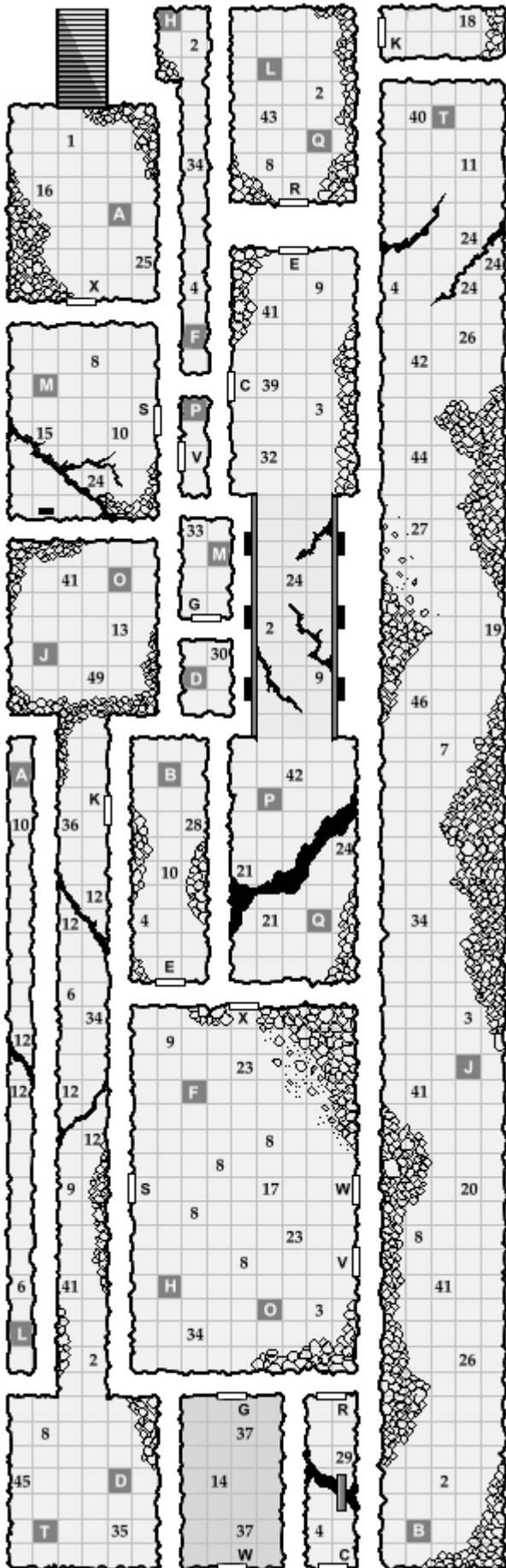


MINES OF THE TOR'DREYEL



Note: Each grid square is equivalent to an area 10 x 10 metres.

FINDING DANNAM TULL

A gamebook adventure in two pages.
Written and Illustrated by Wayne Densley 2014

Introduction

It is a truth understood by all who delve the ruins of the world that no Brother of the Deep Guild is ever left behind. Any Brother who does not return from a commission is searched for; to be either found alive, or to have their remains returned to the light of day. All Brothers in death find their rightful place within the Catacombs of the Fallen beneath Das Vallendor, and all of the Brethren understand that a search begun will not end until the Lost have been found. Such a circumstance befell Dannam Tull, a Scholar of the Guild and descendant of Dellig Tull, greatest of the early explorers of Arborell. In the story of his recovery can be found a true legend of the Deep Guild and the uncovering of the secret of the Tor'dreyel.

Special Rules

The Standard Rule Set applies in this adventure, however special rules apply to navigation within the mines of the Tor'dreyel. The map opposite provides a representation of each of the major halls and chambers that make up the upper levels of the mines, each being connected by a system of shafts and open archways. The darker shaded squares on the map are mine shafts, each fitted with an ancient ladder system that connects to another chamber on the map. Each of these shafts are designated by a letter of the alphabet and correspond to a similar shaft with the same letter somewhere else on the map. To move between chambers you need only find the corresponding shaft and continue your exploration from that point. The same process applies for open archways (shown as rectangular doorways) that are also designated with letters of the alphabet. Please note that the chambers represented here have been aligned so that they fit within the map space provided and that movement between the chambers is unrestricted unless outlined in the text.

