

CHRONICLES OF ARBORELL

# LEGENDS OF THE DEEP GUILD



A COMPILATION EDITION OF MICROGAMEBOOKS  
FROM THE DEEP GUILD OF DAS VALLENDOR

WAYNE F DEPSLEY

# LEGENDS OF THE DEEP GUILD OF DAS VALLENDOR

A Compilation of Five Micro-gamebooks  
From The Chronicles Of Arborell



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Wayne Densley  
Revised 2016  
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## Also available from the Chronicles of Arborell



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The Windhammer Core Gamebook (PDF and HTML editions)  
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 Shards of Moonlight Gamebook (PDF and HTML editions)  
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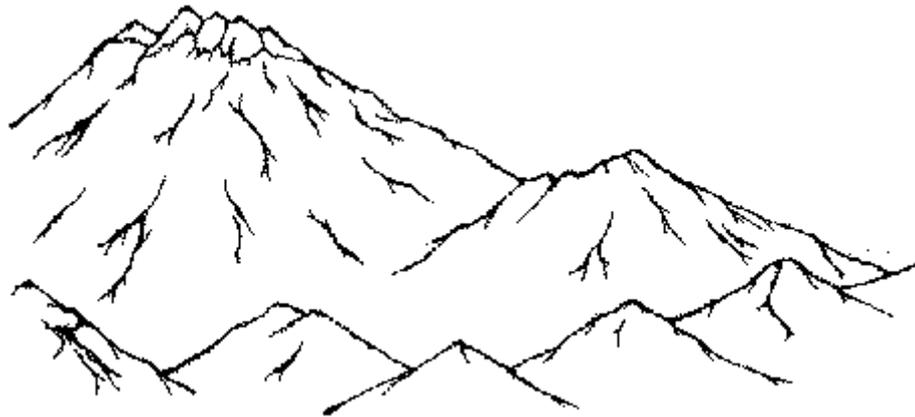
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## Notes

## Introduction



### Welcome to the Legends of the Deep Guild

The Legends of the Deep Guild is a compilation edition of five micro-gamebook adventures currently available as downloads from the Chronicles of Arborell. These two page adventures present stories and events taken from the long and sometimes contentious history of the Deep Guild of Das Vallendor. Each is a solitaire adventure requiring only a pen and two six-sided dice to play. They have been designed to be easily printed, and to be played with a minimum of gaming materials. All are stand-alone, each varying from 30 minutes to an hour to complete.

Micro-gamebooks are two-page solitaire adventures that utilise a combination of maps and text-based section references to create a unique fantasy adventure challenge. A quick survey of the following pages will show that each adventure is divided into two distinct parts. The first part of each adventure includes an introduction, specific mission or quest objectives and a map, overlaid with a grid upon which are scattered an assortment of numbers. These numbers correspond to the section references provided within the second part of the adventure, and it is the interaction of the two that creates the quest you travel.

Each game is divided into turns, all starting upon the grid square numbered 1. Each turn allows you to move a maximum of 10 grid spaces per turn in any direction, including diagonally, but each turn must end upon another numbered grid. As mentioned above each numbered grid is a reference to a section given within the second part of this adventure and you must then act upon whatever that section reference requires. It may describe something you find, a combat encounter, options that you can select from or possibly nothing at all. You will not know however, until you end your movement on that grid and read the associated section reference.

The game continues until you meet the quest objective or you find yourself succumbing to either injury or misadventure. If this is the case then a player will have to start again and find a different path to success.

### A Few Random Hints

The following points will help a player get the most from the adventures included in this ebook:

- It should be noted that these adventures follow a standard rule set system, but one that is adapted in each adventure to accommodate its unique setting and mission objectives. You will find additions and modifications to the rule set in each, and it is important that these adjusted rules for each individual adventure be understood before beginning.
- Full details are given within the standard rule set on how combat situations should be resolved. One detail that should be stated here is the proper outcome of a combat round that has resulted in a draw. In this circumstance the combat round is void and should be contested again. Only in the case of a clear winner can a combat round be properly resolved.
- Testing character attributes is an integral part of completing these adventures. The standard rule set outlines how such attribute tests should be conducted. These tests are important to the outcome of these adventures and the number of points you give to each attribute when generating a character should be considered carefully.



