

A SLAVE'S VENGEANCE – ACT ONE

A gamebook adventure in two pages.
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Introduction

It is said amongst the Oera'dim that vengeance is the only true justice, and that it is a gift best delivered up close and personal. For Braya'Traebor, a Hresh slave of House Traebor vengeance had become the sole purpose of his existence. Since leaving the Birthing Grounds of Gorgoroth he had come to realise that he was different from his fellow slaves for he was not content to endure a life of pain and privation. Indentured to House Traebor he had been put to work in the mines and had seen there the cruelty and malice of his Masters. In his mind he knew only hatred for those he served, and vowing that they should pay for their excesses he formulated a plan, one that would see him exact a terrible toll upon those who would enslave him. In the mines of his Masters he murdered his Overseers and sabotaged the devices and equipment that they valued far above the slaves that used them. He knew that he would be caught, but he also knew that such acts would label him as *nuulwch*, a worthless slave, and that he would be sent to the Maze as his punishment. Put into the Maze with other *nuulwch* he would be required to fight to the death for the pleasure of his House Masters. It was his intention however, to survive. He was not the same as other Oera'dim for he could not be content with servitude. He wanted freedom and he had a plan.

Game Objective:

In this first Act of Braya's attempt to kill the Masters of House Traebor he must survive the battleground of the Maze of Hulgrim, a deadly series of traps, devices and fellow *nuulwch* (pronounced nool-wek), all fighting to be the last slave standing. To survive is to become a House Champion and be tested against the Champions of the many other Houses that infest the Empire. For some it is a matter of honour. For Braya it is a means to an end, a way to gain entry to the Palace of his Masters and move one step closer to the Dominus of House Traebor.

Character Generation:

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 Combat Value. Record these values below.

Strength (5 – 11): _____ Endurance (10 – 20): _____
Agility (3 – 5): _____ Combat Value = _____
Luck (2 – 5): _____ Primary Weapon: Scimitar

(These character attributes and equipment should be recorded on a separate sheet, along with any items found and any record you might keep regarding combat resolution.)

Combat Resolution:

When you are required to fight the following rules apply:

- Record the name, combat value and endurance of your opponent on a separate sheet of paper.
- Roll 2d6 and add your combat value recorded above 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.
- 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 the Windhammer Enhanced Combat System is compatible with this adventure and can be used in place of the standard system explained above.

Testing Attributes:

A character's attributes can be tested with a throw of dice. For all attributes except Strength 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. Please note that Strength tests require a 2d6 throw.

Restoring Endurance:

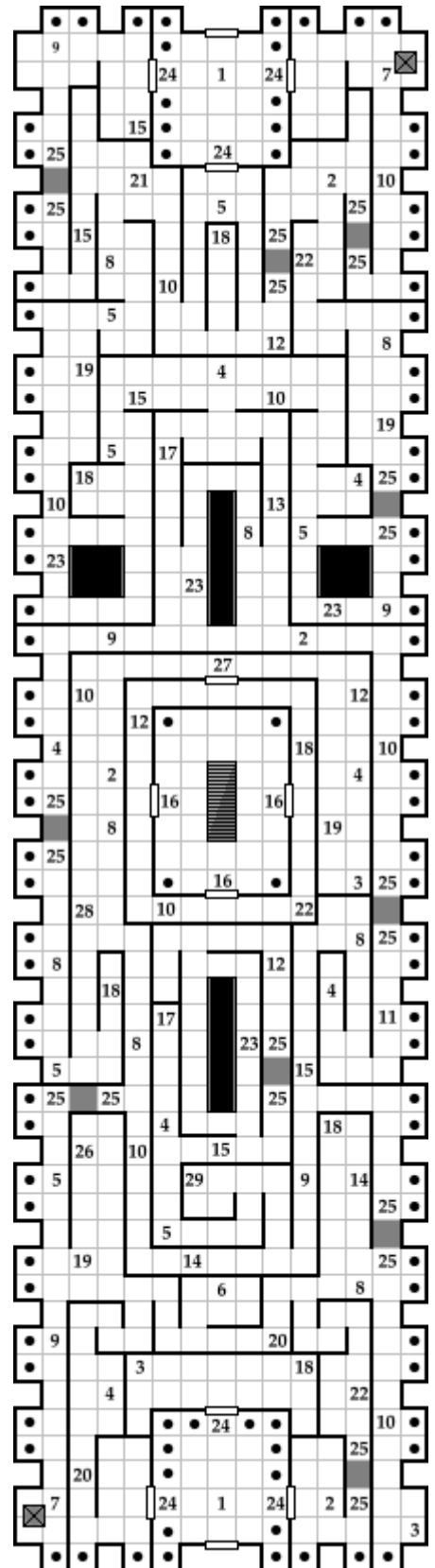
During this adventure you will be exposed to violent combat and the inevitable injury that follows such encounters. Within this mission you will find items that will restore health to your character if needed. The text will explain everything you need to know at the time of their acquisition.

