan insects scavenge the corridors and chambers of the world, and are not averse to killing anything that may provide a satisfying meal. Most can grow to more than four metres in length and develop an especially colourful, and thick, exoskeleton. It is known that the Hordim prize the body plates of the Mantis Beast for use in the manufacture of armour and to this end have been seen hunting these creatures in the deep ruins.

If you have no Calling stone you must either fight or retreat. To retreat a Luck test will determine if you can quietly slip away. If not you must fight.

Molgoth

Aversions: Light stone, Calling stone
 Special rules: +1 to player CV if fought with spear of any type.
 +1 to player CV for all attacks with axe.
 Difficulty modifiers: -1 to creature CV if fought in small room or passageway.
 Creature motivation: Territorial

The Molgoth is a bat-like monstrosity that finds its home in all the dark places of the world. Most Molgoth found below ground measure a wing-span of less than 6 metres, but there are some that can grow to more than 30 metres.

The Molgoth is a Territorial creature that cares only if you remain on its ground. If you choose to retreat from its territory test your luck attribute once. If you are successful the creature has seen you off and will not pursue. If you are unsuccessful then the creature will run you down and you will be forced to fight.

Morg (Dreya'dim Swarm)

Aversions: Light stone, Healing stone
 Special rules: None
 Difficulty modifiers: None
 Creature motivation: Persistent

In the world above the Morg of the Horde are known for their small, emaciated bodies and their ruthless cruelty. It is said that any creature who strays into their path can look forward to a long, tortured death. In the deep ruins of Arborell it is not the Morg however, but their entrapped spirit forms that will be encountered, and they are every bit as cruel in death as they are in life. Any creature of the Horde that does not find its way to the Underworld is inevitably caught by the power of the Dreya Tree and becomes a Dreya'dim. The Morg of the Dreya'dim Swarm are drawn to the sources of EarthMagic that can be found below ground, and when they are close enough take on a physical form similar to that they have in life, but grotesquely twisted and aggressive in nature. Once seen by a Dreya'dim Morg a player cannot readily escape them.

They are however, vulnerable to all normal weapons. Aversions include both the Light stone and the Healing stone, and if you have either the spectral creature will flee.

Needle Flies

Aversions: Light stone, Shield stone, Force stone
 Special rules: -1 to player CV for every combat round lost
 Difficulty modifiers: +1 to creature CV if fought in small rooms and passageways.
 Creature motivation: Territorial

In the light of day a traveller of the wilds of Arborell will never encounter Needle Flies, but for those who must delve deep into the ruins of the Ancients these flying predators are a constant threat. Found in swarms of hundreds these fist-sized insects attack any creature unlucky enough to cross their path. Equipped with a long needle-like proboscis they stab at their victims, injecting a quick working toxin that rapidly overwhelms them. If you must fight your way through such a swarm any lost combat round will result in a 1 point reduction in your CV. If you survive the fight the reduction in CV will apply for the remainder of your mission and will not return until after you have left the ruins.

Needle Flies have aversions to Light, Shield and Force stones. If you have any one of these stones in your possession you can walk through the swarm and find your way out of the room or passage without harm. If you do not have one of these stones in your possession you will be forced to fight.

Needle Flies are territorial insects. If you decide to retreat you will need to test your luck attribute. A successful test will see you finding another way. A failed test will put the swarm upon you, and it will then be a fight you will not be able to avoid.

Oer'daaki Roots

Aversions: None
 Special rules: +2 to all player attacks if using axe
 Difficulty modifiers: Oer'daaki roots only attack if disturbed.
 Creature motivation: Ambivalent

The Oer'daaki are huge vine-like entanglements that spread over wide areas of swampland. In taking root they force powerful tendrils deep into the earth, and in doing so sometimes reach hundreds of metres below ground. The roots of the Oer'daaki are strong, prehensile limbs that reach out for any sustenance that might be found in the deep ruins. It is best that they be avoided.

Oer'daaki have no aversions but are particularly susceptible to axe blows. If these roots are encountered they will however, only attack if disturbed. If you choose to try and pass beyond their tangle test your luck attribute first. If you are successful they have not been disturbed and you may continue on your way. If you fail the test the roots will strike out for you, and only a fight will see you free of them.

Oer'daaki are completely ambivalent opponents. They cannot follow so if you choose to withdraw there is no requirement to test your luck attribute.

Reaver

Aversions: Calling stone
 Special rules: +1 to player CV for all attacks with hammer. Instant kill on throw of double six.
 +1 to player CV for all attacks with axe.
 Difficulty modifiers: -2 to creature CV if fought in small room or passage
 Creature motivation: Territorial

The Reaver is one of the most widespread predatory creatures in Arborell. Found from the cold wastes of the north to the temple complexes of the Durn it is a foe oft encountered by the Brethren. These scorpion-like predators prefer the easy meal that comes from carrion or the infirm, but will fight if the need requires it. Most grow to more than 6 metres in length and have pincers that can range from 1 to 2 metres. Unlike scorpions they do not possess a flexible tail and stinger. Instead their tails are weighted with outgrowths of bone that are rarely used in combat.

The hammer is the preferred weapon for combat against a Reaver. The creature's hard exoskeleton has only one real weakness, that being a soft area around its tentacled eyes between its pincer arms. A strike crushing these eyes renders the beast unconscious and it can then be easily dispatched.

If you choose to run from such a creature test your luck attribute once. If you are successful the Reaver will let you go, content to have sent you on your way. If you fail this test however, the Reaver is hungry and sees you as its next meal. If this is the case you will have to fight.

Sand Lurker

Aversions: Calling stone
 Special rules: +1 to player CV if fighting with sword.
 +2 to player CV for all attacks with axe.
 Difficulty modifiers: +1 to creature CV if fought in small room or dead end.
 Creature motivation: Ambivalent

Sand Lurkers are large slug-like beasts that hide within areas of loose ground and wait for their next meal to come their way. These creatures are ambush predators and it is their nature to use long tentacled limbs to grasp out for their prey. A Dungeon Crawler caught within this grasp only has one option. They must cut themselves free and for that purpose a sword is best. Any player who loses a combat round to one of these creatures is considered to be entangled within its grasping limbs and must cut themselves free. Any following combat round won by a player will release the Sand Lurker's hold and the player may then continue the fight or retreat. To get past the Sand Lurker however, will require killing it. These creatures are ambivalent and require no luck test to withdraw from.

Creature aversions include the Calling stone. If you have one of these talismans the Sand Lurker will not attack you. It will remain in its lair and you will be able to pass beyond it without molestation.

Sentinel

Aversions: Force stone
 Special rules: +1 to player CV if using hammer
 Difficulty modifiers: -1 to player CV if fought in large room or cavern
 Creature motivation: Ambivalent

Unlike Temple Guardians that roam the halls of many ancient ruins Sentinels remain stationary, their prime motivation the security of something hidden close at hand. It has been the experience of the Guild that Sentinels possess the same characteristics as Temple Guardians but do not move from the proximity of their charge. They are almost as brittle as Guardians though slightly stronger, however a solid hit will usually bring one down.

Sentinels have an aversion to Force stones, and although they cannot retreat from their position, they will allow anyone holding a Force stone to pass unmolested. If you wish to retreat from a Sentinel there is no requirement for a luck test. Their nature will not allow them to pursue you.

Shambler

Aversions: None
 Special rules: +1 to player CV for all attacks with axe.
 Difficulty mods: -2 to creature CV if fought on uneven ground
 Minor blows that cause only 1 point damage have no effect on creature EP.

Creature Motivation: Persistent

It is not only the spectral remains of the Oera'dim that find themselves drawn to the deep ruins of the world. There have been many Men, including Brethren of the Guild, that have found an unforeseen death below ground. Unlike the Hordim however, death finds Men who have tarried too long below ground caught within a twilight world, one where they can only linger in a state of mindless decay. Such Men are known as Shamblers, and history has proven them just as aggressive as any other denizen of these deep ruins.

As they are already dead they feel no pain or fatigue, and must literally be cut to pieces before they will end an attack. Because of this minor wounds have no effect on creature endurance points. Only a blow of 4 endurance points will bring you closer to winning combat. Within the Deep Guild such creatures are considered the hardest to overcome as they take a great deal of time and energy to subdue.

If you wish to retreat rather than fight, you will find Shamblers are a persistent foe that require two successful luck tests to avoid.

Shondalak

Aversions: None
 Special rules: +1 for player CV if fought with spear.
 Difficulty modifiers: None
 Creature motivation: Persistent

The Shondalak is one of the most powerful natural predators that can be encountered in the ruins of the world. These creatures are bear-like animals that stand up to three metres at the shoulder. Possessed of pure black hairy coverings, and remarkably tough armoured shoulders and neck, they attack their prey with a set of long razor-sharp claws that retract into thick muscular paws. It is considered by most that they are also intelligent and highly cunning. More than one of your brethren has been ambushed by a Shondalak and few have lived to tell the tale. The Shondalak has no creature aversions but is vulnerable to attacks made with spears. If you would retreat rather than fight, you will find Shondalak are a persistent foe that require two successful luck tests to avoid.

Temple Guardian

Aversions: Light stone, Force stone
 Special rules: Will shatter on first combat round lost.
 Difficulty modifiers: +1 to player CV if fought with hammer.
 Creature motivation: Persistent

It has never been determined how it is that the ancient Trel'sara were able to animate stone, but in the ruins of the world it is possible to encounter such wonders and rue the meeting. Temple Guardians were made many millennia ago for the sole purpose of protecting the sacred temples of the Ancients. Made of black crystal, and formed as hooded, robed warriors, they are mindless automatons dedicated to the death of anyone they might find in their ruins. They cannot be reasoned with.

Temple Guardians are powerful foes, but the effects of extreme age have left them brittle and susceptible to the blows of normal weapons. If fought they will shatter at the first combat round lost, the trick to do so before they kill you.

These stone warriors have aversions to both Light and Force stones and will retreat from any player who possesses either. It is important to note that these creatures are Persistent foes, and if you endeavour to retreat from them it will require two luck tests to be successful.

QuagWym

Aversions: Light stone
 Special rules: +1 to player CV if fought with bladed weapon
 Difficulty modifiers: None
 Creature motivation: Territorial

QuagWyrms are found only in the southern reaches of the world and mostly infest underground waterways and mud pools. Large in size these serpents reach up to thirty metres in length and are particularly noted as ambush predators. All areas of water encountered in the deep ruins should be treated with caution.

These Wyrms have aversions to Light stones and will withdraw from any player who possesses one. It should be noted that these creatures are territorial and if you endeavour to retreat from them it will require one luck test to be successful.

Velk

Aversions: None
 Special rules: None
 Difficulty modifiers: None
 Creature motivation: Territorial

The Velk are large rodent-like scavengers that infest the cold mountains of Arborell. Weighing up to forty kilos the Velk are known for their aggressive nature but have proven a good source of meat for travellers low on food. These rodents are territorial and if you have need to withdraw it will require one successful luck test to do so.