### 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 Dreyadim Bane or Weaponmastery talents as well.

#### Dreyadim Bane

A player who possesses the Dreyadim 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 Dreyadim but does not apply to any other combat encounter. The Dreyadim 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 Dreyadim 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](http://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 Dreyadim:

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

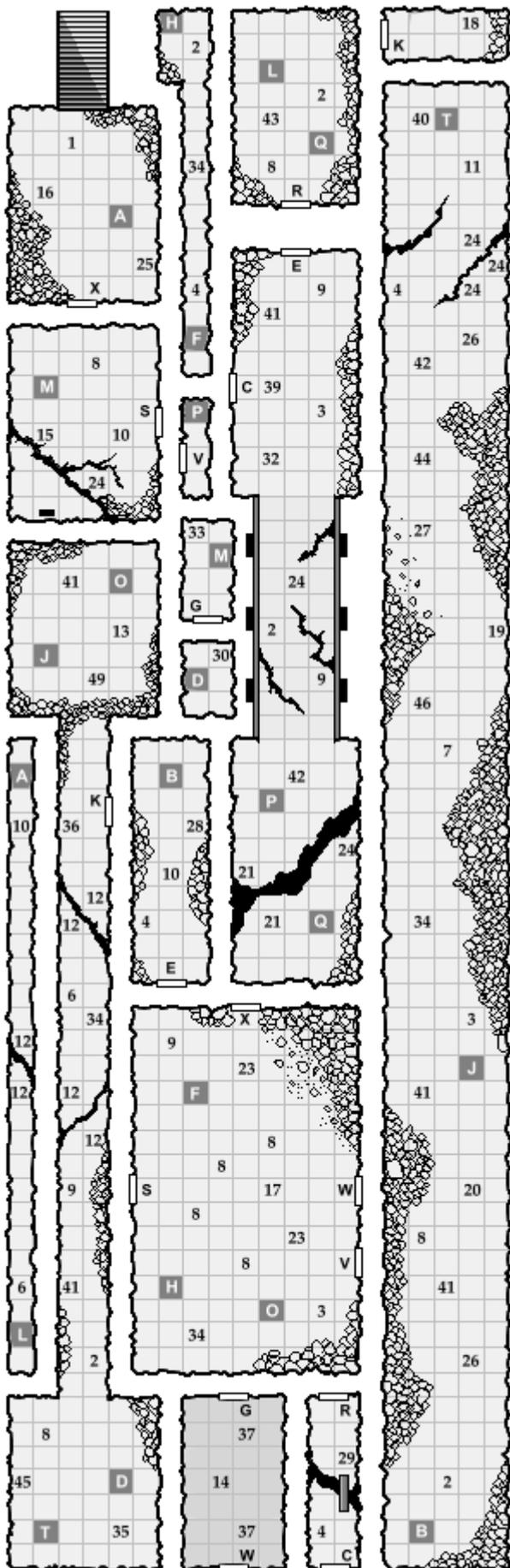
### Velk

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.

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.

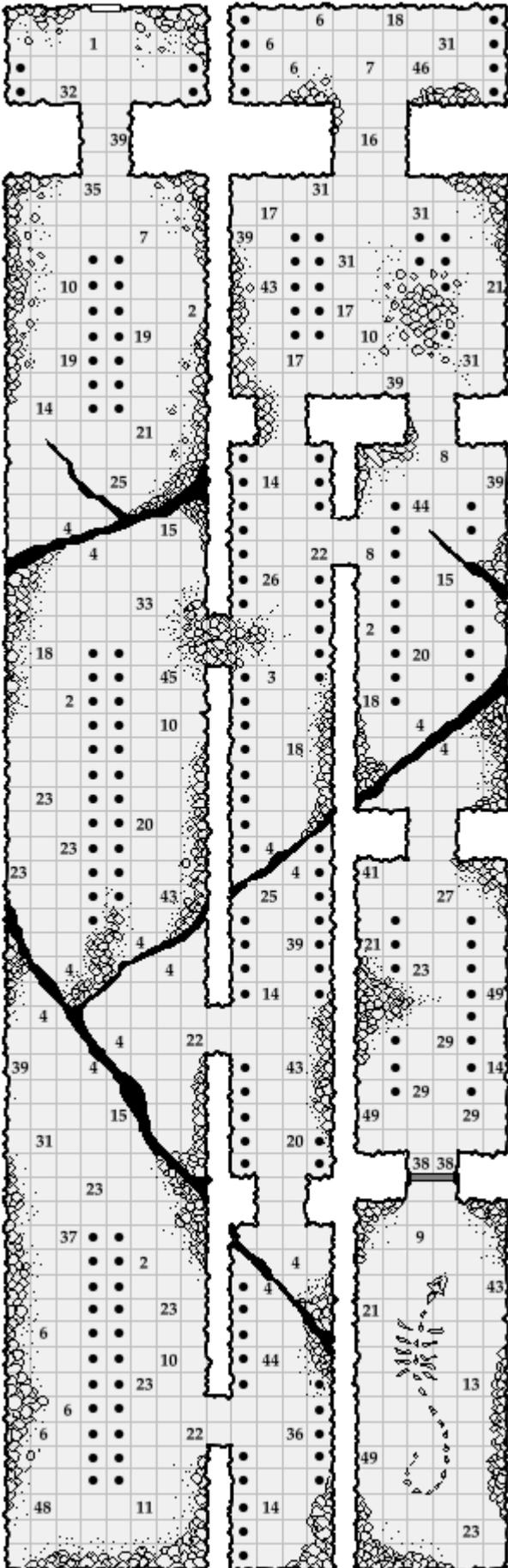
47: With one powerful leap you clear the rift and land upon the opposite side. The chest however, proves to be no more than a piece of angular rock sitting upon very unstable ground. Before you can move the floor collapses beneath you, your screams echoing into the dark as you disappear from sight. In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

