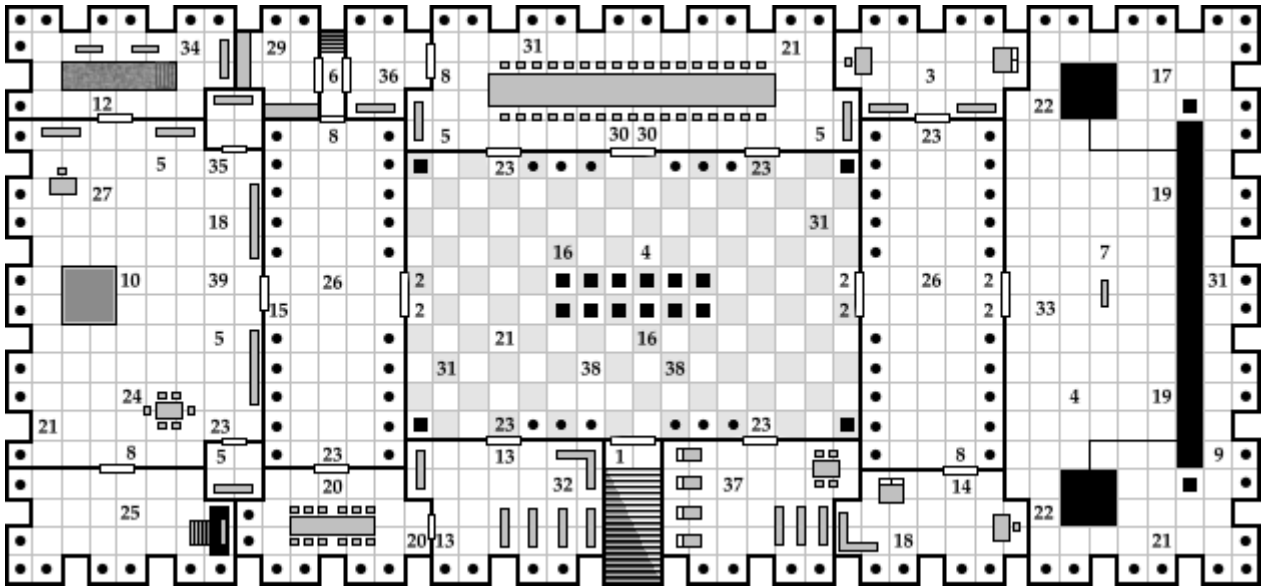


A SLAVE'S VENGEANCE – ACT TWO

A gamebook adventure in two pages.
Written and Illustrated by Wayne Densley 2016



Residential Precinct within the Palace of Traebor

Introduction

Braya/Traebor has succeeded in his plan to become a Champion of House Traebor but his path to vengeance is not yet complete. Now resident at the Palace of Traebor he awaits his inclusion in the roster of the Imperial Games, biding his time for the opportunity that will set his revenge in motion. Such an opportunity does not take long to present itself. On a storm-swept night he kills a Morg attendant delivering food to his cell, and then the guard charged with the Morg's safety. Taking the guard's clothing and scimitar Braya has all he needs to begin measuring his vengeance upon the Masters of Traebor. In this mission he will either succeed or die in the attempt.

Game Objective:

In this Second Act of Braya's attempt to kill the Masters of House Traebor he must search the Palace of Traebor for the four Masters who are in residence. One of these Masters is the Dominus Hulgrim himself and with his death the uproar will be such that Braya will be able to escape the palace and find his freedom in the mountains to the west. This is his mission. Find the four Masters and kill them. It will not be easy.

Character Generation:

In this second act of Braya's revenge you may either use the stats generated from the first act or you may create a new character. If you wish to use your previous character, record those previous stats on a separate sheet. If you wish to create a new character 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.

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.

The Trust Keys of House Traebor

Common amongst the Houses of the Empire is the use of Trust Keys. These keys are made in interlocking parts, each necessary to open the Trust Lock they are made for. House Traebor uses Trust keys artifice in three parts, each held by a Subordinate Master. To open a Trust Lock requires all three Trust Keys. If you find any of these keys keep them, they will prove useful.

Testing Attributes:

If required character 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 unlike other attribute tests 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

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 the grid numbered 1 and your attempt to destroy the Masters of Traebor 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 destroyed the leadership of House Traebor and seen the Dominus Hulgrim lying at your feet.