Playing A Slave's Vengeance- Act One

This micro-gamebook utilises a game mechanism combining the map shown on this page with section references provided on the second page. You begin your mission upon either of the grids numbered 1 and your attempt at the Maze of Hulgrim 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 given on the second page of this 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 completed the Maze and have become Champion of House Traebor.

THE MAZE OF HULGRIM

Start your adventure upon either of the grids numbered 1.



To complete the Maze of Hulgrim you must defeat all six of the *nuulwch* that are also competing within the maze. When they are dead the doors will open to the central stairway and provide a way out.

Sections

Using these Section References:

These section references correspond to numbered grid squares found upon the map provided on the first page of this adventure, 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.

1: For an entire season you had been prepared for this day and it could not have come soon enough. In the training camps you had learned that the Dominus of House Traebor had long since tired of simply slaughtering his nuulwch. He had developed a taste for the spectacle and artistry of armed combat, and to meet that need you had been trained in the old ways of war, and in time had come to relish the deadly efficiency of iron blades and blunt-force weaponry. It had meant broken bones and torn flesh but the pain had served only to sharpen your resolve. Standing in this quiet chamber you wait not as a nuulwch ready for slaughter but as a trained killer, a Hresh'na of the ancient wars and a committed enemy of those who might take pleasure from your death. They had created the weapon that would attempt to destroy them and they had no idea what was coming. Somewhere within the Maze are six other nuulwch and for you to survive they must all die. With the toll of a distant bell your path to vengeance begins.

2: From the shadows ahead you hear a noise and it brings you to a halt. Intently you listen, waiting quietly for the sound to reoccur. When it comes it sounds like voices but very distant. Carefully you move on.

3: You have found a Long Shield. If you wish to take it add +1 to your combat value (CV). This shield will however take -1 from your Agility attribute whilst you have it in your possession. This applies only to Agility tests and will not affect your CV.

(4) Your boot touches the ground and from the walls a gout of yellow gas spews into the air. Immediately you feel the effects of a Gas Trap. You can only escape such a trap by running out of the gas cloud before it kills you. Test your Agility. If you are successful you run out of the fume. If you fail you escape the cloud but only after it causes you damage. Roll 1d6 and take the number from your endurance points. Also reduce your CV by -1 until your next successful combat. Only then will the effects of the gas have worn off.

5: In this quiet space you pause for a moment and listen. You can hear nothing but water dripping somewhere in the shadows ahead. Quickly you move on.

6: Carefully you move into a small chamber and find against the far wall a **Mutan (CV-13, EP-10)** cowering in the darkness. The tall Being is armed with a long spear and when it sees you it straightens. Lowering its weapon towards you it seems to be looking for a way out. There will be none. If you kill this creature continue with your mission. If you die here your revenge will have to wait for another time.

(7) In the shadows you find a Dark Obelisk and before you can back away from it you feel its lethal magic grasping at your life essence. The Obelisk will take all the life from you if given the opportunity and you stagger backwards, your only hope to get as far away from it as possible. Roll 1d6. Take the number rolled from your endurance points then move on. If the Obelisk takes all the EP left to you it will be here that you will die.

8: In the dust at your feet you see a clear set of bootprints. They have been left by Jotun and as you look around you wonder how many of the giants are wandering these halls.

9: Water drips down the walls, pools of dank liquid collecting upon the floor. Carefully you move forward, your footfalls slapping against wet stone.

(10) Without warning there comes a sharp expulsion of air and dust from the wall near you. You have triggered a Dart Trap and it will only be reflexes and a measure of luck that will save you. Instinctively you drop to the ground as a spray of metal projectiles cut through the air. Test your Agility and Luck attributes. If you fail either, roll 1d6 and take the number rolled from your endurance before moving on.

11: In the shadows you see a glimmer of metal and come to a halt. Against a pillar there leans an injured **Jotun (CV-15, EP-12)**, hammer in hand but bleeding from both legs by what looks like spear wounds. The giant regains its feet and prepares for combat. If you are to survive the maze you must kill this Oera'dim.

12: On the floor you find the remains of a Hresh warrior. The Hresh has died some time ago, its remains desiccated and covered in a thin layer of dust. You resolve that you shall not meet the same end.

13: Running down a corridor you stumble into the path of a **Hresh (CV-14, EP-10)** armed with a scimitar. In a determined rush the Oera'dim closes upon you, its intention to survive the Maze at your expense. If you defeat this nuulwch continue on. If not it will be here that you will die.

14: Moving along a dark corridor you hear a noise and come to a halt. For a moment you listen but the sound does not recur and you move on.

15: From the corner of your eye you see a shadow move upon the ground. You cannot be sure if it is anything, but you listen for any sound that might betray its origin. Focused upon the gloom ahead you hear nothing more and move on.