Wild Dogs

Aversions: None
 Special rules: None
 Difficulty modifiers: None
 Creature motivation: Persistent

One of the unforeseen consequences of human settlement in Arborell has been the spread of large colonies of feral dogs into the wilds of the world. Aggressive pack hunters these mongrels are fearless and persistent foes that require two successful luck tests to withdraw from.

A SHORT HISTORY OF THE DEEP GUILD OF DAS VALLENDOR

Taken from a lecture given by the Venerable Siddigh to
his students in the Year of Settlement 398

"It is recorded within the Library of the Administrators Guild that the first settlement at Vallendor began in the Year of Settlement 188. Commenced as a penal colony upon the shores of Elsmenedene it quickly grew into a trading port, and then as a way-station for those travelling into the far southern regions of Kalborea. Although it is unclear as to when the Deep Guild itself was formed, the town, and then city of Das Vallendor has always been known as a meeting place for those men and women that we have come to know as Dungeon Crawlers.

The history of the Deep Guild has been wrapped in secrecy and rumour since it first made its services known to the world, and since that time its Brethren have been highly sought after as a means of acquiring important artifacts and talismans from the deep ruins of Arborell. Whether this acquisition has been done legally, or by means of theft, is a point often debated amongst those who have either commissioned their services, or been the victims of their sometimes unsavoury practices.

If we are to understand the Brethren of the Deep Guild we must first appreciate who they are. From the inception of the Guild, Das Vallendor has been a focal point of all the under-classes of our society. Thieves and mercenaries, professional criminals and murderers have all found sanctuary within the sprawling slums and alleyways of the Outer City. Within the shadows of the shining walls of the Citadel of Vallendor can be found a cesspit of villainy from which all members of the Guild are founded. It is from such unremarkable stock that the Guild trains its members, turning the vilest of citizens into highly trained and proficient Brethren. How this training is conducted is a secret not known to those outside of the Guild.

It is known however, that the Brethren hold skills in weaponry, bush-craft and the lore of the Ancients. It is assumed that this training must also entail knowledge of the ruins of Arborell, and of the monstrous creatures that can be found within them. Indeed it has been recorded that not only can the living be found within the halls and chambers of this Underworld, but also the spectral remains of many Hordim as well. Such a prospect can only give rational men reason to pause, and let others take the risks necessary to delve those dark places.

In truth there are few outside of the Brethren that would wish the occupation they have been chosen for. To willingly descend into the labyrinths beneath the ruins of Arborell is a task left only to the foolhardy or the insane, and it has been rumoured that all Dungeon Crawlers possess these traits in some measure. But no-one can dispute that the life of a Dungeon Crawler can be a lucrative one, for there are many willing to pay for the services the Guild provides. Whether the Dungeon Crawler survives the commission is a matter that can only be determined by Fate and a good measure of luck."



THE SHARYAH OF THE ANCIENT WORLD

Sharyah Special Rules

The Sharyah are talismans of EarthMagic designed by the Ancients that have proven powerful tools when used by those who know how to harness them correctly. They are however, dangerous artefacts in the hands of the unwary and special rules do apply regarding their handling and use.

The most important of these rules, and something that must be minded by all Brethren, is that you can only hold one of each type and no more than three different Sharyah at any one time. For reasons known only to the Ancients themselves Sharyah become highly unstable when held close together and these rules cannot be disregarded. If you find a Sharyah of the same type as one you already have in your possession you must leave that chamber immediately. If it is necessary to traverse that chamber the Sharyah you have must be discarded in another part of the ruins before you can return that way again. To not do so will lead to a devastating explosion and the end of your quest.

For similar reasons you cannot hold more than three different Sharyah at any one time. To possess more than three will lead to the same explosive outcome.

The following descriptions of these talismans will give you all the information you need to identify these artifacts if they are found, and then return them to the Guild for safe keeping. The Sharyah you find should be recorded as those found will count towards your ongoing promotion within the Guild.

Using the Sharyah

It is a truth that most Brethren cannot activate the Sharyah. It is the possession of these talismans that is useful to a Dungeon Crawler and whilst they are in hand can help in keeping away creatures to whom they have an aversion. Only a few of the Brethren have the natural affinity that allows the Sharyah to be used for their designed purpose but for all other Brothers these talismans are simply valuable items that are a true boon if found. For the purposes of these Advanced Rules Sharyah are important both as Items of Note and tools of Aversion.

Light stone (Sharyah'ka)

The Sharyah'ka is the most common of the Sharyah talismans left by the ancient Trell'sara. Used in past millennia to light the way for their slaves, the Light stones are invaluable tools for the Brethren of the Deep Guild. These are in fact the only Sharyah that can be used by all Brethren. Even without affinity they can be activated by simply speaking the Haer'al word for light, "Ka". Upon the utterance of the command the talisman will come to life, its illumination inexhaustible until directed to deactivate with the same command word. A player who possesses a Light stone will find that many creatures of the deep ruins will retreat from its illumination. This is especially so for the spectres of the Dreya'dim Swarm.

It should be noted that a Light stone is generally too hot to hold whilst activated. It is general practice amongst the Brethren to lash the talisman to an exhausted torch. In the course of your game you will find that even if you are using one of these stones the text will refer to your illumination as a torch because of this.

It is important to also note that if you come into the possession of a Sharyah'ka the normal rules regarding Torches do not apply. A properly functioning Light stone cannot be exhausted and therefore a Brother shall have light for the remaining duration of their quest.

Shield stone (Sharyah'durien)

The Shield stones of the Trell'sara were created to protect slaves whilst working under hazardous conditions. It is recorded that the Ancients cared nothing for their creations, but could not abide the delays that came from having to continually train new miners and engineers. To protect their most valued assets the Ancients devised the magic of the Sharyah'durien to provide an impenetrable barrier between their workers and the hazardous conditions they were sometimes forced to endure.

Like all the Sharyah there are many creatures that have an aversion to the power of the Shield stone. If you encounter such a creature the information previously given in the creature's description will show how you can use the talisman to your advantage.

Calling stone (Sharyah'theran)

Like the Scrying stone this talisman's secrets have been lost to the millennia that they have spent in the dust of these ruins. The scholars of the Guild have determined no specific use for this Sharyah but it is said to have the peculiar property of bringing some creatures under its command. Stories have been told of one Brother who had the affinity to harness this stone and in doing so control a Mantis Beast and use it to protect himself in the dark halls of Traebor. Such tales however, have not been fully documented or proven. For the rest of the Brethren however, this stone should be treated with caution.

Scrying Stone (Sharyah'caadis)

Of all the Sharyah the Scrying stones are the least understood, the reason for their creation, and the proper method for their use, lost to the knowledge of both Men and Hordim. Only one particular purpose has been determined for them, and that

is the uncovering of illusions sometimes found within the deep ruins. The full nature of such talismans is currently unknown and because of this the Sharyah'caadis should be treated with considerable caution. You will find that some creatures encountered do have an aversion to this stone. For this reason alone it is worth keeping.

Healing Stone (Sharyah'ajnaal)

Healing stones are one of the more useful talismans that can be found within the deep ruins of the world. Unable to be activated by most of the Brethren they have been known to come to life if a Brother already has in his possession an activated Lightstone. If this is the case the Healing stone will seek out any injuries you might have sustained and heal them, taking you endurance points back to their maximum level. Such healing can occur only once however, then the Sharyah will fall silent.

If however, you do not have an activated Lightstone these talismans still have their advantages. The Healing stone is one of the more potent Sharyah and many creatures found in the deep ruins have a strong aversion to it. This can be said especially of any of the Dreya'dim Swarm. It is a stone well worth keeping.

Force Stone (Sharyah'ahrel)

It is recorded within the surviving records of the Trell'sara that the Sharyah'ahrel were created for the Jotun, their enslaved miners and engineers. Used within the ancient delvings of the world before the arrival of Men, they were designed as tools to clear fallen stone and gouge the deep trenches required for foundations and mining operations. It is not known as to the full power of these talismans for no living man has ever seen one being used, but it is recorded upon the walls of Allas'nerig 382 that a Force stone will use whatever power is necessary to move whatever may be placed before it. With these Sharyah a Dungeon Crawler must exercise care. The Sharyah'ahrel have proven themselves to be very unstable, their powers sometimes activated by a hard impact, especially against stone. If this occurs it is best to drop the talisman and run.

It is known that some creatures found in the deep ruins hold aversions to these stones and for this reason alone should be kept. Caution must be observed in their handling however, for more than one of the Brethren has found an unexpected end as the consequence of a moment of inattention.

And finally a word about digging...

There can be no doubt that the subterranean world within which the Brethren of the Guild must ply their vocation is a dangerous one. It can be said however, that sometimes the greatest of dangers can be found as a consequence of the most mundane of tasks. Such it is when considering the use of shovels and hammers in the deep ruins.

As mentioned previously the Guild has learned through long experience that the walls of the ruins of Arborell hold a power that can be dangerous when awakened. None more so than when in proximity to the Murals of Meshaal. Although the name relates originally to a specific area of the ruins of Traebor'nar'ning it is used in general practice within the Guild to describe any of the moving stone murals of the ancient world. These murals cover vast areas of many temples and shrines and are powered by an energy that over the years has become unstable.

As far as can be determined that power flows through the stone structures but lies quiescent until activated by movement. It has been shown that any heavy impact against those ancient walls causes that power to begin flowing towards the murals and any distortion or crack in the stone can lead to bursts of energy leaping from the surface of the stone towards any close living thing. Many Brethren have died in such eruptions and hence the caution that must be displayed when undergoing any activity that might cause impact or damage to the walls you encounter.

The Rules of Conduct are specific in this endeavour. The use of shovels or hammers to move rock or debris to clear a path must be undertaken with extreme caution, and only to the extent that a sufficient path might be found forward. Smashing a hole through a wall to gain access to another chamber is prohibited by the Guild, and is prescribed not only for the safety of the Brother involved but also to safeguard those Brethren that might be sent to rescue him. Active breaches in a wall that feeds power to the Murals of Meshaal can remain open for years after the initial breach, and hence become dangerous areas for all Brethren that might follow.

The use of shovels and other implements to dig holes and trenches is a necessary activity allowed as long as the Brother is digging in areas of already loose earth and smashed stone. Clearing rockfalls and other debris piles should be conducted with equal caution however, as there are many ambush predators that use such barriers to corral prey. It is a truth that both caution and vigilance keep a Brother alive.



LEGENDS OF THE DEEP GUILD

ADVANCED RULE SET

CHARACTER STATUS SHEET

A NEW SERIES OF MICROGAMEBOOK ADVENTURES FROM THE CHRONICLES OF ARBORELL

CHARACTER ATTRIBUTES

STRENGTH (5 - 9)
 AGILITY (3 - 5)
 ENDURANCE (10 - 20)
 LUCK (2 - 4)

35 Character points must be applied here

SUB-TOTAL

+

TALENT
BONUS

+

SKILL
BONUS

+

RANK
BONUS

=

COMBAT
VALUE

Strength plus Agility plus any Talent, Skill and Rank bonuses will determine Combat Value (CV)

ENDURANCE POINTS

+ =
 RANK TOTAL
 BONUS EP

Note: Your initial Endurance level cannot be exceeded during the course of your quest.