## THE DRUHL VAULTS



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

## THE DRUHLSTONE

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

Please note that this adventure is a sequel to the micro-gamebook, *Finding Dannam Tull*, and follows on from the conclusion of that adventure.

## Introduction

Standing over the body of Dannam Tull you grieve for the old scholar's demise. Respected by all the Brethren you know that his body should be returned to Das Vallendor, but Tull himself has given you reason to delay his return. In your hand you have a map, and its hand-drawn scratchings give hint to the location of a Druhlstone. Such a prize cannot be ignored. As your torch throws jagged shadows upon the stone walls you try and remember all you have been taught about the curious nature of that elusive talisman. Indeed Druhl were only a myth to the Guild, a magical construct made from the skeleton of a long-dead Dragon and given purpose by a glowing blue gem at its heart. It is rumoured that the gem itself was the desiccated essence of a living Dragon, concentrated in its heart and then petrified by long years below ground. You know that such a prize is worth the risk, and that the chance of finding one worth the delay. Quickly you take Tull's pack and pull from its interior three fresh torches and six standard ration packs. These you take with you before surveying the rockfall that killed the old scholar. At its upper edges you find a shallow opening, one that leads to a long tunnel beyond. This is the way you must go and without hesitation you climb up the rockfall and into the narrow gap.

## Special Rules

This adventure requires no special rules except those provided with the Standard Rule Set. If you do not have a copy of these rules they can be obtained from [arborell.com](http://arborell.com). The Druhlstone does however, require a player to carry over their character from *Finding Dannam Tull*. To do so copy your character details onto a new sheet of paper then begin your mission to find the Druhlstone at grid reference 1.

## 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.

## Sections

1: Standing in the shadows of this large chamber you brush yourself down and survey what you have uncovered. The tunnel had reached deep into the earth and here you sense the air is different, the rock decrepit and unstable. You can feel the vast age of the chamber and can only wonder at what might lie ahead. There is however, only one way forward and no reason to delay.

(2): In the dark you stand and listen. There is movement ahead but you can discern only muffled echoes that fade with the shadows. Whatever their origin you have no choice but to move on.

3: On the ground you find a pile of old Hordim tools. All are rusted or broken so you move on.

(4): Ahead opens a deep rift in the ground that must be crossed. 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 28. If you would rather not attempt the jump and you have a rope and grapple test your Agility instead. If you are successful you swing across to the other side. If you do not succeed the attempt fails and you will have to take the leap instead.

5: Quickly you reach for another torch but find that you have used your last. 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): Too late you realise you have walked into a trap. Across the floor there lay a thick mat of root-like tendrils, and at the first touch an Oer'daaki (CV-15, EP- 10) rouses from its slumber. Before you can turn to run thick roots fall from the surrounding walls, the plant reaching out to find a firm purchase upon its prey. You slice through one of the roots but not before another entwines itself about your foot. If you are to escape this plant you must cause it enough harm that it will release you. Fight this Oer'daaki until it has no endurance remaining. Only then will it release you. If it crushes you instead your mission here will be over.

7: Quickly you move forward, but must come to a halt when you see a flat indentation in the dust at your feet. Crouching, you run your finger about its edges and confirm it is the print left by a very large Reaver. The scorpion-like creature is one you must avoid if you can.