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: Moving from the cells deep within the foundations of the Palace proved easier than you had expected. The uniform taken from the guard had fit well, and a discarded messenger's satchel slung upon your shoulder completed a disguise that gave none of the sentries you passed any cause to challenge you. With a great storm raging outside you made your way through the servant levels and thence into the Masters' Residential Tower. In a small storage room you waited, hiding until night had fallen. Only when the alarm raised by your escape had subsided did you take to the great stairway that led directly to the doors of Hulgrim's residence. Now it is time to take your revenge.

2: With lightning arcing through the night sky you move forward. Ahead is a set of double doors, five metres high and made of a polished black wood inlaid in silver and Azuril. They have no handles but as you approach they silently open.

3: You find here a Guest Apartment which at first glance appears unoccupied. Through a large window you can see the night sky and as you watch the play of wind and rain upon its glass you see also a reflection of movement from beneath the bed. Quietly you shut the door and move closer. Sure enough it is a Master hiding beneath the bed. With one thrust of your scimitar the Master dies, its cries muffled by the storm. On the body you find a piece of a Trust key. Record this acquisition then move on.

(4) Moving quickly you do not see the Hresh Guard (CV-14, EP-13) until he is upon you. In a crash of metal you deflect the warrior's first blow. If you are to kill all the Masters this Hresh will have to die first.

5: Before you is a collection of exotic curios and devices. Nothing is of value to your mission so you move on.

6: Here is a short corridor, three doors to the east, west and south, a narrow stairway in the north leading to what smells like a kitchen level below. You think the stairs may be a possible way out once your mission here is complete.

7: Before the River of Time is a small bench seat, its purpose unknown to you.

8: The door here is open but what lies beyond its threshold is cloaked in darkness.

9: In the shadows you see something moving and instinctively give chase. Kicking the fleeing form's foot out from under him the Being falls heavily but rolls smoothly back to his feet. Drawing a long sword this new foe stands his ground and it is then that you see it is one of the Masters (CV-12, EP-18). You smile and motion for the creature to defend itself. If you kill this Master you will find part of a Trust key within its robes. Record this acquisition then move on.

10: In the middle of the quarters is an enormous cube fashioned from pure Azuril. You test it with your blade and it seems hollow, but there appears to be no doors within its surface. With no way of getting inside you continue your search.

11: Carefully you open the door and discover within the Dominus Hulgrim (CV-17, EP-12) himself. In a rush the Master slams into you, throwing you bodily backwards as he scoops up a short-bladed sword. Quickly you regain your footing but the Master is upon you in a heartbeat, his sword stabbing forward. If you can kill Hulgrim turn to section 40. If not it is here that your path to vengeance ends.

12: In the centre of this chamber you find a substantial pool of clear water, bordered on its northern edge by a number of low stone benches. You have heard of such pools but have no idea what their purpose might be.

13: Here you find a Library consisting of a number of book and scroll shelves. If you would like to have a closer look at these treasures turn to section 28. If not move on.

14: Here you find a Guest Room, ornately appointed and apparently empty.

15: Before you is a door formed in solid metal and inlaid with the sigil of House Traebor. It appears locked but when you push at it the door swings wide.

16: Towering over you are a series of enormous statues, each more than twenty metres high. These are the Masters of Traebor, rendered in black crystal.

17: Carefully you move through the chamber but find only shadows and cold stone.

18: Upon a set of shelves you find a collection of small jars and bottles. Amongst this ephemera you recognise a vial of ulaal'nahla, a regenerative potion that will add +6 to your endurance when drunk. Take this if you wish and use it when needed.

19: Curious as to the nature of the River of Time device you move closer and run your fingertips carefully across its surface. It appears to be made of black crystal but there is nothing else about it you can discern. Quickly you move on.

20: Before you is a Reading Room, containing a long table and a number of padded chairs. Books are strewn across the table's surface but there is nothing else here.

21: Moving forward you can feel the power of the storm outside, the chamber trembling with each peal of thunder, rain lashing against its windows. Within this roil of light and sound you continue your mission.

22: In the shadows you find a Dark Water generator connected by a narrow channel to the River of Time device. You are smart enough not to touch it.

23: Before you is a door, fashioned in smooth black wood and inlaid in silver and Azuril. The door is closed but not locked.

24: To the south in this chamber you find a table arrayed with food. There is a setting in place and a plate containing hot food. You touch the plate and feel that it is still warm. Whomever was eating here left their meal only within the last few minutes.