Using these Section References:

The section references that follow correspond to numbered grid squares found upon the map provided opposite 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. To start you need only create a character using the Standard Rule Set then begin your mission at grid reference 1.

Sections

- 1: In the cool shadows you stand and survey the chamber ahead. It is no more than a cavern, rough hewn and crumbling from long millennia of neglect. You know that somewhere within this labyrinth of chambers and hallways lies the body of Dannam Tull, and it is your task to recover his remains and return them to the light of day. It is not going to be, you think, an easy task. Before you lies the ragged maw of an ancient mineshaft and an open archway to the south. Shouldering your pack you consider which exit you should choose then move forward.
- 2: For a moment you come to a standstill and listen. Somewhere ahead in the dark reaches of the mines you can hear something moving. With weapon in hand you move forward.
- 3: The rock wall towers over you as an expanse of crumbling stone and desiccated earth, waiting only for the trigger that might bring it down. It is too dangerous to remain here so you move on.
- (4): From out of the crumbling wall at your shoulder a Cragwyrn (CV-13, EP-8) lunges forward. In one powerful thrust it attempts to bite down upon your arm but you are too quick. Drawing back you take your weapon in hand and wait for the huge, eel-like creature to strike again. In this combat you must kill it or die in the attempt, and you will have been injected with venom if you lose more than two combat rounds. If this is the case (and you survive the combat) you must take -1 from your combat value (CV) for the remainder of the mission.
- 5: Quickly you reach for another torch but find that you have used your last. Standing in the absolute dark you can do nothing but wait for the inevitable. Without light you are defenceless and the end comes swiftly. From behind you there comes a furtive rush and then an impact that tears flesh and breaks bone. You try and turn but it is too late, another strike and you hit the ground hard, your lifeblood draining away. In this life your mission is over.
- (6): Upon the dust covered ground you find a clear set of bootprints. Tull has come this way.
- 7: You follow the long hall but must come to a halt when you hear sounds of movement ahead. In the heavy air you can hear a series of clicks and you recognise them for what they are. Somewhere in the hall ahead there are Arachnari Scouts and you cannot afford discovery. For a time you wait in the dark until the huge spiders move on. Only then do you continue.
- (8): With no warning the floor collapses beneath you, an enormous sink-hole dragging broken rock and choking clouds of grit into an abyss below. You have only one chance at survival. Instinctively you leap forward. Test your Agility and Luck attributes. If you fail both tests turn to section 31. Otherwise you avoid the collapsing floor and land on firm ground. If this is the case you brush yourself down then continue with your search.
- (9): Out of the shadows a Mantis Beast (CV-14, EP-9) lunges at you. Using your torch you keep it at bay for a moment but it is too hungry to be deterred. If you have a hammer and wish to use it for this combat add +1 to your CV for the duration of the fight. Here you will either win or die.
- 10: With your torch throwing a dim light you wait in the shadows and listen intently. What you hear are the sounds of the deep earth, the silence broken by the sharp crack of breaking stone or the drip of stagnant water. There is nothing however, that raises alarm so you move on.

11: At your feet you find a drag mark, a sinuous line in the dirt leading towards a shaft ahead. There is dried blood spattered upon the ground, and as you follow it you can see blood also upon the edges of the shaft. If it is Tull he has been injured.

(12:) Ahead opens a deep rift in the ground. Coming to a halt you consider whether you should continue forward. It is not wide enough to preclude leaping across but such an action comes with risk. If you wish to jump the gap test your Agility and Strength attributes. If you succeed with either you make the other side and can continue. If you fail both turn to section 31. If you would rather not attempt the jump turn around and find another way.

13: The chamber is utterly silent. In the flickering light of your torch you can see two shaft openings in the floor and an extensive collapse of the southern and north-western walls. Quickly you move forward.

14: In the dark you wade out into the waist-deep water. Stagnant and littered with filth the waters are a black, odious concoction, but something you must cross if you are to reach the exit ahead. It is at the mid-point of the chamber that you feel something brush against your leg. Before you can turn to escape a **QuagWyrn** (CV-16, EP-12) rises out of the water, its long, serpentine form growing in the dim throw of your torch. This is a battle you cannot run from, and one you must win if you are to continue your mission.