8: For a moment you pause. The air has changed here, a heavy odour of ruthless malice and old death permeating each breath you take. There are Dreyadim close, of this you can be sure.

9: In this vast cavern you can see the skeletal remains of a Dragon. For a moment you listen intently and hear from within its massive ribcage sounds of movement. Carefully you make your way forward but are confronted in the gloom by a huge Reaver. Turn to section 24.

10: In the dust you notice something unusual. It is a footprint but it is neither Hordim nor Guild. Someone else has found their way here and you wonder if their purpose is the same as your own.

11: Resting upon the ground you find a Hordim shield. Made of a single Dragon scale it is sturdy, but burned along one edge. (If you wish to take this shield add +1 to your CV.)

12: Carefully you place the crystal key into the lock. Immediately the key turns in its escutcheon, the thick metal slab dissolving away. Beyond this threshold you can see nothing, the interior as black as a pit. It is however, your only way forward.

13: Carefully you move along the eastern edge of the cavern but must come to a halt when you realise that you are not alone here. At the centre of this vast chamber there lies the skeletal remains of a huge Dragon, its bones glistening in the shadows. For a moment you remain quiet then from within its massive ribcage there arise sounds of movement. Carefully you make your way forward but are confronted in the gloom by a huge Reaver. As its gaze falls upon you, you prepare to fight. Turn to section 24.

14: For a moment you come to a halt and listen. There is a noise in the dark ahead, a rasping scrape that fades quickly into the gloom. You wait but it does not return.

(15:) In the gloom you see gas 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 from your endurance before continuing.

16: In the shadows you take a moment and consult Tull's map. It tells you there is a dead end to the north and much more to be found to the south.

17: From the ceiling overhead there comes a loud hum. Before you can prepare yourself a swarm of **Needle Flies** (CV-16, EP-100) descends in a cloud, the huge fist-sized insects swirling about your position. You know this is a fight you cannot win for the flies are far too numerous. Instead you decide to run. Conduct a combat with the swarm. If you survive six rounds you can escape the swarm and continue. If you do not survive then it is here that you will die.

(18:) From the crumbling wall 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 either 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 CV for the remainder of the mission.

19: For a moment you consider a huge stone pillar that rises out of the ground in the centre of the chamber. It is but one of a multitude that have been cut as supports for the massive curving vault of the roof overhead. It is rough hewn, but appears to have been carved as a single piece of stone that extends upwards into the darkness. Curious, you tap at it and see a small piece of stone flake away. Like everything else in these chambers it is in danger of collapse and you move on.

20: Moving forward you search the shadows. You can see little but there is a smell in the air that brings you to a halt. It is something all Brethren recognise. From against the far wall of the chamber a **Reaver** (CV-16, EP-14) disengages. It is only a juvenile but enough of a match for one lone Brother of the Guild. Without hesitation the scorpion-like creature attacks. There are no options here. Kill it or it will kill you.

21: In the shadows ahead stones trickle down a slope of broken rock. This wall is on the verge of collapse and it seems the roof is just as unstable.

22: Tull's map tells you this exit leads to another cavern. Quietly you move on.

(23:) Without warning the floor collapses beneath you, an enormous hole dragging rock and choking clouds of grit into a widening abyss. You have one chance at survival and instinctively you leap forward. Test your Agility and Luck. If you fail both tests go to section 47. Otherwise you avoid the collapsing floor and land on firm ground. If this is your fate continue with your mission.

24: In the dark you see the faint glimmer of a Druhlstone resting within the remains of the Dragon, but it is beyond your grasp whilst the **Bone Reaver** CV-18, EP-15) lives. In a rush the monster charges you, enormous pincers snapping at the air. If you win turn to section 50. If the Reaver prevails your mission here is over.

25: Carefully you peer over the edge of the rift. It is a deep abyss, a black tear in the ground that extends into darkness below. Looking around you move on.

26: Upon the ground you find the remains of a tent. It is covered in a slew of fallen stone but you can see that it is neither Guild-made nor Hordim in origin. Carefully you pull the canvas aside and find a satchel containing three rations. These you take with you. (Record this find then move on.)

27: In the cavern ahead you see something. It is but a shadow, one you recognise as you watch it disappear into the gloom. There are Drey'a'dim here.

28: With a sickening thud you hit the edge of the chasm, showering earth into the abyss beneath. With one hand you take a firm hold upon an embedded stone and attempt to pull yourself out. Test your Strength attribute. If you are successful you haul yourself out of the rift. If you are not turn to section 40.