CHOSEN TALENTS/SKILLS

WEAPON IN HAND

MISSION NOTES

CHARACTER NAME

GUILD RANK

EQUIPMENT (AND ITEMS FOUND)

RATIONS

A maximum of 5 rations can be held at any one time

ITEMS OF NOTE

TORCHES

SHARYAH FOUND/IN HAND

FLASHCHARGES

KEYWORDS

LEGENDS OF THE DEEP GUILD

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LEGENDS OF THE DEEP GUILD

ADVANCED RULE SET

COMBAT RECORD SHEET

A NEW SERIES OF MICROGAMEBOOK ADVENTURES FROM THE CHRONICLES OF ARBORELL

CREATURE NAME

LEGENDS OF THE DEEP GUILD

ADVANCED RULE SET

CAREER MANIFEST

A NEW SERIES OF MICROGAMEBOOK ADVENTURES FROM THE CHRONICLES OF ARBORELL

NOVICE MISSIONS

DATE	MISSIONS COMPLETED	ITEMS OF NOTE ACQUIRED

CHARTERED MISSIONS

DATE	MISSIONS COMPLETED	ITEMS OF NOTE ACQUIRED

VENERABLE MISSIONS

DATE	MISSIONS COMPLETED	ITEMS OF NOTE ACQUIRED

BROTHER ADJUTANT MISSIONS

DATE	MISSIONS COMPLETED	ITEMS OF NOTE ACQUIRED

SHARYAH ACQUIRED



The Tombs of Hallad'Mortain

Written and Illustrated by Wayne Densley 2016

Introduction

It is a truth that in these modern times we look back upon the empire ruled by the ancient Trell'sara and see only the cruelty and betrayal that littered its dark history. For one hundred millennia Aggeron the Great ruled Arborell with a ruthless efficiency that none of his fellow Guardians could withstand. No Being, whether they were high born or low, could consider themselves safe from his malice, and in those long years both Trell'sara and Oera'dim alike felt the blunt force of his reign.

One Being however, Hallad of House Mortain, did not wish to live shackled in tyranny and conspired with Unfettered rebels to bring down his Emperor. Unlike his brethren Hallad had remained loyal to the Silvan Tree that had created him, lamenting her betrayal at the hands of his fellow Guardians, and judging the costs of Aggeron's rule too painful, too destructive to the world for which they had been given custody.

With the resources of his Great House at his disposal he worked diligently against the interests of Aggeron and in doing so came under the notice of the Silvan Tree. Lost within the depths of the Mines of Mourning the Great Tree lay broken, too weak in those early years to rise against the power of Aggeron but able to see the machinations of Hallad and the Unfettered on her behalf.

As a reward for his loyalty Hallad'Mortain was bequeathed a talisman, a stave of pure blue Azuril known in these times as the Glyddenrod, and upon his death at the hands of Aggeron's Hammer Guard, for he was indeed betrayed by another of his House, was buried with it in the temple-city of Allas'prandor. In truth the talisman had been taken from him upon his death but was recovered by the Unfettered and placed within his tomb. From that day to this the Glyddenrod has remained hidden, lost within a complex maze of chambers beneath Allas'prandor. It is your mission to find the Glyddenrod and return it to the light of day.

Mission Objective

Somewhere within the Tombs of Hallad'Mortain has been hidden the Glyddenrod, a stave of pure Azuril, capped in solid silver and inlaid in polished iron. This stave has been lost since the death of Hallad ninety-five centuries before the arrival of Men in the world, and it is now your mission to find this great talisman and claim it for the Guild. Be warned however, such a prize is sought by many and not all who seek it are Men.

Special Rules

The Tombs of Hallad'Mortain makes use of the Advanced Rule Set for the Legends of the Deep Guild adventure series. For the purposes of this adventure there are no special rules except those relating to Map Navigation that have been set out below.

Items of Note

Within the Tombs can be found three Items of Note. These items include two hexagonal crystal rods that serve as keys and a Dirgecompass, a device of the ancient world highly prized by the Guild. Any of these Items of Note found should be recorded on your career manifest at the conclusion of your mission.

Using these Section References:

The section references that follow correspond to numbered grid squares found upon the map provided on the last page of this mission and in most cases need only be read once. The exception are section numbers enclosed within brackets (). These sections must be actioned no matter how many times they are landed upon. All of the numbered grids can however, be used as end of turn way-points as many times as is necessary. It should be noted that if a numbered grid blocks the way forward the player must land on that grid before continuing.

Map Navigation

The map used in this adventure is presented as a jigsaw of disconnected chambers and corridors, each a small part of the multi-levelled labyrinth that must be navigated to find the final resting place of Hallad. This has been designed to mask the true path that will take you to the Glyddenrod. A Brother may move between different areas of the map by finding the matching letter markers that identify connecting chambers. As an example you can see the letter "O" denoted on the exit from a chamber in the bottom left hand corner of the map. This chamber connects to one in the top left hand corner of the map that has the same "O"

marker. These chambers are on the same level and can be freely moved between. You will notice also that there are a number of grey squares on the map that have capitalised letters within them. These squares are exit points to lower levels of the labyrinth and each corresponds to another grey square with a similar marker. In this case an example is the letter "L" in the top left hand corner of the map that matches a similar marker in a chamber at the bottom right hand corner of the map. This allows movement between these two chambers, each being on different levels of the Tombs. It should be noted that any set of stairs encountered within the mission are counted as five grid squares for the purposes of movement within any single turn.

The Advanced Rule Set

As mentioned previously the Tombs of Hallad'Mortain utilises the Advanced Rule Set developed for the Legends of the Deep Guild series. Please read this rule set before commencing your adventure and use the instructions to create a character for this mission. The Advanced Rule Set also provides a Character Sheet, Combat Record and Career Manifest. When ready your mission begins on the grid reference marked 1. Good luck and may Glory and Renown follow all who are successful.

SECTIONS

1: The messenger found you in a tavern in Graemor, the raucous sounds of the White Horse Inn a pleasing backdrop for a night that you had anticipated spending in idle drinking and song. The young Guildsman had caught your attention within the busy revelry and before you could turn fully upon your bench his message had been delivered, its contents pushed towards you within a stiff waterproof envelope. The novice did not wait to talk just motioned to the briefing papers then left, his satchel back upon his hip and with apparently no orders to wait for an answer. For only a moment you watched him go then turned towards the envelope. Opening the letter you read carefully what lay within and had to smile. Providence had indeed laid a kind hand upon you.

But that had been a fortnight before. It had taken a week to cross the Colderai and a further two days to reach the temple-city at Allas'prandor. Another three days had been spent in an earnest search for the small, nondescript ruin that now stood before you. No more than twenty metres on a side it seemed of no great account amongst the sprawling ruins that surrounded it, its columned walls and domed roof unremarkable amongst hundreds of larger structures that spread out upon the flat plain. This temple however, was definitely what you had been looking for. Upon the lintel at its entranceway there had been set an intricately carved representation of wheat sheaves, the House Crest of Mortain. According to the mission brief this could be the entrance to the legendary Tombs of Hallad'Mortain and it was now your task to prove it so.

With no reason to tarry you move carefully inside, the entrance opening into a small chamber. For a moment you wait as your eyes adjust to the sudden gloom and quickly you see a dark opening in the floor. It is the threshold to a narrow staircase, one that spirals downwards into darkness. In the half-light at the entranceway you can see that it extends as a series of declines and landings, each new set of steps reaching deeper into the earth beneath you. This is the way you must go, the object of your mission somewhere in the depths below. Quickly you light a torch and take to the stairs. (This staircase is the equivalent of five grid squares in this first movement turn. Find the corresponding grey square marked with an "A" and continue your mission from that point.)

2: The ground is a fractured landscape of jagged stone that spreads along the trench for its entire length. Ahead you can see another incline of broken stone and a further passage beyond. From the north you can hear more sounds of impact, a hammer is being worked upon cold stone but the muffled echoes that ring out from the passages ahead seem more distant now. Whoever might be working in the shadows has moved further into the ruins and in this dark place the sounds are an ominous reminder that you are not alone. The trench however, is a more pressing concern, proving quickly to be a treacherous path that requires a careful choice of footfalls. Within this morass of crushed rock and desiccated earth you are forced to pick your way carefully, the ground beneath you unsure and prone to further collapse. It is only as you step over a large, uneven piece of rock that you realise there are more dangers here than just the terrain itself. From the broken ground to your right a long serpentine creature lunges towards you. Before you can draw your weapon it clamps down upon your ankle, pulling you sideways as another lunges at your left arm. "Damn it!" you cry out as the Cragwyrms locks about your elbow. Balling your fist you bring it down upon the creature's head, breaking its grip and throwing it to the ground. Luckily neither of the Cragwyrms (CV-11, EP-8) have punctured your flesh. The beast's have a toxic bite that can kill if allowed the chance and you will not give them the satisfaction. You must fight both of these three-metre long wyrms. Note that this is unstable ground so the terrain rules will apply for the duration of this combat. Both have the same CV and EP and any round you lose will leave you 1 point less on your combat value. If you win this combat you will be free to continue. If you have lost any of your combat value however, it will take five movement turns before you will recover properly. If it is the Cragwyrms that prevail it will be here that you will die and your mission will be over.

3: A distant noise echoes down the passageway. It is the sound at first of a heavy impact followed quickly thereafter by laughter. In the shadows you wait and hear voices, the laughter turning quickly to earnest conversation and then to argument. You cannot tell what it is the voices are arguing about, all you can be sure of is that they are not human, and that they originate somewhere to the north. With weapon in hand you move on.

4: At the base of the stairs you look out upon a long chamber, one supported along its central line by two rows of enormous columns. In this huge space you can only see so far, the curious yellow light generates an ethereal edge to the chamber but localised to the area about the stairs and the chamber's near walls. Curious indeed.

5: The smell of water is strong here, and curiously a faint breeze wafts along the corridor. There is something ahead but you do not know what it is.

6: Upon the wall you find a series of scratch marks, each only a few centimetres in length but clearly noticeable against the ancient stone. They are unremarkable in themselves but only recent in their creation. Even more curious is a set of bootprints upon the floor and the mark of a bag or satchel dropped at their side. Someone else has been here and like yourself they are looking for something.

7: Here you find another exit. For a moment you stand quietly in the dark and listen but can hear nothing. Quietly you move on.

8: In the corner stands a large statue formed of black granite. Standing some four metres tall, and carved as a hooded, robed warrior it stands stoic and defiant in the shadows. You can see nothing of its face but it holds tightly in its grasp an enormous iron long-sword. For a moment you consider its purpose then move on.

9: After a quick and uneventful descent you find yourself standing in a small room, empty but for a single iron-clad box. This is certainly not the larger level you were expecting but the room poses some interesting questions nonetheless. It has no exits and appears to be completely isolated from the rest of the ruins. It is only the shaft roughly cut into the stone that has afforded any access here and it begs the question on what the chamber was used for, and how access might have been gained for its construction. Throughout these ruins you have had a suspicion that the levels, and indeed many of the chambers are connected by secret doors or passages. The fact you can find none of them has indeed begun to vex you. The box however, is all that resides here and if you wish to investigate it more closely you should do so.