15: In the shadows you see what looks like a stone chest on the other side of a rift in the ground ahead. Noxious vapours rise in plumes from the wide, broken gap in the stone but you can see something glistening against the chest's side. Perhaps there is an artefact of value to be found there. If you wish to jump the gap and inspect the chest test your Agility and Strength attributes. If you succeed with either turn to section 47. If you fail both turn to section 38. If you would instead leave the chest alone and return to your mission, turn around and find another way.

16: Carefully you survey the dusted ground for any sign that Tull has been here. Sure enough you find an area of disturbed ground near the entrance. The Scholar had indeed settled his equipment here then moved on. Looking around the chamber you can see two exits, an archway to the south and a shaft to the east.

17: Within this vast chamber you search for evidence of Tull's passing. There are marks upon the dry ground but none provide any real clues. Looking about you consider what you should do but fate intercedes instead. From the ceiling above a **Molgoth** (CV-17, EP-10) falls upon you, its leathery wings tight against its body as it drops like a stone towards you. In that moment you stab your torch into the hard earth and stand your ground. The bat-like monster is too hungry to let you pass unmolested and it will not withdraw. Kill it or die in the attempt.

18: Carefully you move through the archway and find against the far wall the body of Dannam Tull. Rushing to his side you find his legs pinned beneath a rockfall but he is still breathing. Quickly you dig away at the debris and pull him clear. The Scholar is close to death, open wounds draining the life from him. There is little you can do but give him water and wait for his inevitable demise. At least, you think, he will die with another of the Brethren at his side. Turn to section 50.

19: The ground here has been disturbed, its surface showing signs of a desperate struggle between a man and at least two Arachnari. A quick search of the ground shows signs of a blood trail leading north but there is no body. It can only be Tull.

20: In the loose dirt you see a clear set of bootprints. Tull is running.

(21:) Ahead is a deep rift, one too wide to jump. If you have a rope and grapple you can use it to swing across the gap. Test your Agility attribute. If you are successful you make it across. If not the attempt fails and you must turn around and find another way. If you have no rope and grapple the way ahead is blocked.

22: Within the shadows you remain quiet. Ahead two **Arachnari Scouts** (CV-15, EP-9) hunt the edge of the rockfall. They sense your presence and it is not long before they find you. Caught with your back literally to the wall you push your way out into the hall and stand your ground. Fight these monsters one after the other. If you survive the encounter move on. If it is you who falls your mission ends here.

23: The cavern here is a vast open space within which there lay large areas of subsided ground and tumbles of collapsed stone. Here you will have to tread warily.

(24:) You smell gas then see a rising cloud of noxious vapours spewing from the ground ahead. Immediately you feel its effects, the Gas Flume spreading quickly into the cavern about you. If you cannot get away from its poisonous gases it will do you harm. Test your Agility and Luck attributes. If you succeed with either you run beyond its reach and escape. If you fail both roll 1d6 and take the number rolled from your endurance points before continuing.

25: Upon the wall here you find a series of hammer marks. Someone has tested the stone, and judging by the pile of rock as your feet has found it unstable.

26: From somewhere ahead you hear a noise and recognise it immediately. As you draw your weapon an **Arachnari Scout** (CV-15, EP-12) rushes forward, intent on having you for its larder. This is something you cannot allow.

27: In the dirt at your feet you see something. Stooping you take it up and find it is a bloodied bandage. Carefully you look about but can see nothing else here.

28: A white glimmer upon the ground brings you to a halt and you find half-buried in the dirt a piece of waxed paper used to wrap Guild Rations. Tull has been here.

(29:) Ahead you find a break in the floor. Across it a thick wooden plank has been laid to afford a narrow bridge to the other side. If you would use this plank to make your way across the gap turn to section 48. If you would rather attempt a jump across turn to section 12. If you would do neither turn around and find another way.

30: In a tumult of collapsing stone and twisted iron the mineshaft you have just used falls in upon itself. Caught within a suffocating cloud of dust you cover your

face and struggle for breath as the grit settles. Looking about the chamber you can see no other exits and with the collapse of the shaft no way out. Standing back you consider your options and realise you have none. You are trapped and until you can be rescued your mission to recover Dannam Tull is over.

31: You jump but know as you leap forward that you do not have the speed to make the distance. In a thud you hit the crumbling edge of the rift and slide backwards into its dark abyss. In desperation you dig your hands into the dry earth and find a hold upon an embedded rock. Test your Strength attribute. If you succeed you use the rock to pull yourself out. If you fail the depths of the abyss await.