25: The room is dark but you recognise the Gate standing upon a platform of black stone. Comprising a large ring of crystal carved as an intricate tangle of vines it is a transportation device that is unavailable to you. Only those favoured by Aggeron himself can activate them and you are not so favoured. You search the rest of the room but there is nothing else here so you move on.

(26:) Here is a long hall, empty but for a series of marble pillars that line its walls.

27: Upon an ornately carved stone desk you find papers, scrolls and a number of small devices of which you have no knowledge. Amongst all this you discover also a small vial of ulaal'nahla. This will return +6 to your endurance when drunk and if you wish you can take it for use later.

28: Quickly you search the shelves and find much more than old scrolls. A movement in the dark is all you see as a shadow rushes towards you. Punching out with your fist you hit the Being in the chest, forcing him back long enough to bring your scimitar to hand. It is one of the Masters (CV-14, EP-9), armed with a sword and intent on defending himself. If you kill this Master you will find a piece of a Trust key on his body. Record this acquisition before continuing with your search.

29: Moving on you find a small chamber, one used as an area for food preparation. Within are warming ovens and benches. There is some food here that you can eat if you wish. Add +4 to your endurance if needed before continuing.

30: For a moment you pause and look about an enormous Banquet Hall. At its centre is a huge stone table, crafted in white marble and inlaid upon its entire length in blue Azuril. The chamber is covered across its walls and vaulted ceiling in vast carved murals depicting the victories of House Traebor. Never have you seen anything so ornate but all you can think is how many Oera'dim must have died in its construction. You resolve that no Master in this palace will ever eat here again.

31: In the shadows you come to a halt and listen for any sounds of approaching danger. You hear nothing but the storm so you move on.

32: Amongst these shelves you find a collection of maps. Curious, you look through them and find one depicting the Western Mountains. This you take then move on.

33: For a moment you stop and consider what you have found. Within this vast chamber there is a River of Time, a device of immense power used by the Masters to determine the future of anyone who might stand before it. Spreading across the length of the room it stands as an enormous slab of stone, towering more than twenty metres high and extending over one hundred metres in length. It is currently deactivated but it does give you pause to wonder why, with such a device at their disposal, the Masters did not see you coming. Carefully you move on.

34: Here you have a cupboard within which is a collection of jars and personal grooming items. There is nothing here of use to you.

35: You find here a door that is locked. Tapping upon its surface you discover it is solid iron and at its centre there resides a small brass escutcheon with two keyholes. One is small, the other much larger. Such locks you have seen before. The smaller keyhole is for a Master key held usually by the Dominus himself, the larger a Trust key made up of three parts that must be put together before being inserted into the lock. Trust keys are favoured by the Masters when giving access to secured rooms for it requires that all holders be in attendance for the opening of such chambers. If you have a Master key or three parts to a Trust key you can open this door and turn to section 11. If you do not have these items you will have to go find them.

36: You have found a small chamber within which is a single cupboard containing an entire Banquet setting of cutlery, plates and other silver items. There is nothing else here that can aid your mission so you move on.

37: Carefully you step over the threshold into a Guardroom. There are no soldiers inside but as you make for a series of weapon-racks you hear something near the door. There you see a Jotun Guard (CV-16, EP-12). This Guard you must kill and quickly. If you are victorious there is a shield here that will add +1 to your CV if you wish to take it. If it is here that you die your path to vengeance will end here also.

38: About you there extends an enormous and richly appointed chamber, its walls covered in extensive murals and precious inlay. At its centre is a row of statues and along each of its walls a number of ornately carved doorways. If you are to find the Masters of Traebor you will have to choose one of these exits.

39: Before you is a vast, richly decorated and furnished chamber, and you have no doubt this is Hulgrim's personal quarters. You cannot see him but that does not mean he is not here. With scimitar in hand you move forward.

40: Hulgrim lies dead, his remains a bloodied mess of torn flesh and ragged cloth. Taking a moment to appreciate the great victory you have exacted from this House you wipe your scimitar on his robe and then turn for the door. In the halls beyond the great doors of this chamber you can hear a rising tumult. It is the cries of a slave population that has lost its Masters and now calls out for leadership, shackled by their obedience but now without direction. Within this confusion you can make your escape and it is to the western mountains that you will find your freedom. In this the Masters of House Traebor can no longer stop you.

The End.