29: From out of the gloom ahead three **Morg Drey'a'dim** (CV-13, EP-9) rush towards you. Each is armed, and all must die if you are to move forward.

30: In frustration you hit the metal slab, but there is nothing for it, you need the key. Looking at Tull's map you see areas of the vaults that you have not yet surveyed. Perhaps if a key exists it might be found there. Turning on your heel you consider what you should do. It is then that you see a distortion in the shadows. As you draw your weapon a **Jotun Drey'a'dim** (CV-18, EP-16) coalesces in the chamber ahead. It is an enormous creature almost four metres high, wielding a long wooden beam as it advances. There are no choices here. With your back to the metal slab you must fight. If you win this contest the key can be found elsewhere in these chambers. If it is the Jotun that prevails your mission ends here.

(31:) 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. If you are successful with either test you avoid the falling stone. If you fail both your fate will be sealed as tonnes of debris collapses upon you. If this is so your mission here will be over.

32: Upon the wall here you find a mark scraped roughly into the stone. It looks like the letters "AD" but you cannot be sure. It is however, very old and with no other evidence to indicate its origin you move on.

33: Your map tells you that there should be an exit here, but all you find is collapsed stone and scattered debris. Maybe you will have better luck further to the south.

34: Taking your shovel you dig away at the rubble pile. It does not take long to widen the opening and find a way over the debris. Move to the nearest numbered grid and continue your mission.

35: With Tull's map in hand you consider what lies ahead. According to the map there spreads before you a vast cavern and you can sense its age with every breath of the dry, dust-filled air. Carefully you fold the map and replace it in your pocket.

36: Upon the ground you find a line of bootprints. They are not Guild issue and you wonder if there might be a scavenger within the ruins. Such men abide by no code, and can prove as much a danger as any Hordim. It is an unexpected complication.

37: Against the pillars you find the remains of a camp. Judging by the size of the equipment left behind the campers were Jotun but all the evidence left tells you they were attacked by something very big. Looking around you wonder if the attacker might still remain within the ruins. It is a thought that moves you on quickly.

38: Across the passage ahead you find a slab of iron, its prodigious mass completely blocking the way. Carefully you search the barrier for anything that might afford a way through. What you find is an escutcheon at its centre that holds a hexagonal keyhole. If you are to discover what lies beyond this enormous barrier you will have to use a key. If you have such a key turn to section 12. If you have a set of lockpicks and would pick the lock turn to section 42. If you have neither turn to section 30.

(39:) Upon the wall you find a growth of *Baku*. These spherical fungi are favoured by the Guild as an edible food so you take a handful and place them in your pack. (If required these *Baku* will add +2 to your endurance when eaten.)

40: Desperately you try to pull yourself out of the abyss. Struggling upon the edge of the rift you can feel the earth giving way and in one slump of broken rock the rift collapses, your screams lost to the depths below. In this life your mission is over.

41: Here you find the decaying remains of a man. Crouching at his side you check his belongings but find nothing that identifies him. Whatever his purpose may have been here he found death instead. Standing, you cover him then move on.

42: Carefully you try to pick the lock but it is Hordim-made and not one that will succumb to your skill. You try but have no luck. In the dark you turn to section 30.

(43:) Without warning the earth underfoot tremors, and with its increasing violence the near wall begins to collapse. Instinctively you turn away from the falling rock and run for your life. Test your Agility and Luck. If you succeed with either the rockfall does not claim you and you can move on. If you fail both you will instead be crushed beneath the stone, your mission over.

(44:) Without warning your torch flickers then goes out. In the dark you reach for another. If you have a replacement continue with your mission. If you have none go to section 5.

45: As you pass the collapsed passageway you spy a possible way through. At its summit the pile of debris has a narrow opening. Perhaps this is a way through. Carefully you climb the edges of the debris and find indeed a way through, but it is not wide enough. If you have a shovel test your Strength. If you are successful turn to section 34. If you do not have a shovel, or are unsuccessful with the Strength test, the debris is too difficult to clear and you should instead find another way.

46: Overhead you hear the rush of leathery wings slicing through the air. Instinctively you crouch, your torch held above your head to ward the attack you know is to come. In a flurry of dust a juvenile **Molgoth** (CV-14, EP-8) falls to ground, its bat-like wings extended, long taloned claws grasping for a hold upon your flesh. This Molgoth is not large but it moves with a desperate hunger that makes it all the more dangerous. Kill it before it kills you.