10: To the north the ground has subsided, the passage floor having fallen away five metres into a long trench of unstable broken ground. If you wish to go further you will need to be very careful. If you would climb down into this trench turn to section 109. If you would rather turn around and find another way do so quickly.

11: Carefully you wipe away an accumulation of rust and grime and find the word clearly displayed. It is indeed written in Haer'al and is unambiguous. It says "Danger". Stepping away from the chest you consider what you should do. Such warnings are never given lightly and it is reason enough to leave it well alone. If you would leave it alone you should turn around and continue with your mission. If you would ignore the warning and try and open it anyway turn to section 119.

12: In the dirt you find the remains of a simple meal, discarded crusts of bread and a portion of crushed bone. The bread is hard and covered in a layer of dust, and could have been dropped up to a week before. Someone else has rested here.

13: In this corridor you see sign of Jotun running to the east. Upon the stone floor you find two distinct set of bootprints, both no more than elongated scuff-marks in the dust but recognisable by the impossible length of their strides. For a short time you pause and wonder at the added danger of having two of these giants somewhere in the ruins ahead. It gives you cause to hesitate but only for a moment.

14: A scatter of falling stone brings you to a sudden halt. Carefully you survey the chamber ahead and think you see movement. It is indistinct, no more than a furtive play of shadows within the darkness but something is there nonetheless. What it is however, you cannot yet tell.

15: Within this chamber you find a long, wide pool of fluid raised to waist height and held within walls of obsidian crystal. It is utterly black, its surface undisturbed by any ripple or blemish. Looking into its shadowed depths you can see nothing for there is no reflection or movement within it. For just a moment you play your hand above its surface but you are knowledgeable enough not to touch it. This is Dark Water, used by the Ancients to power the huge moving stone murals that reside within these ruins. This pool however, is depleted, its power gone. For whatever reason the connection this Dark Water had to EarthMagic has been broken and serves no further purpose. With no reason to linger you move on.

16: Clearly outlined by torchlight is a clear set of tracks heading west towards an exit. There has been no disturbance of the dust about them and you can tell that they have only recently been made. Whether you will go west and follow these tracks or explore elsewhere is a choice only you can make.

17: Dropping from the rope you find yourself in a small chamber. It is not the lower level you expected, and in fact appears to be a dead-end. The room however, does have some interest. Apart from the hole cut in its roof the space is completely bare, even the walls themselves smooth and unmarked by seam or ornamentation. It feels like a prison cell, but apart from the hole dug to reach it does not appear to have any entry or exit. It is a curious thing to find in a ruin so profoundly artificed as a celebration of the Silvan Tree and you wonder what could possibly have been kept here. It is a question quickly answered. As you move back towards your rope their arises a noise from the far corner of the chamber. It is a low hissing sound and in the light of your torch you can see a thin green mist beginning to fill the room. Immediately you can feel tendrils of something grabbing at your feet and in

that moment you realise what resides here. It is something the Guild knows as a Clinging Mist, a semi-sentient vapour used in the ancient world as a method of assassination. If you have either a Lightstone or a Shieldstone turn to section 101. If you do not then you must get out of the chamber before the Mist can fully envelope your body. Test your Agility and Luck attributes. If you are successful with both of these tests you get out of the chamber alive and can leave the Mist behind. If you fail either of these tests turn to section 110. If you have the Climb talent these tests are unnecessary and you can climb out before the Mist can gain a lethal hold upon you. If this is the case you should brush yourself down and move on.

18: From this chamber a narrow passage reaches into the stone. If this is to be your chosen path take it quickly.

19: Carefully you search the edges of this chamber, your purpose to find any sign of hidden doors or other exits. All you discover is thick, undisturbed layers of dust. If there are indeed secret passageways in this ruin they are not to be found here.

20: Searching the edges of this room you find a large unlocked chest, formed of iron and rusted to the point of collapse. Its hinges are rusted tight but it seems possible that with a measure of force you might be able to open it. Stepping back you survey its surfaces and find a single word engraved in the Elder Tongue of the Ancients. If you have the skill of Language go to section 11. If you do not go to section 107.

21: Within the shadows you move quickly and quietly. Here the ground is covered in bootprints, a sure sign that others have been here before you.

22: You have encountered these stone rings before and you must admit they intrigue you. More than four metres in diameter it stands upright upon a platform of smooth basalt and appears to be made from perfectly carved obsidian. This one is covered in dust but you can see an intricate patterning of intertwined vines and tree boughs twisting about its circumference. What it is used for is not apparent. Carefully you climb the stairs and move your hand across its carved surface. A thick layer of dust falls away but there is no power here. Whatever its purpose the stone ring remains silent. For a moment you consider the strange artefact then move on.

23: In the dark you find a wide arched exit to the east. It is ornate in design and intricately carved as two trees bending towards each other before entangling their boughs along its upper surfaces. It is indeed a curious thing. Hallad was known for his loyalty to the Silvan Tree but to openly display such fealty must have been a dangerous course to follow. As you stand and consider the artifice of the archway you notice something else. There is a smell here of sour sweat, faint but definitely wafting from the passageway beyond. This is a way out of this great hall and you can take it if you wish.

24: In this east wall you find a narrow doorway. About its threshold there have been laid heavy blocks of stone, all carefully pulled from the walls to increase its height and breadth. Somewhere beyond this door there will be a Jotun and if you wish to find the Glyddenrod you will have to follow him.

25: Within the shadows you can hear something moving, the passageway filled with a smell that you recognise. The subtle sounds of chitinous armour scraping against cold stone only reinforces that recognition. Ahead, somewhere in the gloom there lurks a Mantis Beast and it has not yet seen you. If you wish you can withdraw without need of a Luck test but you should do so now before it notices you. If you have no wish to withdraw turn to section 111.

26: In this northern wall you find a small stone door, surrounded by a border of dark obsidian and possessing two escutcheons. The keyholes are shaped as hexagons and are set within borders of blue Azuril. If you have two crystal keys turn to section 120. If you do not this door cannot be opened. If this is the case what lies within will remain out of reach until you have them.

27: Here you find a shaft cut crudely into the solid floor. Against its rim you can see a simple rope ladder anchored with large iron pegs, and about it evidence that the ladder has recently been used. Looking into the opening you can see there is a considerable descent but one that leads to another level below. If you wish to use this ladder and descend to the next level do so. If you would rather find another way turn around and continue your mission.

28: At a half run you head down the corridor, but must again come to a halt. From within the gloom ahead you can hear movement, the slow grind of stone upon stone as if something is being dragged. It rings clear in the passage then stops, the corridor quiet once again with its passing. If you do not wish to continue in this direction you can turn around and find another way. If you wish to continue on do so quickly.

29: Here you find an exit to the south and upon the ground more of the Jotun's bootprints. He has taken this way southwards and if you wish so may you.

30: The stairwell proves to be very deep and when you reach its end you must pause. In the quiet shadows you wait and listen. You can hear nothing that might indicate danger ahead, but as is the case with many of these old delvings you can sense the remnants of a great power here. The air itself carries a subtle charge and its presence stands as a warning for the unwary. Quietly you move on.

31: Curious as to the nature of the glimmering light you run your finger lightly upon the nearest wall and find that it is covered in a thin slime. Rubbing it between your fingers you can feel its slick texture and must assume that it is some kind of luminescent mould. It is something that you have personally not encountered within the deep ruins and it gives you reason to wonder what else might be found here. Wiping the slime from your hand you move on.

32: A long flight of stairs descend towards the south. It appears clear of debris so if it is your intention to go this way you should do so quickly.

33: Carefully you move about the edges of the room and it is here that you find the remains of a man. He is long dead, no more than a pile of desiccated bones and dusted rags but someone has placed him between two of the columns, his equipment forced behind the nearest. He does not wear the clothes of the Guild, nor does he bear any of the marks or tattoos in favour with your brethren. It would appear that you have found a hapless adventurer, lost many years before and left unnoticed by those that should have marked his absence. Quickly you search his body and find identification within his clothes. His name is Sonjen Mac, apparently a dealer in fine metals but now lingering in the deep ruins of Allas'prandor. You keep the papers, your mind to notify the Administrators' Guild of what you have found. Someone else can retrieve the body for proper disposal. Standing, you turn to go and it is then that your foot hits something on the floor. It is covered in dust but recognisable when you lift it out of the dirt. It is a spear, short of haft but possessing a brutally sharp iron head. Weighing it in your hand you find it remarkably light and consider for a moment if you should take it with you. (If you do so add it to your equipment then move on.)

34: Carefully you move forward, your eyes searching the darkness about you for any hint of danger. In the glow of your torch you can see for only a short distance but something upon the floor catches your attention. In the fine layer of dust that covers the smooth stone you see a footprint, and it is not one of yours. Larger and wider than any human foot it is most likely Jotun. Shaking your head you take a tighter grip upon your weapon and continue onwards.

35: In the light of your torch you discover a thick tangle of dead Oer'daaki roots. Within this chamber they are dry and brittle and would otherwise require no further notice, however as you are testing the edges of these remains you find sign that the entire tangle has been dragged across the floor, and only recently at that. Carefully you lift the edge and discover a hole in the stone, the roots used as a cover to keep the shaft beneath hidden. Placing down your torch you pull at the roots, and with some difficulty uncover the rest of the hole. There is no easy way down but there is definitely a chamber beneath. If you wish to explore this new area and have a rope and grapple turn to section 113. If you do not have this equipment the drop is too great and you will have to find another way.

36: What you find here brings you to an immediate halt. Upon the floor there spreads a complex mat of roots and creeping tendrils, and in the light of your torch you can see that they spread far beyond its flickering illumination. These are Oer'daaki roots and they are alive. Playing your torch over the plant's tendrils you can see patches of ground that are clear but any touch upon the roots themselves will wake the plant. If you wish to withdraw from this area you should do so quickly. If however you wish to move forward you will need to test your Luck twice. If you are successful on both attempts you find a path through the roots and back out on to clear ground beyond. If you fail either of these tests turn to section 118.

37: Stepping off the ladder you find yourself within a large, open chamber. Both wide and long it appears empty, only lines of columns edging three of its walls. In the south however, there is a large arched exit and you consider if you should make your way through. In this enormous space your torch flickers dimly, its light unveiling only a small part of the chamber ahead. Within this gloom you can hear something though. It is indistinct even in the quiet of the ruins, no more than a low hum that rises only at the very edges of your hearing. You can be sure however, that it seems to be emanating from the western edges of this chamber.

38: Although vast this chamber has only one exit you can see. Perhaps if you search further you will find another way out.

39: Carefully you move forward and find yourself within a small chamber. This room is bordered on two sides with columns and possesses a high domed ceiling, one that has been carved as a clouded sky. In the light of your torch you survey the chamber and see only a hole in the floor ahead and little else.

