

ASSAULT ON NEM'HALEEN

A gamebook adventure in two pages.
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Introduction

It is the last days of the Great Insurrection, the vast empire of the Fallen Masters consumed in a bloodbath of death and destruction. Before the walls of Nem'haleen, the last stronghold of the Trel'sara, the Armies of the March await the command to destroy the final vestiges of a corrupted and cruel empire. You are a Jotun warrior, commander of an assassination crue under direct command of Qirion'Delving, leader of the Insurrection and soon to be named First Hammer of the World. In these dark days of blood and death you are given a mission. Your soldiers are to enter the besieged fortress and hunt down the one remaining leader of the forces loyal to the old Masters, a Hresh General known only as the Butcher. The remaining Masters will be left to the Armies of the March to dispose of. The Butcher is to be your responsibility alone.

Game Objective:

To lead your crue into a structure within the fortress of Nem'haleen known as the Sigh'dorum and find the Butcher. Your mission will be complete when the General is dead.

Character Generation:

The following character attributes are yours to determine. Spread 30 character points between the three Strength, Agility and Endurance attributes listed below, but keep those points within the ranges given in brackets. Strength plus Agility equals your Combat Value. Record this value below for reference later.

Strength (5 – 11): _____ **Combat Value =** _____
 Agility (3 – 5): _____ **Weapon:** Jotun Warhammer
 Endurance (10 – 20): _____

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

In this adventure you are a Jotun, a giant of the plains of Arborell and a formidable warrior. Standing more than three metres tall you are the commander of a hand-picked crue of soldiers trained to operate behind enemy lines, and kill targeted commanders who oppose the Armies of the March. In this mission your crue consists of six other Jotun and three Hresh warriors. Your weapon of choice is the Jotun Warhammer, a two metre long hammer that gives blunt-force trauma a whole new meaning.

Combat Resolution:

If 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.

Melee Combat

As you will be moving through the Sigh'dorum as part of a unit any combat undertaken will be only part of a larger battle. The section references given on the second page of this adventure will outline the particular opponents that you will face as a part of these larger battles.

Restoring Endurance:

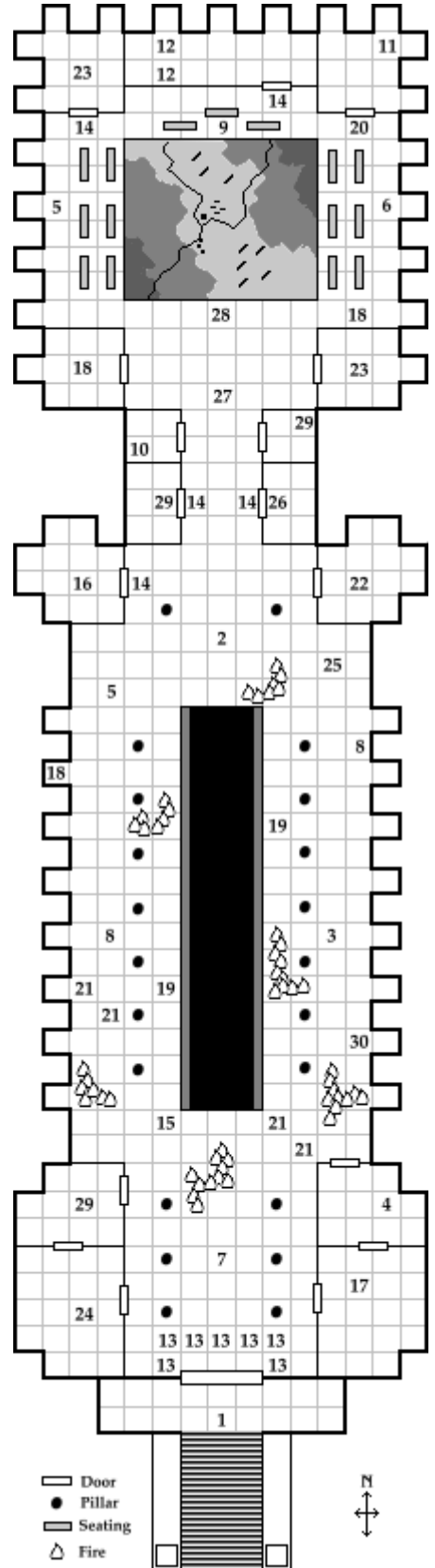
In this gamebook your character can restore endurance only with the use of a regenerative liquid known as Ulaal'nahla. This potion is a distilled form of the juices of a fruit that possesses remarkable healing properties. On this mission you take 6 vials of the liquid with you, each vial capable of restoring 4 endurance points. Record on a sheet of paper this initial supply and its use. If you are lucky you will find other vials in the course of your mission. These also can be used when required.