32: In the shadows you walk into the remains of a Reaver. It is no more than a skeleton, scavenged by other creatures and strewn about the floor, but it is massive and gives you good reason to remain alert. Such monsters are indeed to be avoided.

33: Against the rough rock wall you find a canvas bag, its contents spilled upon the ground. The bag has been discarded hurriedly and you collect up what you can salvage from it. In the end there are only three items of interest. Two are Guild rations that were not spoiled in the dirt and the third a piece of paper. On it is penned the letters ALRCEBTK. You do not know what it means but you take it with you. (Record the acquisition of these items then move on.)

(34:) In the dark your torch sputters and dies. To continue with your mission you must light another. If you do not have a replacement turn to section 5.

35: On the ground you find a pile of discarded equipment. It is mostly the standard toolkit of the Guild but of greater interest is the clear line of bootprints heading north. Tull has passed this way.

36: From a doorway ahead you hear sounds of movement. It is followed quickly by a cry for help.

37: Ahead you find a chamber filled with stagnant water. It appears only waist-deep but if you are to get to the exit ahead you will have to wade through it.

38: In a flurry of broken rock and crumbling earth you hit the side of the rift. Desperately you try and save yourself but the Fates are not with you and you slide backwards into the abyss below. In this life your mission is over.

39: For a moment you pause and smell the air. There is a stench here, an odour of old death and dry bones. There is however, no danger so you move on.

40: You look down into the shaft and sense that it is very deep indeed. The iron ladder within descends into darkness, and as you test its strength you can see blood upon its upper rungs.

(41:) From overhead there comes a resounding crack as rock breaks away from the roof of the cavern. Instinctively you run forward as huge chunks of stone slam into the dirt about you. Test your Agility and Luck attributes. If you are successful with either test you avoid the falling stone. If you fail both your fate is sealed as tonnes of debris collapses upon you. If this is your fate your mission must end here.

42: A loud noise ahead brings you to a halt. Standing in the dark you listen intently but hear nothing further. Carefully you move on.

43: Kneeling upon the dry floor of the cavern you find a set of fresh bootprints outlined in the dust. It is a track that leads between the shaft and doorway and a sure sign that Tull has come this way.

44: Ahead the ground suddenly erupts in a cloud of dust and flailing tentacles. Drawing back you watch as a **Sandlurker** (CV-16, EP-8) drags itself from its lair. With long sinuous limbs lashing the ground the massive leech-like monster fixes its gaze upon you. If you wish to continue you will have to kill this monstrosity first.

45: For a moment you take rest. (Add +4 to your endurance before continuing.)

46: In the shadows ahead there comes clear sign of movement. Quickly you hide amongst some nearby rocks and wait as two large Arachnari Scouts emerge from the dark, each searching the edges of the cavern. Test your Luck attribute. If you are lucky the creatures do not find you. If you prove unlucky turn to section 22.

47: With one powerful leap you clear the rift and land upon the opposite side. The chest however, proves to be no more than a piece of angular rock sitting upon very unstable ground. Before you can move the floor collapses beneath you, your screams echoing into the dark as you disappear from sight. In this life your mission is over.

48: The plank is old but solid enough. Test your Agility attribute. If you succeed you make it across safely. If you fail the test you fall sideways, your only hope to lunge for the nearest edge of the rift. If this is your fate turn to section 38.

49: Carefully you test the rockfall and discover no way forward. If you are to continue your mission you will have to find another way.

50: The old scholar takes the water you offer then waves the flask away. "I do not have long," he says hoarsely. "Listen to what I must say." You nod your head and wait as Tull pulls a hand-drawn map from his jacket pocket. "The Hordim did not dig the mines here to search for either metal or gem. The Guild has been trying to divine their purpose and I have found it. They were in search of a Druhlstone my Brother and it is here deep in the earth. For some reason it was located but never recovered, and remains in the deep mines somewhere beyond this rockfall." The scholar coughs and spits blood onto the dry earth. He is only moments from death. "I cannot continue but the stone must be found. Find it and the rewards will be great." You watch sadly as Dannam Tull takes his last breath. In his hand is the map that will lead you to the Druhlstone if you wish to take it. (If you wish to take the map the next adventure, The Druhlstone, is available to play from arborell.com. If you are satisfied however, with finding Dannam Tull's body then he can be conveyed to the Catacombs of the Fallen and your mission here is over.)