40: Moving into a large chamber you are brought to a halt as your torch flickers out then dies. Reaching into your pack you search for another. If you do not have any torches left turn now to section 99. Otherwise you pull a torch from your pack and light it. In the dark you wait as the flame takes hold, new light sending shadows flickering across this new chamber's walls. What you uncover here almost takes your breath away. At the end of the chamber there rises a high platform, fashioned from black marble and capped with a layer of solid silver. Upon this platform a great tree rises, carved in obsidian glass and adorned with green crystalline leaves. Before you it rises a good thirty metres into a high barrel-arched ceiling and spreads like an oak from its thick gnarled trunk. You recognise what this is. In the ancient world it is a shrine, a Taal to be precise, and if the old stories are true possesses a direct connection to the Silvan Tree herself. It is rumoured that a Being standing before such a tree can talk directly with the Second Power of the World, though such claims have never been tested. Standing in the shadows you have no wish to meddle in things for which you have little knowledge but the Taal itself is a wonder and something that does require a closer look. If you are to find the location of Hallad's tomb such a shrine might provide a clue.

41: In this new passage you move quickly but carefully. There is indeed a flow of air here, and the faint odour of brackish water upon it. In this dark place your torch seems ineffective, its light throwing only a spray of flickering shadows across the walls as you move forward. In the dark however, you must soon come to a halt. There is something ahead.

42: Coming to a halt you see upon the hard floor a line of faint bootprints heading into the south. They are not clear, being no more than scuff marks upon the stone but you are sure that a Jotun has been running here, its haste apparent by its impossibly long strides. It is also apparent that they are at least a week old and

give you no comfort as they disappear into the shadows southwards. You have had occasion to fight one of these giants before and you barely lived to tell the story. If you are honest you do not want to revisit such an encounter again, but there may be little chance of avoiding one, especially if the Jotun seeks the same prize as yourself.

43: In the dust at your feet you see two clear sets of bootprints heading north. In tandem with these prints is a series of long scrape-marks, as if the Hordim were dragging heavy equipment along with them. For whatever reason the Jotun are in these ruins they have come prepared, and a suspicion grows in your mind that they are here for the same purpose as yourself.

44: Raising your torch above your head you survey the hall ahead. Along each wall you can see enormous columns rising, but in this long chamber each is unique, unlike anything you have encountered before. Thick and gnarled these stone pillars have been shaped as trees of the deep forest, spreading long branches to mingle with their brethren before reaching into the ceiling overhead. Upon the vaulted roof the branches spread as a forest canopy and in that high place you can see leaves glistening in great multitudes, green and crystalline in the reflected light of your torch. The roof is at least eighty metres high here, the walls a wondrous vision of thick undergrowth and ageless stone tree-trunks. You can almost imagine this vast chamber alive with EarthMagic, moving as if caught in the grip of a strong breeze. Such a marvel you know you will never see here. All about you there is evidence of a shrine to Hallad built to harness vast amounts of EarthMagic, the long raised pool of Dark Water extending down the centre of this hall testament to the powers once gathered to energise this ancient chamber, but as you touch the wall here you can feel nothing. There is no prickling energy that might run along your arm here, nor any danger resident in the large shafts you have found dug by others. It appears the tombs may be as dead as the Trell'sara interred within them.

45: Here you find two identical iron chests. Both appear to have no locks but they are heavy immovable objects that have been bolted to the floor. If you wish to open either of these boxes turn to section 119. If you would rather leave them alone and search other areas of this chamber move on quickly.

46: The Sentinel blocks the exit but it is not moving. Something is interfering with the statue's ability to get closer to you and quickly you realise why. At your neck the Forcestone vibrates faintly, measuring the nature of the EarthMagic it senses and generating just enough force to keep it at bay. It is a stand-off that the Sharyah will always win and with the talisman now in your hand you use it to force the statue away from the entrance and back towards the northern end of the room. With the way clear you pass beyond the Taal and back out into the larger chamber beyond. As you run from the Sentinel you can feel the Forcestone still vibrating. With distance however, the talisman becomes quiet once again.

47: Carefully you walk about the Taal, your intention to inspect its surfaces for any writing that might lead you to the tomb of Hallad. What you find instead is a smaller chamber hidden behind the tree's imposing platform. If you wish to investigate this new chamber you should move on. The Taal however, provides no clues that will help you with the location of the Glyddenrod. One way or the other it is time to continue your search.

48: To the east you can see another passage. In this direction you can feel a power building. Upon your skin it manifests as a prickling sensation against your skin, one that proves uncomfortable yet intriguing. Everything else you have found in this ruin has indicated that EarthMagic has fled, but as you stand in this entranceway you can feel something coming to life and it is only a short distance to the east.

49: The way forward is hard but you have no choice. The ground is unstable and in the play of light and shadow thrown by your torch you pick your way through the debris. It is here that you notice something glinting in a mound of earth to your left. Curious, you carefully brush away the dirt and find buried a Dirge-compass. With an intake of breath you quickly clean its case and smile to yourself. Here, you think, is a real find. Opening its glass lid you blow some air over it and watch as the metal disc inside glows blue. Designed by the ancients as a way to track life-signs across great distances these small metallic devices are greatly prized by the Guild, and for that matter many others as well. This one does appear to have been damaged but it will still hold great value in Das Vallendor. Carefully you fold it in a cloth and put it in your backpack. (Record this find on your character sheet before you move on.) With your find secure you look to the north and move on.

50: At the base of these stairs you find another chamber, one smaller in size and edged upon its western and eastern walls with a series of ornate columns. In your torchlight it appears empty.

51: This chamber is vast and it holds a secret so large it cannot remain hidden. Across the entire southern wall, stretching for more than one hundred and fifty metres, and reaching to a height of forty metres is a vast carved stone mural. Veiled in the shadows it is a representation of the Silvan Tree, standing upon a bare hill and surrounded by an endless expanse of primeval forest. In the light of your torch it is impossible to see it all at once but as you play the sputtering brand in an arc above your head you see the true wonder of its artifice. In the changing flicker of light and shadow the forest comes to life, grasses and branches alike begin to undulate as if a wind has caught them in its bluster. In the canopy of the trees you think you can see small animals and birds but just as quickly as they catch your eye they disappear. It is a remarkable illusion but only a small part of the true wonder you have found. This is one of the Murals of Meshaal, an artifice in stone once energised by EarthMagic and in its heyday a moving illustration of the living forests of the Ancient World. Spread out before you it is overwhelming

but it is not all this chamber has to offer. High overhead the great mural reaches into a further vista of the night sky, the twin moons of Arborell glimmering through a high cloud cover as a multitude of stars glint in the shadows. Speechless you wonder at the skill and knowledge that must have been brought to its creation but your reverie can last only so long. A noise to the west catches your attention and reluctantly you move on.

52: For a time you move along the corridor, the only sound within this vast space the muted echo of your footsteps upon the cold stone floor. There is little to be remarked upon here, the Dark Water silent and mysterious, the huge columns that edge the hall rising out of sight overhead. You do notice however, the recurrence of the luminous mould, only in small patches but adding to the ethereal presence of the chamber about you. There is something else though. About you there is only gloom and silence but as you make your way forward you come to sense that something is indeed watching you.

53: In your torchlight you find a pile of discarded tools and clothing. Oversized and too heavy for the use of Men you carefully pick through their number, looking for any clue to their origin. It is indeed Hordim-made and you discover the colour marks of Kraal Oldemai emblazoned upon each piece. This tells you only two important facts. The first is that the Jotun who left this equipment are soldiers, this evident from the preponderance of colour marks on each item. The second that they have travelled a long way through the lands of Men to get here. These Jotun reside upon the northern edges of the world and why they should be here is a mystery. Carefully you replace the equipment as you found it then move on.

54: Flanked by huge columns the passage leads south towards what appears to be a four way junction.

55: Spread across the floor you discover a thick tangle of Oer'daaki roots. Quietly you step back and study carefully what you have found. These plants are a danger not easily overlooked but as you survey the tangle of thick, desiccated tendrils you realise that these roots are dead, and thankfully no longer a threat. Following the roots to their source you can see that the plant has broken into this chamber from another part of the ruins. If nothing else it is a warning that more of the Oer'daaki may well be found elsewhere. Carefully you step over the tendrils and continue on.

56: Carefully you search through the contents of the chest. It contains mostly scrolls, all so ancient that they fall apart in your hands. At the bottom of the chest however, you uncover a plain wooden box. It is banded in silver and has upon its upper surface a symbol of a dragon inlaid in blue Azuril. The box is in as bad a state as the chest itself and as you lift it carefully from the chest it falls apart in your hand. What remains is the remnants of the silver and Azuril decoration and a piece of blue satin cloth. For a moment you hesitate, so much of what you have found in these ruins left as traps for the unwary, but within this cloth you can feel something heavy. Cautiously you unwrap the cloth and discover what hides within. It is a Forcestone.

Holding the Sharyah'ahrel in your hand you ponder your good luck. These devices are highly sought after by the Guild and fetch a high price in any market where they are appreciated. This one is in fine condition, its blue gem held within an ornate clasp of polished iron and fixed to a long silver chain. This is something of great value but also something that comes with considerable danger as well.

If you already have a Forcestone in your possession, or you have more than two other Sharyah in your possession at this time, place the Forcestone back in its chest and retreat from this chamber quickly. If neither of these circumstances apply to yourself then the Forcestone is yours to acquire. If this is so record the find on your character sheet before continuing. Once this is done move on.

57: The chamber here appears as no more than an annexe to the main corridor outside, and is bare except for a large metal chest situated against its northern wall and a tall statue in its south-eastern corner. The metal chest is locked but the mechanism seems only recent in manufacture. It is a curious thing and in these dark halls appears out of place. It has however, been placed here for a reason and it gives you reason to pause and consider if there may be something of value inside. If you have the skill of Lockpick and a set of lockpicks to apply it, turn to section 103. If you have either a hammer or crowbar in your possession and would instead smash it open turn to section 116. If however, you would rather leave it alone and continue with your mission do so instead.

58: Moving towards the shaft you consider whether it is wise to get too close. Someone has dug a hole in the stone here and in doing so interrupted the proper flow of EarthMagic through the rock. Carefully you move forward and find, to your relief, that the shaft is very old, any disturbance it may have caused no longer a concern. Protruding from its opening however, is a long wooden pole, notches cut roughly in its side to act as a makeshift ladder. Looking down into the shaft you can see only shadows but it does extend into another level below. If you wish to go this way do so now. If you would rather find another way do that instead.

59: Here you discover the threshold to a long flight of stairs. It serves as a decline into a further passageway some ten metres below the one you now stand in. Your torch does not give you the reach to determine the state of this new passage but you have a gut feeling that you are on the right track. At the top of these stairs however, you can still hear the voices, their low, guttural outbursts becoming clearer in the cold air. If this is a final proof that there are Jotun ahead you will have to be very careful indeed.

60: Dropping to the ground you find a small room and a passageway leading south. You wait for a moment and listen hard for any sign of movement ahead. There is nothing so you move on quickly.

61: Ahead you can see an exit and a wide corridor leading into the west. There is a breeze here and from its dark recesses a heavy smell of rank water.

62: In this chamber the hard impacts of metal upon stone are clear, their origin a shaft dug into the floor at its centre. Carefully you move to the edge of the hole and find another pole ladder descending to a chamber below. The sounds are very close, and interspersed between the crunch of breaking stone you can hear the movement of a large creature. If you have done everything you wish to do here you can take to the ladder. If not, this chamber may hold secrets of its own. Whatever you choose, do it quickly.