Playing Assault on Nem'haleen:

This gamebook utilises a straightforward game process, one that uses the map shown on this page in conjunction with the section references provided on the second page. You and your crue begin your mission upon the grid numbered 1, at the entrance to the Sigh'dorum and your mission progresses from that point forward. The game is divided into turns, each turn allowing your crue 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 act upon whatever the section requires. It may describe something you find, an encounter with an opposing force, a clue to the whereabouts of the Butcher 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 the Butcher has been found and killed.

THE SIGH'DORUM

Begin your mission upon the grid numbered 1 below. Note that you can only move a maximum of 10 grid spaces per turn and each move must end on a numbered grid square.



Note: A player must move around fire squares. They are an obstacle that Hordim will not cross.

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. Each of the numbered squares can be crossed off as a record of your progress within the Sigh'dorum. 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 however, that if a set of numbered grids block the way forward the player must land on one of those grids before continuing.

1: Nem'haleen is in flames as you stand upon the grand staircase of the Sigh'dorum, looking north towards its enormous arched entrance. At your back the battle for the fortress rages, explosions erupting against a darkening sky and a vast pall of smoke rising from a thousand fires as the Armies of the March bring an end to the Masters and their collapsing empire. At all sides the last forces loyal to the Trell'sara fight a desperate battle for survival, but you have no part to play in their destruction. Your target lies within the smoke-filled halls of the Sigh'dorum and without hesitation you look to your soldiers and give the order to enter.

2: Ahead there reaches an ornate hallway that leads into a large Map Room beyond. To both the west and east there are a number of doors and all across the smooth stone floor there lay thick sprays of blood, some of the trails eating into the stonework like acid. Mutan have been either killed or injured here and you have a suspicion you know what is responsible.

3: Moving up the side of the Dark Water pool you see a Hresh rushing towards you. He is unarmed but as he closes one of your soldiers shouts a warning. The Hresh is carrying a satchel bomb filled with black powder and the fuse has been lit. Commanding your crue to take cover you motion for one of your Hresh to intercept the warrior and without hesitation the soldier runs forward, tackling the bomber to the ground. In a sharp detonation the bomb explodes, engulfing both warriors within a roil of smoke and flame. Getting to your feet you continue forward.

4: Moving through the open door you find the remains of an Officer's Quarters, and the body of its occupant lying upon the floor. The Hresh Officer has been beaten to death, a pile of papers scattered about the floor. You check the papers but find nothing of value to your mission.

5: Running northwards you discover the body of a Hresh upon the floor. He has been torn apart in a frenzied attack, his remains scattered upon the flagstones. This type of attack you have seen before. It can only be a Grievous that is responsible for such carnage and if one is loose in the Sigh'dorum you will have to be ready for it.

6: Directly ahead of your position one of your Jotun runs through a tripwire. In a blinding detonation the eastern edge of the Map Room explodes, tearing the soldier apart and throwing you backwards onto a series of low benches. Roll 1d6. This is the amount of endurance points you have lost from the blast. Regaining your feet you check your remaining soldiers and move forward.

7: About you spreads the main foyer to the Sigh'dorum. Ahead you can see a long ceremonial hall lined with high columns, most of its vast space obscured by smoke. At its centre is a long pool filled with a shimmering black liquid and to the east and west there stand a series of chambers. You think that all may be worth searching.

8: Upon the ground you find a Morg Messenger, dead from a single blow to the head. Looking around you can see no sign of the creature's assailant and you signal to your crue to keep a sharper look-out.

9: Upon a low bench you find a set of crystals, each a control for the map laid out before you. Carefully you move one and see the display before you shift sideways. You decide to leave the crystals alone and continue with your search.

10: Within this storeroom you find a series of scattered trays filled with Ulaal'nahla vials. Two of these vials still remain intact and you take them with you.

11: You kick open the door and find the Butcher standing against one of the eastern windows of what appears to be his personal quarters. Beyond the clear crystal aperture Nem'haleen is burning, his forces being cut down as they fight to defend their precious Masters. Against this backdrop the General turns slowly.

"Who are you, and what is your purpose here?" he asks.

"My name is unimportant General," you answer coldly, "My purpose here to deliver a message from Qirion/Delving, First Hammer of the World."

"And what would that message be?" he asks again.

You look at the old Hresh and point to a scimitar that lies within the Butcher's reach.

"To give you a choice. You can die a Warrior's death or you can be slaughtered like a pig. What is your pleasure?"

The Hresh smirks and reaches for his weapon. He has made his choice. The **Hresh General (CV-17, E-12)** is the objective of this mission and if you can kill him your quest here is complete. For this traitor there must be no escape.

12: You search the chamber and find two Masters hiding. Calling to your crue you bind them and leave both for identification and disposal. The Butcher is your mission priority and you leave the Masters for later removal.

13: With your crue following you run through the entranceway and into a large foyer beyond. Standing before you however, are 7 Hresh Guards and none seem disposed to let you enter the Sigh'dorum unmolested. In a rush they attack. One **Hresh Guard (CV-14, E-10)** meets your gaze and you advance towards him. If you kill this Hresh you can continue with your mission. If you die then the Butcher will be someone else's problem. (Note that this section need only be actioned once.)