16: Bloodied and battered you force your way through the door and find beyond its

threshold a large chamber, its walls pure white and bordered at each corner in deep blue Azuril. At its centre is a stairway leading down to a lower level but it is the **Jotun Champion (CV-18, EP-13)** that takes all your attention. Standing at the head of the stairs the fully armoured giant looks at you and smirks, motioning for you to approach. Taking its hammer in hand you watch as the Oera'dim readies himself and you know that this is no welcoming committee. If you are to survive to kill the Masters of Traebor this Jotun will have to die. If you win this battle turn to section 30. If not it will be here that your mission will end.

17: Upon the floor you find the remains of a Hresh nuulwch. Such remains you might disregard but this corpse wears an iron cuirass. If you do not have this armour already and wish to take it add +1 to your CV. Otherwise move on.

(18) You have found a small chest and within is a vial of ulaal'nahla, a powerful regenerative potion. When needed you may drink this potion and restore 6 points to your endurance. Record this acquisition and move on.

(19) Moving along the hall you do not see the large circle cut into the floor around you until it is too late. You have stepped into an Iron Claw and only luck will save you. Test your Luck attribute. If you are successful the trap jams and you may move forward. If you are not the Iron Claw will do its lethal work. From the floor two pieces of razor-sharp, curved metal will slice around your body, their scissor-like blades cutting you in two before you can take another step.

20: In the shadows you take a moment to listen but can hear nothing. With no indication of danger ahead you move on.

21: You turn a corner and must immediately defend yourself. From the gloom a **Hresh (CV-14, EP-12)** attacks, hitting you with the full weight of its body in a charge that throws you backwards onto the floor. In an instant the nuulwch is upon you and you instinctively kick out with your foot, slamming into its chest as it raises its scimitar to strike. In that moment you roll sideways and regain your feet as the Hresh attacks again. If you defeat this Hresh move on. If not your mission ends here.

22: Upon the floor you find the remains of a Jotun and a short distance away a small circular shield. If you do not already have a shield you can take this one. If you decide to do so add +1 to your CV.

23: At the centre of this chamber you discover a Dark Water generator. Its black, viscous liquid vibrates with power and you know enough not to touch it. Instead you survey the chamber for any further dangers and then move on.

24: The exit before you is an ornate archway, carved in black crystal and formed as an intricate tangle of vines that twists around a perfectly formed tree bough. Beyond you can see the Maze and without hesitation you move forward.

(25) In an instant the floor beneath you falls away and you have only a heartbeat to react. Test your Agility attribute. If you are successful you leap forward and hit the ground beyond the gaping abyss. If this is the case disregard the numbered grid on the other side. If not your leap only carries you part of the way and instead you hang by a bare purchase at the edge of the pit. Test your Strength. If successful you pull yourself out and continue on. If you fail this test your strength falters and you will fall to your death.

26: At the end of a long hall you come to a halt. In the shadows you find 3 **Morg (CV-15, EP-18)** each armed with a spear. For a moment you consider the diminutive stature of your adversaries but you know their gangled forms are deceptive. Each will kill without hesitation and they do not wait for you to act. As one they charge, spears levelled towards you. These Morg must be fought as a single adversary and count as one nuulwch for the purposes of the kill count. If you defeat these Oera'dim continue on. If it is you who falls your mission will end here.

27: This door leads to the central chamber. If you have killed six nuulwch it will be open and you can move forward. If not, the door will be closed and you will have to return to the Maze and kill the remaining slaves. Only then will you gain access.

28: The corridor about you is dark but you can sense something moving through the shadows ahead. In this instance you wait, preparing yourself for whatever might emerge from the gloom. What arises comes as a considerable surprise. From the dark there moves a **Jotun (CV-15, EP-16)**, one of its arms missing and easily the largest Oera'dim you have ever seen. Dressed only in leather vest and breeches it holds in its remaining hand a long-handled warhammer. For a moment you hesitate but it is only for a moment. In the dark hall you rush the Jotun. If you kill this nuulwch continue on with your mission. If not it will be here that you will die.

29: In the dust you see something metallic. You stoop and pull from the grime a medallion, a small disc on a chain. It is the sigil of House Traebor, a Voor'cat leaping upon a Stag. If you wish to keep this medallion record the acquisition and move on.

30: The Jotun Champion lies still upon the smooth stone and from somewhere in the distance you can hear clapping. Cautiously you move to the stairway and hear sounds of running. There are Oera'dim moving up the stairs and not knowing what is to come you move to a corner of the chamber and prepare yourself. What emerges are three Mutan, ornately clothed and carrying a robe of red and silver cloth. Together they pull your bloodied clothing from you and replace those tattered rags with the robe. The tallest of the Mutan motions to the stairs. "Well done Braya' Traebor. Your Dominus Hulgrim is well pleased. Serve him as Champion of his House and you will find him generous in his rewards." You look at the Mutan and bow your head. In your thoughts however, you give thanks for your survival and know that House Traebor itself may not yet survive its new Champion.

THE END.