63: Here you find a large pool of stagnant water situated within a raised wall of white marble. To reach its water there has been raised a narrow flight of steps, and curious to determine exactly what the pool might have been used for you take them. It is indeed a curiosity for it is no body of Dark Water. What you find is a cleansing pool, a bath in fact but one artificed on a huge and ornate scale. More than twenty metres on its sides it appears just as deep, the water brackish but clear enough to see some way into its depths. At each corner you can see statues of sea-birds rising in the same white stone, and within the dank waters an intricate play of sea-life and corals cut about its inner walls. Carefully you peer into the pool's waters then recoil when you see a shadow slide silently towards you. Realising the sudden danger you step back from the pool but you are not quick enough. From out of the waters a tentacle lashes out, followed by another that hits you in the chest and sends you toppling off the platform. Hitting the floor hard you try and recover your feet but another tentacle grabs your leg, pulling you over and throwing you against a stone column. Shaking your head you regain your senses but it is too late for you to escape. From out of the pool a multitude of tentacles rise quickly, grabbing its stone edges and heaving a large gelatinous body out of its depths. For a moment you are stunned, unable to identify your assailant, but then recognition dawns. It is a **Trippet-Leach (CV-14, EP-10)**, a juvenile in fact but enormous nonetheless, and as it drags itself further from the water you realise it has no intention of letting you leave alive. This slug-like monster has no aversions, and is an ambush predator that immediately moves to block the exit. If you are to survive its need for food you will have to kill it and that will be no mean feat. Before you can react its gelatinous body slumps across the exit and a multitude of sinuous limbs play out across the floor, reaching for a hold upon your flesh. It will be either you or it. If you kill this beast you will have to climb over its remains and leave the chamber immediately. Trippet-Leaches decay quickly and in death exude a toxic gas that can paralyse an unwary opponent. If you do win this contest move on quickly. If however, it is the Leach that prevails your last thoughts will fade as you are dragged bodily into its watery lair. If this is your fate it will be here that you will die.

64: Carefully moving further into this chamber you raise your torch above your head and consider what you have uncovered. It is a large foyer, roughly square in structure with a sweeping, vaulted ceiling. Apart from the stairwell there is only one other exit to the south and as you look in that direction it is apparent that there is a much larger chamber beyond. Carefully you move forward.

65: Luckily this side of the collapsed passageway is an easier climb and you quickly find yourself once again on a firm footing. Here the passage is covered in a thinner, more mottled patchwork of the luminescent mould and the air proves easier to breathe. Ahead you can hear the sounds of someone hammering, the sharp clang of metal against stone very clear and getting louder. There is an urgency to the impacts that grows ever more insistent and stand as a clear warning that the Hordim are somewhere ahead. For the moment however, you have no choice but to continue on.

66: Suddenly the pool near you erupts in a spray of viscous fluid, the sinuous, serpentine form of a QuagWyrms rising upwards out of the Dark Water. For a moment that lasts no longer than a heartbeat you are transfixed, your surprise complete as the great Wyrms forces its way clear of the pool and out onto the stone floor. In your mind you know such a beast should not be here. Its range lies further to the south, and the remnants of Dark Water no place for it to find a home. All these thoughts run through your mind as you stand motionless before its advance. Before you can react the monster lunges forward, its mouth wide and bearing teeth that can tear you to pieces. If you have a Lightstone in your possession the Wyrms will hesitate, then withdraw back to its lair unable to bother you any further. If this is the case you can continue with your mission unmolested. If you do not have such a talisman life will not be so easy. Test your Luck once. If you are successful the beast misjudges your position and instead knocks you to the ground. (Take -1 from your EP) If this is the case you can run from this QuagWyrms and continue your mission. If you fail this test or would prefer instead to stand and fight turn to section 102.

67: Silently you lower yourself upon the ladder, the sounds of hammering echoing loudly from the chamber below. In the dark of the shaft you douse your torch and take the last few steps that allow you to quietly drop onto the floor and crouch. All about you this new chamber is alive with flickering shadows, and it takes only a heartbeat to determine that you have found Hallad's resting place. Three torches illuminate an area resplendent in ornate carvings and wall murals. At the western end of the chamber there stands one of the curious stone rings, upright upon a platform of shimmering polished granite. At each corner there arise huge statues of hooded warriors and directly in front of you stand three enormous sarcophagi. These stone boxes are huge, some ten metres in length and more than two metres high. Carved from solid obsidian the coffins glimmer in the torchlight and each is identical, life-size representations of the Guardian and the wealth of his House depicted within sweeping landscapes of the ancient world. It is however, a moment of discovery that provides no satisfaction for there is someone else here.

Out of sight, somewhere at the northern edge of the farthest sarcophagus, you can

hear the Jotun, swinging a huge hammer as it breaks through the obsidian. In that moment it all comes clear, the Hordim is indeed after the Glyddenrod and it has killed to ensure the artefact remains his alone.

Carefully you move about the southern-most coffin and from that vantage obtain a glimpse of the giant. And it is indeed a giant. Standing a good three metres tall the Hordim wields an enormous hammer and is using it ruthlessly upon the farthest sarcophagus. Pieces of crystal shatter with each blow, spraying a multitude of glass shards across the floor. Two of the sarcophagi have already been breached, their western edges crushed by hammer blows. The personal wealth of Hallad lays scattered across the floor but the Jotun only finds what he is after when the last is broken. With a satisfied grunt the Hordim drops his hammer and pushes a huge arm into a hole he has made in the last coffin. In the shadows you watch as the giant searches then pulls a long stave from its interior. Glistening in the half-light you know that the Hordim has indeed been successful, he has the Glyddenrod. Turn to section 100.

68: Cut into the floor you find another hole, a deep shaft similar to those you have found before. This hole however, has no ladder provided and will require a rope and grapple if you wish to venture below. If you have this equipment and wish to see where this shaft may lead turn to section 113. If you do not have this equipment any descent here will be impossible and you will need to find another way.

69: Suddenly a noise ahead brings you to a halt. At first you believe it to be no more than a light fall of stone, perhaps a flow of dust and rock from a wall somewhere in the shadows ahead. When you hear it again however, you recognise the subtle scrape of claws against stone. There is something moving in the gloom to the south.

70: Moving quickly you find yourself beneath a wide archway, one that serves as a short passage before opening once again into another long hall. For a moment you collect your breath and consider where you are. The chamber ahead is vast, at least sixty metres wide and extending far beyond the reach of your torchlight to the south. In this place the air is fresher, but tinged with the smell of still water.

71: The chest is unlocked but rusted and very old. A quick survey shows no visible locks though its hinges are completely frozen. Upon its upper lid is a single word, inscribed in the Elder Tongue of the ancients but undecipherable because of its age. For a moment you stand in the gloom and consider if it is worth forcing the chest open. It is true that such boxes can just as easily be traps than troves and to try and open them is always a risk. If you would open this iron chest turn to section 119. If you think it more prudent to leave it alone you should continue with your mission.

72: Standing quietly you consider the unusual nature of the yellow light. All about you the glow glimmers from every surface; covering the walls, columns and ceiling above you in an aura of colour that does not seem quite natural. There does seem however, to be little harm in it so you move on.

73: Upon the walls you find a remarkable mural carved in stone. It stands as a representation of the Silvan Tree, standing upon a tonsured hill, the vast forests of the ancient world surrounding it. In the dark you cannot see any movement in the stone, only a sense of the enormous power of the Tree and the deference given by the woodlands about it. Across this tableau however, someone has dug a deep gouge in the rock, a curving mark that looks as if something hard has hit its edge then been dragged across. On the floor you can see the product of this vandalism, small chunks of broken stone littering the floor. You wonder how many millennia this great carving might have remained unmolested before being damaged. It seems a shame but is something you can do nothing about. Quietly you move on.

74: With torch in hand you survey this new chamber. It is large but like so many others you have found here proves to be a dead-end. Upon all four walls there reside lines of columns, no other exits or doorways evident as you scan your surroundings. The chamber deserves no more than a quick search. If nothing can be found here you will have to move on quickly.

75: On the stone floor you see bootprints tracking through a wide archway ahead of you. As you stand at its threshold you can feel a slight breeze moving through its shadowed maw and get the definite impression that the passages beyond reach for some distance into the earth. If you wish to take this exit you should do it now.

76: Quietly you rest in the shadows, listening intently for any sign of danger ahead. You can here nothing so you move on.

77: Carefully you approach the junction, but keep close to the eastern wall of the passageway. The way ahead opens into another large space and you are focused on what might lie waiting in the shadows. You do not give a thought to the columns at your shoulder until you brush up against the nearest. Before you can react the column collapses, its apparent strength unable to hold back the wall behind it. In a shower of stone and earth the passageway slumps outwards, sending a crushing blanket of debris in your direction. You avoid the column as it smashes into the ground but the wall is a different matter. Test both your Agility and Luck attributes. If you are successful on both counts you avoid the smothering debris and can continue on. If you fail either of these tests another fate awaits you, turn to section 105.

78: At each side of this chamber rise enormous stone columns. Formed as polished pillars of white marble they spread at their apex as tree boughs might in a deep forest. Interlaced and finely carved they seem almost life-like in the flickering cast of your torch.

79: To the south opens another exit. Your torchlight can only reach so far but beyond this archway you sense a larger chamber. Perhaps it holds the clue you need to find Hallad's resting place.

80: As you walk deeper into this corridor you discover the strange luminescent mould spreading across most of the walls. It grows as a thin film upon everything, covering the walls and ceiling in a glimmering yellow veil that lights the hall ahead. It is not however, completely benign. In the more enclosed volume of the passage the air is heavy with spores, each new breath you take more laboured as you move carefully forward. Tearing a piece of cloth from your shirt you wrap it about your mouth and find it effective in filtering the dank air. You cannot tell if the spores might do you any harm but you think it prudent to keep the cloth in place until you leave these long corridors.

81: Ahead you see a turn in the corridor. Carefully you peer around the corner and stare into another long passage. You can see nothing ahead but this new way is rank with an odour you do not recognise. It smells similar to rotting seaweed but this far below ground could not be. Warily you move on.

82: In the shadows you come to a halt as a thin trickle of dust and chips of stone fall from the roof above. Looking up you can see the edges of a high barrel-vaulted ceiling, the columns that line the walls rising up then spreading as tree branches might to form huge intertwined arches overhead. You see also however, a number of long, visible cracks in the stone, the roof itself deforming slightly under some enormous pressure. You are no engineer but it seems certain that the roof here is close to collapse.

83: At the base of these stairs you find another corridor, this one extending far into the north. Here the voices grow louder, but there is a subtle change in their discord. As you wait quietly you hear argument, angry words thrown between two Beings that become harsher and more violent. When the words cease you hear instead the echoes of violence; a dull, scuffling contest that ends with a sickening thud and the recognisable crash of a body hitting a table then falling to ground. In the silence that follows you do not move. For a time you hear nothing further then there comes a grunt and the clear scrape of a heavy metal tool upon stone. This noise endures only for a few moments before fading into the distance. It is enough to give you reason to pause. If you would continue going north do so. If you think it more prudent to find another way then turn around and do so quickly.

