



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 into the ruins of Arborell. All you need is a pen, two six-sided dice, and a piece of paper to record the changing status of your character as you play.

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 Combat Value. Record these values for reference later.

Strength (5 – 10): _____ 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. These talents 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. Record these talents on a sheet of paper and record 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 falling to their death. The text of each adventure will give information on whether this talent applies to any given strength test.

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 jump attempts in the course of their adventure. This talent only applies to attribute tests that require Agility rolls.

Skin of the Teeth

Choosing the Skin of the Teeth talent provides a character with the ability to survive a reduction of Endurance Points (EP) to zero or less. This talent allows a player to survive one extra combat round after being reduced to 0 endurance points during a fight. If an opponent can be defeated within the next desperate round the player will survive, and be given 1 bonus endurance point to continue their mission.

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.

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 six of the items listed below and include them as a part of your mission equipment. Other items may also be found upon your adventure and these can be used as well.

Knife	Torches(3)	Stone-pick
Rope and grapple	Sword	Crowbar
Rations (5)	Hammer	Small Shovel
Boot-spikes	Lock picks	Compass

Torches

When considering the equipment you wish to take on a mission it must be noted that Torches are the one item that is essential. 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 five other items you can choose for your mission.

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 a separate sheet of paper.
- 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 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 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.

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. The section reference concerned will indicate what action a successful or failed attribute test will require. 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. The rations you take with you on your mission will restore four points of endurance to your EP for each of them 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 initial value.

Regarding the Dreya'dim:

Throughout these adventures you will encounter spectral creatures known as Dreya'dim. These wraiths are the remains of Oera'dim denied access to the Underworld upon death and enslaved instead to the needs of the Dreya Tree, Third Power of the World and Lord of Hallen'draal. Left to roam the world until called upon to serve, most Dreya'dim 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 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 Elesmenedene 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."

A SHORT BESTIARY OF ARBORELL

Many are the creatures that infest the dark places of Arborell. Here follows a list of those best known to the Deep Guild of Das Vallendor.

Arachnari

The Arachnari are spider-like monsters that nest in the largest of the ruins of Arborell. Most grow to more than four metres in length, but the most common to be encountered by the Brethren are Scouts that are generally smaller and faster. It should be noted however, that Scouts are highly aggressive and very territorial.

Cragwurm

The Cragwurm 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

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.

Dweo'gorga

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.

Hresh Dreyadim

Humanoid in both size and form the Hresh are the warriors of the Hordim. As Dreyadim these spectral creatures are vicious fighters that should be avoided.

Hresh Grievous

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 are invariably immensely strong and ruthlessly efficient killers.

Jotun Dreyadim

Largest of the Swarm these Dreyadim are humanoid in form, can tower over four metres tall and in death maintain their liking for blunt-force weaponry.

Kreel

These large flying reptiles can be found in every mountainous region of Arborell. Growing to more than eight metres in length the Kreel fly upon leathery wings and fear nothing that walks upon solid ground.

Mantis Beast

Mantis Beasts are large insect-like monsters known for their aggressive nature and ability to strike out with long, multi-jointed arms. Like their diminutive cousins they gain a hold upon their prey with a series of barbs situated along their striking arms. Such creatures do however, hold a deep aversion to bright light.

Molgoth

The Molgoth is an ambush predator that makes its home in the overhanging rock of any large cavern. Known also as Dralg-Bats the Molgoth can grow to more than nine metres in height and will kill both Men and Hordim alike.

Morg Dreyadim

These Dreyadim are the smallest of the creatures to be found in the Swarm. Humanoid in form, emaciated and grotesquely distorted by the Dreyadim they are ruthless and efficient killers that in death maintain their need to hunt in packs.

Needle Flies

These fist-sized insects swarm within many natural formations found below ground. They kill by piercing the bodies of their victims with long needle-sharp stingers. Such insects can be found in swarms numbering in their thousands and should be avoided if possible.

Oer'daaki Roots

The Oer'daaki grow in massive networks of clinging roots that spread through infected ruins. Most Brethren are lost to these plants in the lower levels of temples where the roots strike out and gain hold upon flesh. When this happens a Brother can only cut away at the root until it releases its hold or they die in the attempt.

Reaver

Reavers can be found over all of Arborell and infest most of the ruins of the world. These enormous scorpion-like predators have a hard exoskeleton and long muscular limbs. Most hunt alone, and all will retreat from bright light or intense heat.

Sand Lurker

An ambush predator that digs large holes in sandy ground and waits quietly for its prey. Large and slug-like these creatures gain hold of their prey by flinging long tentacle-like limbs covered in razor-sharp barbs. Such creatures are difficult to kill but can be deterred if enough harm can be done to them.

Sentinel

Sentinels are similar to Temple Guardians but move only to defend the place or item they have been given custody of. Generally made of obsidian crystal they are much larger than Guardians but have proven brittle and easier to destroy.

Shambler

Shamblers are the remnants of Men who have been died in the Deep Ruins and in their passing have been captured by the Dreyadim tree. Such creatures are persistent foes that have proven themselves very difficult to bring down.

Shondalak

The Shondalak is one of the most feared of predators in the Deep Ruins. This bear-like beast is protected across its head and shoulders by a thick bone carapace and is known for its intelligence and cunning. Shondalaks will track their prey and have been known to hunt Brethren deep into the ruins they inhabit.

Temple Guardian

Guardians are stone automatons created by the Ancients to guard temple ruins. These stone constructs wander ruins in a predetermined pattern and have proven difficult to destroy with anything other than impact weaponry.

QuagWurm

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.

Velk

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.

Wild Dogs

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.