14: You try the door and find it locked. Standing back you raise your hammer and prepare to smash the door in. Test your Strength attribute by rolling 2d6 and then compare the number rolled against your Strength. If you roll a total equal to or less than your Strength the lock will break and you may enter. Otherwise the door is too strong and will have to be left intact.

15: You stand at the edges of a Dark Water pool and look upon its still surface. The Jotun that is reflected back at you is bloodied and unkempt, its face lit in the blood-red glare of the burning hall. At all sides acrid smoke billows and you take only a few moments to consider this haggard reflection before moving on.

16: Breaking through the door you find a Clerk's Office and a dead Mutan laying across a pile of broken furniture. After a quick search you find nothing of value.

17: Quietly you enter what was once a Guard Room. Furniture lies strewn about the floor, military bedding and wooden shelving broken as if a great combat had taken place within its confines. Blood is spattered about the walls and beneath the debris you can see the bodies of at least two dead Hresh. Something has vented its rage upon the sleeping warriors and then departed. You cannot be sure however, if the perpetrator of this violence is actually on your side.

18: From out of the shadows a **Hresh Warrior (CV-14, E-8)** rushes you. Blocking its first strike you stand your ground. If you kill this Hresh continue with your mission. If it is the Hresh that prevails then your mission here is over.

19: The Dark Water pool sits quiescent, as black as the night sky and just as mysterious. Carefully you play your hand over the surface of the strange liquid and feel a static charge crackling against your skin. This is a power source for something that lies further to the north and your heart pounds at the thought of what it might be. Cautiously you move forward.

20: Standing at the doorway is a **Jotun Bloodguard (CV-17, E-12)**, the personal bodyguard of a General of the March. The giant is a formidable warrior and one that must be killed if you are to find the Butcher. Calling a challenge to the Bloodguard you attack. If you kill this Bloodguard continue with your mission. If it is the Jotun that prevails then your mission here is over.

21: Mutan Guards block your way forward and you have no time to waste. Picking one of the **Mutan (CV-13, E-8)** you attack, your crue falling upon the remainder. If you kill this Mutan continue with your mission. If it is the Mutan that prevails then your mission here is over.

22: Kicking down the door you enter an Intelligence Office. Upon tables you find information regarding your army's advance and lists of names of spies who have been passing information to the Masters. You post one of your crue at the door to guard the room's contents and then move on.

23: Beyond a shattered door you discover a neatly ordered and well provisioned guest quarters. The Butcher is not here and you think as you turn back to the Map Room that it is a chamber prepared for visitors who will now never use it.

24: You have found an Armoury, well equipped and well maintained. From its ordered racks you take a shield then consider what you should do next. Add +2 to your combat value to account for this acquisition.

25: In the darkness ahead you hear a sound that brings all your soldiers to a halt. From the shadows there comes a wheezing cough, and then a growl that grows as a **Hresh Grievous (CV-16, E-12)** rushes towards you. Tortured until mad this broken creature should be chained, but it has somehow freed itself and now roams the halls of the Sigh'dorum. You have no doubt that the destruction you have found has been this creature's doing. You resolve immediately that it is better the Hresh be put down than left to kill again. If you kill this Grievous continue with your mission. If it is the Grievous that prevails then your mission here is over.

26: You enter a Clerk's Office. Upon a series of tables you find neatly stacked papers detailing troop movements and orders to commanders. One communique confirms that the General remains within the Sigh'dorum. If this is so he must be close.

27: In the centre of the hall stands a Sentinel, a statue carved of shimmering obsidian and holding an enormous iron scimitar. As you move forward the statue comes to life, stiff limbs quickly finding strength as it readies itself for battle. In a fluid rush the statue attacks. These statues are powerful foes but susceptible to hammer blows. If you destroy the **Sentinel (CV-16, E-5)** continue with your mission. If it is the automaton that prevails then your mission here is over.

28: Before you spreads a square chamber, at its centre a large flat area of black, polished stone. On three sides there reside banks of seating, and as you approach the polished floor it comes to life. In the space of a heartbeat a map of Nem'haleen and its surrounding terrain is given form, the black stone fading beneath a vision of cold peaks and dry ravines. This is a Map Room and a General's most valuable tool. If the Butcher is to be anywhere it will most likely be somewhere close by.

29: You have found a storeroom that remains undisturbed. Its shelves are neatly arrayed but there is nothing of value to your mission. Carefully you move on.

30: For a moment you glance out a window on the eastern side of the hall and see a fiery vista arrayed before you. From your vantage the skyline of Nem'haleen is awash in flame and smoking destruction. Only barely through the smoke can you see troops moving purposefully through the streets, the last stages of the occupation of the fortress under way. With a wry smile you move on.