84: Moving further into the gloom you find nothing of interest except a long shaft dug into the floor to the south. At this time you can explore more of the chamber or if you wish have a closer look at the shaft. The choice is yours.

85: Carefully you move into this new chamber and to your surprise find a camp, one well established and long used. At its centre is a large tent, equipment and heavy crates stacked at strategic intervals about two large tables. Upon these tables you find long rolls of paper and a number of precise drawings inscribed upon them. Looking more closely at the sketches you see they are representative of the walls of this chamber and only when you look about you do you see their origin. All four walls are a continuous mural, difficult to decipher in the dim light thrown by your torch, but all appear to relate one story. Quickly you realise it is the history of Hallad himself, his loyalty to the Great Tree and his betrayal at the hands of his younger brother. Resident within these carvings you see a Being holding a shining staff in his hands and your heart jumps at the sight. It is the Glyddenrod.

To the east you hear noise, and as you look towards a small door you see a body lying on the floor. It is a Jotun and it is dead. Moving closer you find the giant has been hit from behind, the back of its skull crushed and bloody. In the Jotun's hand there is still gripped a large pencil and you assume that this must be the author of the sketches laid out upon the table. This is not exactly what you might have expected. Another Jotun still works here and it is a murderer.

86: Here you find another shaft carved into the stone. It is a roughly hewed hole that extends for some distance into the rock and no ladder has been left to traverse it. Even a cursory look tells that there is no easy way down but there is definitely a chamber beneath. If you wish to explore this new area and have a rope and grapple turn to section 113. If you do not have this equipment the drop is too great and you will have to find another way.

(87): From the shadows a Dreyadim Morg (CV12, EP6) rushes forward. The Morg holds a rusted scimitar in its withered hand, its deformed frame clothed only in scraps of torn cloth. The spectral being is too close to exercise any ranged options and too swift to withdraw from. If you have a Light stone in your possession turn to section 106. If you have no such Sharyah you will have to fight. If you win this contest the Dreyadim will fade into nothingness, its fate to once again stand before the Gates of Hallen'draal and have its worth measured. If you lose this contest it will be here that your mission ends, your fate to find better luck in a latter life.

88: Moving closer you find the hole to be another shaft leading down some distance into the earth beneath you. In the shadows you peer into its depths and see sign that another level of these ruins lies below. A thick wooden pole, cut with footholds serves as a ladder and still appears usable. If it is your wish to use this ladder and explore the lower level do so now. If you would rather not, find another way.

89: What you find within this smaller chamber is a large metal box and a statue of a hooded warrior. The box resides in the south-eastern corner of the room, the statue at its northern. It does seem curious, the box is large but relatively new, the statue as old as the ruins themselves. Carefully you move towards the box and find it secured firmly to the stone beneath it. The box itself however, is slightly ajar. Just wide enough to allow a man's fingers to gain a reasonable purchase you pull it open and find nothing but another smaller chest within. This chest is ornately decorated and inlaid in glistening Azuril. Inside this smaller box is a blue crystal rod, hexagonal in cross-section and roughly one hand in length. This is a key, though for a lock that currently remains unknown. (This is an Item of Note and should be taken.)

As you place the crystal key in your pack that you sense a movement in the shadows behind you. Turning you see the stone warrior step down from its platform and pull a wicked-looking sword from beneath its cloak. This **Sentinel** (CV-15, EP-1) has been placed to protect the key and its mindless duty must be fulfilled. Looking to the way out you see an opening but the Sentinel is quick, covering the exit before you can take your first step forward. If you have a Forcestone in your possession turn to section 46. If you do not this automaton must be destroyed if you are to continue. The only advantage you have here is that the warrior is brittle, one good blow enough to shatter it to crystal shards. Victory in this contest will see you able to continue your mission. If however, it is the Sentinel that overwhelms you it will be here that you will die.

90: In the gloom you play your torch above your head and discover that this chamber is indeed a dead end. Before its far wall you can see a curious ring of standing stone, set upon a low platform and furnished with a shallow flight of stone stairs. You cannot fathom the purpose of this strange monolith and decide instead to leave such questions to scholars that have the time to do so. Quietly you move on.

91: The Dark Water is pitch black, its volume a fathomless liquid that reflects no light or image. It stands within its raised pool quiet and mysterious, but it is not completely still. Across its surface you see a single ripple move quickly. To the south something has disturbed its perfect rest, probably a grain of rock falling from the roof above. You think little of it and move on.

92: Coming to a halt you find yourself in a small chamber, edged upon three sides with ornate columns and fitted with a domed roof. Upon the roof has been carved a clouded sky, layers of cumulus stacked beneath a ragged umbrella of thin cirrus. In the play of your torch it is a remarkable sight, one that throws shadows and reflected light about the room. This chamber however, is indeed a dead-end. There appears to be no further exit, the room empty but for a large iron chest in its south-western corner, and a tall obsidian statue to the north-east. If you see merit in attempting to open the chest turn to section 114. If you would rather leave it alone, turn about now and find another way.

93: To the south extends a wide staircase, beyond which lies another large chamber. Standing at its threshold you play your torch above your head but can see little except the empty dark of an enormous space. Beyond the reach of your torchlight however, you can see something you cannot yet identify. It is a soft, yellowish glow emanating from the walls, the light no more than that cast by a cresting moon. What you can hear however, is something far more immediate and dangerous. There are sounds within the gloom, furtive noises in the shadows that herald trouble for the unwary. Carefully you continue on.

94: In the dark you find yourself in a small chamber, an exit leading to the east. Here the air is oppressively stale, rank with dust and mould. There is something else here as well. Through the exit you can hear faint sounds of movement though it is difficult to discern exactly what it might be.

95: Carefully you move along the passage, this one narrower than most you have found within these ruins. It appears to have no decorative fittings and seems more a utility thoroughfare than anything else. Here the smooth polished walls reflect your torchlight, its flickering illumination throwing elongated shards of light along the passageway. Within this light you see something glisten momentarily in the dust. Coming to a halt you bend and retrieve a thin piece of wax-covered wrapping paper. It is Hordim-made and you can smell the heady odour of Nahla upon it. For a moment you consider what you have found and recognise that the Jotun you have seen sign of previously have indeed been searching the ruins as well. Crumpling the paper in your hand you discard it once again into the dust and move on.

96: About you the walls are slick with water, the damp promoting a thick black mould that extends across the breadth of the passageway. You can smell the dank odour of brackish water in the air as well, and as you move forward you can only imagine what might lay ahead.

(98): Carefully you move out into the chamber. Within this wide, open space your footsteps ring out clearly, echoing upon the far walls as you walk further into the west. You move only a short distance before you hear a growing hum rising from the roof above you. Looking up you can see nothing at first but quickly you discover its source. From out of the shadows overhead a swarm of insects begins to swirl, growing in number before plummeting down towards you. These are Needle Flies and you have walked directly into their domain. If you have either a Forcestone, Lightstone or Shieldstone in your possession turn to section 115. If you do not and you would rather withdraw from their territory test your Luck once. If you are successful you have enough time to run southwards and make the exit before the insects can set upon you. They are territorial and in this circumstance will leave you alone. If however, you fail this test, or indeed you decide to stand your ground and fight anyway, the **Needle Flies** (CV-16, EP12) will fall upon you and you will have to trust to skill and courage to fight your way out. If you prevail over these insects continue with your mission. If you are overwhelmed it will be here that you will die.

99: In the shadows you reach for another torch and find that you have no more. Swearing in the absolute dark you think on what you can now do but there is little that can save you now. In the gloom that surrounds you there comes the sounds of something moving quickly in your direction. You can see nothing but you ready yourself for battle nonetheless. It does not take long. Without light the deep ruins are a death-trap and the predators many that will take advantage of your sudden helplessness. Before you can raise an arm a huge mouth closes about your throat. You stab wildly at the creature but its grip is ruthless, your neck snapping before

you can do it damage. In this dark, cold place you die. Perhaps in another life you will find better luck and carry more torches.

100: There are few options here. To obtain the Glyddenrod is your mission and the Jotun will not give it up easily. Duty says you must put this Hordim down but it will be no small feat to do so. Taking your weapon in hand you stand and call a challenge to the giant. It will be either you or him. In this dark chamber you must engage the **Jotun** (CV-17, EP-14). If you have a slingshot and wish to use it on the Hordim turn to section 112. If you must instead fight this giant with hand weapons alone the combat will start now. If you have a spear in your possession and would use it as your primary weapon add +2 to your CV for the duration of this combat. This Jotun has what you need and will not give it up whilst he still lives. If you win this battle turn to section 104. If the Jotun prevails then your mission here is over and it must then be in another life that you will have to look for greater success.

101: It takes only a few moments for the Clinging Mist to recognise that it has a new victim and begins to swirl about you. In the small space the green vapour quickly takes hold, its touch turning into a vice-like grip that drags at your limbs, pulling you towards the floor. You struggle to maintain your feet but the moment the mist touches the Sharyah at your neck it recoils, its ephemeral form retreating at the talisman's proximity. Seeing the Mist's reaction you grab at the Sharyah and hold it before you. Immediately a shudder runs through the vapours, twisting them into a roiling spiral and forcing them back into the thin crack in the stone from whence they came. It is a moment of hesitation you use to your advantage. Grabbing at your rope you climb out of the chamber and leave the Clinging Mist behind. Glad to have escaped you move on quickly.

102: The **QuagWyrms** (CV-15, EP-14) strikes hard, teeth grazing your arm as it tries to gain a purchase upon your flesh. (Take -2 from your EP before continuing.) You are however, not that easy to kill. Avoiding a second attack you strike at the creature, forcing it to hesitate. In the cold and shadows the battle begins. If you kill this QuagWyrms you can continue with your mission. If it is the monster that prevails it will be here that you will die.

103: The chest is securely locked but not, you think, beyond your skill to open. Carefully you take one of your pick tools and begin to test the mechanism. It is a simple barrel lock and within a few moments you hear the faint click that heralds its opening. Carefully you lift the lid but must stop after only opening it a finger's width. Inside you can see wires and a neat stack of black-powder charges. Each is connected to a detonator and a trigger device attached by a pull wire to the lid itself. Opening the chest any further will set off the charges and you have no intention of doing so. This is a trap and a deadly one at that. Sweating in the cool air you carefully lower the lid and retreat, moving back into the hall.

104: When the Jotun falls it hits the ground with such force that you feel the impact tremor through the stone beneath you. Dropping to one knee you try and regain your breath, the pain from your wounds only partially numbed by the relief you feel that the Hordim is actually dead. In the flickering torchlight you survey the remainder of the chamber but can see no further dangers here. Regaining your feet you move over to the sarcophagi and take up the Glyddenrod. It is now yours by trial of combat and even the Guild could not take it from you if you so desired. You are however, a loyal Brother and it will, in time, be delivered to Das Vallendor. Looking about the chamber however, you find that you have another problem to consider. Spread across the floor is the burial wealth of Hallad Mortain, broken from his coffins by the Jotun and now laying uncovered upon this cold stone floor. For a moment you consider what you should do. For almost ten thousand years it had laid in this dark place unmolested and would have remained so but for the Jotun's murderous greed. In truth you could not have broken the sarcophagi yourself. Such action is censured by the Guild, your recovery of the Glyddenrod dependant on finding the keys that would have opened them without damage. In each you can see set a single escutcheon and a hexagonal shaped keyhole, but whether you have the right keys now seems mute. You must make a decision however. You can return these riches to their resting place and leave with the Glyddenrod alone, or you can fill your bag with as much as you can carry and find greater renown amongst your Brethren. The choice is yours, your mission now at an end.

105: Unable to avoid the collapsing wall you instinctively cover your head and cry out as the smothering debris washes over you. Struggling for breath you cannot move but you are not going to succumb so easily to such a fate. Although you can feel a pressing weight against your body one of your legs is free and this gives you hope. If you have fallen at the edge of the debris you may be able to force your way out. Test your Strength twice. If you succeed on both (or you have the Strong Back talent) you are able to push your way out of the rubble and continue with your mission. If you fail either the debris is too heavy and you will die here. If this proves the case you will need to look to a latter life for better luck.

(106): The Dreyadim charges your position, its dark eyes focused squarely upon you. In its hand the scimitar flashes dully in the light of your torch and you barely have time to raise your own weapon in defence before a greater power intervenes. In that moment the Lightstone erupts, the proximity of the Dreyadim a trigger that forces the talisman to react. From its centre a sphere of brilliant light pushes outwards, forcing the gangled Morg to recoil, its arms crossed before its face as it screams in frustration. About you the chamber uncovers its secrets and it those few heartbeats of time you can see other Dreyadim at the edges of its light, each dissolving away, retreating from its brilliance. In those moments the Lightstone does its work and then flicks off, the dark descending about you quickly. The Dreyadim have gone, at least for the moment, and with their departure you must yourself move on.

(107): You do not know what the word means but it gives you reason to pause and consider what you should do. If you decide to leave the chest here and move on you should do so quickly. If you would rather try and open the chest turn to section 119.

108: The chest is unlocked but its rusted hinges require force to open. Bracing yourself against the side of the box you lever open the lid and find inside a collection of artefacts and scrolls, all as old as the ruins themselves and just as brittle. Most of the items fall apart in your hands but one piece catches your eye. It is a green crystal, hexagonal in cross-section and as clear as purified glass. You have seen such crystals before and recognise it as a key, though whether it will fit any lock here is yet to be discovered.

109: The descent does not need rope or grapple but requires care nonetheless. Test your Agility. If you are successful you make it into the trench without difficulty. If you fail this test you slip and twist your ankle. It is not a major injury but is enough to reduce your CV by 1 point for the remainder of your mission. Upon reaching the broken ground you continue northwards.

110: With the Clinging Mist dragging at your feet you jump for the rope and attempt to haul yourself out of the chamber. The Mist however, will not let you go easily. With a firm purchase upon your leg it drags you downwards, pulling you from the rope and taking hold of your arm and shoulder. Unable to escape you have only one alternative left to you, and that is to fight. The **Clinging Mist** (CV-13, EP-8) cannot be killed but can be harmed enough to force it to withdraw from its attack. If you can reduce the Mist to zero endurance it will disengage and retreat. If this is the outcome you can make for the rope and escape. If however, the Mist prevails it will completely envelope your body and suffocate you to death. If this happens your mission in the Tombs of Hallad'Mortain will be over.

111: You need to move forward and this **Mantis Beast** (CV-14, EP-9) stands in your way. If you have a Callingstone turn to section 117. If you do not you must kill this gargantuan insect before you can move on. As you consider your options the Mantis Beast sees you and scurries out of the darkness towards you. If you defeat this insect you can move on. If it is the Mantis that prevails then it will be a latter life that you will have to look for better luck. In this life however, your mission will be over.

112: Immediately the Jotun sees you and laughs. Placing the Glyddenrod upon the broken remains of the nearest sarcophagus the giant reaches for its hammer and takes up a fighting stance. It is ready and it is a lot bigger than you. It is time to even the odds here. In one well-practised move you take up your sling and fill its pouch with a single lead shot. Before the Hordim can move forward you draw back on its bands and fire. In one whistling arc the shot is sent on its way. Complete this combat using the Ranged Combat rules. In this instance your opponent is already aware of you so you can have only one attempt to kill it outright. If you are successful the Jotun will fall. If you are not the Hordim will be injured and you will have to rely on the normal combat rules to prevail. If you win this battle the Glyddenrod is yours, your mission complete. If the Jotun prevails then your mission here is over and it must be in another life that you will have to look for better luck and greater success.

(113): At the edge of the shaft you jam the grapple into a fissure in the stone and play out the full length of your rope into the dark hole. From beneath you can hear the ends of the rope hit ground and that is your cue. Carefully you lower yourself over the edge. Take a Strength and Agility test. If you are successful with both you make it to the bottom without difficulty. If you fail on either the descent does not go as well and you injure your ankle. Take 1 point from your CV for the duration of the mission. If you have the Rappel talent there is no requirement to take either test and you will make the descent without difficulty.

(114): For a moment you consider whether you should open the chest but your curiosity gets the better of you. It is an ornate box a metre in width and half that in depth. It is however, unlocked and with only minimal force the chest opens. Inside there appears to be no more than large squares of rough brown cloth but as you rummage your hand about its interior you feel something hard wrapped within one of the rags. Taking it from the chest you lay the cloth upon the ground and carefully unwrap your find. To your surprise you realise you have found a red crystal key, hexagonal in cross-section and as long as your hand. This is indeed a discovery worth the keeping and immediately you re-wrap the crystal and place it within your backpack. (Record this find as an Item of Note on your record sheet.) Well pleased with your discovery you regain your feet and move to leave the chamber but are stopped by the slightest of sounds behind you. Turning quickly you see the statue begin to move, its form drawing a long metal sword from beneath its hooded cloak. Looking to the exit you see a way out but the **Sentinel** (CV-16, EP-1) is too quick. You have taken something the statue has been left to protect and it runs for the archway, blocking your way out. If you are to continue your mission you will have to deal with this Sentinel first. (The Sentinel is powerful but brittle from age. Any winning round will see the statue shatter, the trick to survive the fight long enough to do so.) If you win this contest you will have to return to shaft "H" and climb back to the previous level. If it is the Sentinel that prevails then your mission here will be over.

115: In the dark chamber you stand transfixed as the deadly insects fall upon you. Taking up your weapon you stand your ground, waiting for the swarm to come within arm's reach but in this dull gloom you feel the Sharyah around your neck warming. There is no coruscation of power, only a slight release of energy and in that release the Needle Flies withdraw, swirling first about your person then retreating back into the high ceiling. Only a few attempt to attack again but these cannot close upon you, the presence of the talisman a barrier they cannot

penetrate. With the insects neutralised you gesture crudely in their direction then consider your next move.

(116): For a moment you consider the heavy construction of the chest and realise that it cannot be easily prised open. The lock is secure and the chest banded with iron straps that preclude most forms of forced entry. You do notice however, that the chest has one weakness, its domed lid is secured with iron studs and a number of them have rusted away on one of the straps. With the right impact you should be able to spring the strapping and force open the left hand side of the lid just enough to gain access to the chest's contents. Taking your hammer (or crowbar) in hand you swing it down upon the lid, your blow aimed to tear the remaining iron studs away from their strapping and weaken the lid. It is the last thing you ever do. At the first strike the chest explodes, searing gases and razor-sharp iron filling the chamber in a detonation that rocks the ruins to its foundations. Within this maelstrom of ricocheting metal you do not stand a chance, your body shredded as it is thrown violently against the far wall. In this deep chamber you die. Perhaps in another life you shall find better luck.

117: Along the passage the Mantis Beast advances but then stops, its limbs grasping out towards you but unable to move within arm's length. You have your weapon in hand but can feel the Callingstone at your neck reaching out towards the insect, a subtle vibration resonating in the air as the Sharyah takes control of the Mantis. Cautiously you move closer and find the creature immobile, its viciously spined forearms withdrawn as it leans weakly against the stone passageway. You could kill it but there is little point. Whilst you have the Callingstone in your possession the beast is no threat and instead you move on, the rest of the ruins beckoning.

(118): Carefully you step over the first of the thick roots and continue forward. The Oer'daaki spreads out upon the cold stone, but it remains quiescent as you pick a path across its matted roots. Your luck however, does not hold. Stepping over a large intertwined mesh of roots you overbalance slightly and scuff one of the tendrils with the edge of your boot. It is all the Oer'daaki needs. In an instant a shiver runs through the plant and from the north you hear something heavy hit the ground. It is one of the plant's roots dislodging from the wall and it is followed quickly by others both large and small, all attempts at gaining a hold upon whatever has disturbed it. You can avoid the larger of the limbs but as you run to escape the plant a tendril snags your boot and immediately other roots wrap themselves about your leg. Dragging yourself back onto your feet another root falls from the walls and grasps at your free arm. With only one arm free you must fight this monstrous plant. The **Oer'daaki** (CV-15, EP-8) is an ambush predator that is impossible to kill. If however you can do enough damage the plant will release you. Continue the combat until either you are dead or you reduce the plant's EP to zero. In this case the plant will release you and you can move on. Otherwise your mission here will be over, your body sustenance for a plant that has killed many of your fellow Brothers.

(119): Somebody has taken the time to place this chest here and your curiosity will not allow you to leave it unopened. Carefully you test the edges of the lid and find a purchase against which you can force the chest open. One good pull is all it takes and the hinges break, but you never hear the lid hit ground. In a blinding explosion the chest detonates, its iron form splintering into thousands of pieces of razor-sharp shrapnel. Caught within this maelstrom of searing gasses and tearing metal you are blown apart, your body lost in a vaporising mist of blood and torn flesh. In this life your mission is over. Perhaps in another you shall have better luck.

120: Carefully you take the two keys from your pack and check them against the locks. They are indeed a match and you do not hesitate. As the second is pushed home you hear an audible click and the activation of an ancient mechanism within the door. Standing back you wait, the door sliding sideways into the stone. Beyond its threshold you find a small chamber, and another iron chest. This one however, is different from all those that you have previously encountered here. This box is millennia old, its iron structure rusted and broken to the point that a good third has fallen away. If you would investigate its contents move forward now. If you would prefer to leave it alone you should turn about and see what else the larger room might have to offer.

Completing Your Career Manifest

When you complete this first mission all that remains is to update your career manifest. This sheet records your progress within the Guild and can be used as a reference when choosing new missions to complete, and Sharyah that can be taken. If this is your first mission as a Novice Brother you should include on the form the date that the mission was undertaken and its name. You should also list here any Items of Note found, and in the area at the bottom of the sheet all Sharyah acquired. These Sharyah are your property until you choose to dispose of them and a selection can be taken with you on future missions if you wish. Be careful of the rules regarding their use and with each new mission ensure that each individual mission's rule allow you to do so.

After you have completed five missions as a Novice you gain promotion within the guild as a Chartered Brother. This promotion will provide you with additional choices regarding skills and other attributes and will facilitate further success in the more difficult missions provided to Chartered Brothers.

May Glory and Renown follow all who survive.