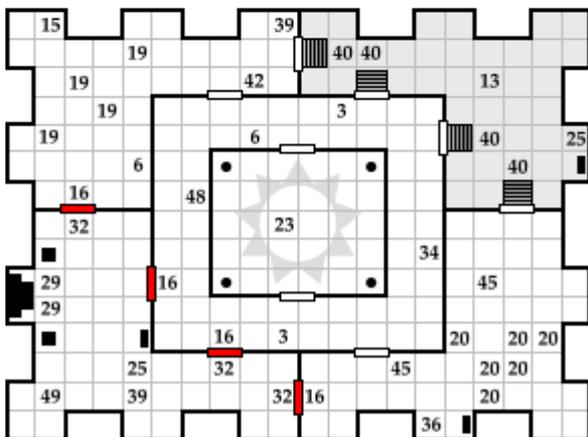
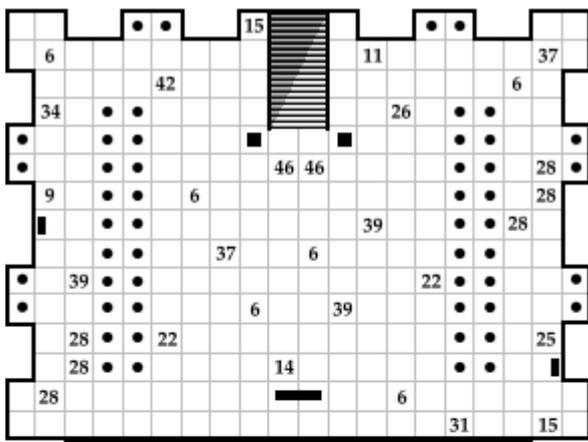
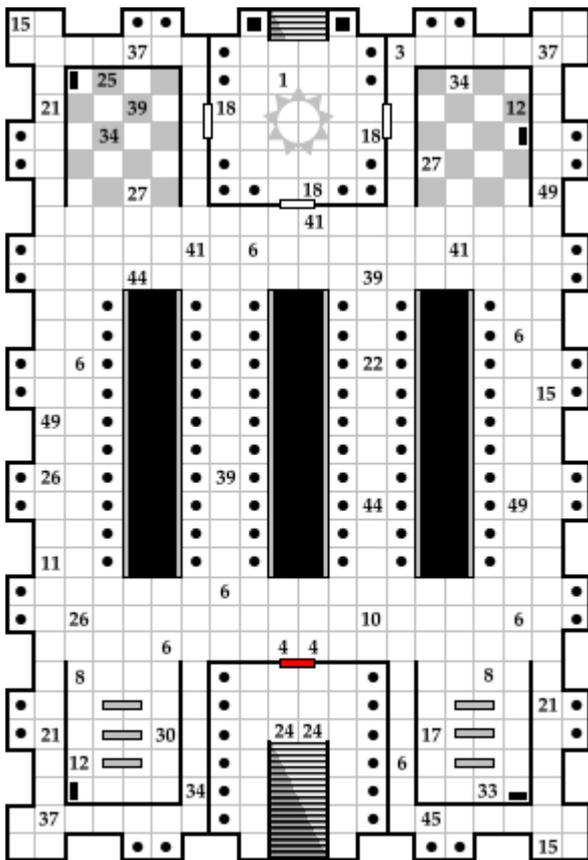
47: You jump, but know as you leap that you have misjudged the distance. With a thud you hit the edge of the rift and begin to slide backwards. In desperation you dig your hands into the dry earth and find a hold upon a rock. Test your Strength. If you succeed you pull yourself out. If you fail the depths of the abyss await.

48: In the dust you find the remains of a Hresh. The corpse is no more than dried skin stretched taut upon bone but the uniform it wears you recognise. The Hordim is a Black Cloak, a Hresh tasked with maintaining the secret places that can be found within many of these deep ruins. This Hresh however, did not complete his mission. Quickly you search the remains and find a hexagonal crystal key. (If you wish to take this key record it on your status sheet then move on.)

49: From the shadows a **Hresh Drey'a'dim** (CV-15, EP-10) attacks. You have nowhere to run so you stand your ground. Kill this creature before it kills you.

50: The Bone Reaver lies dead and in the aftermath you try and recover your breath. Before you rests the Dragon and within its ribcage you can see the gleam of a blue gem. Quickly you push your way inside the Dragon's ribs and find against its spine the Druhlstone, a clear blue crystal the size of your doubled fists. Carefully you prise it from its seating. What you feel is the weight of it, and sense that its power is almost spent. Placing it in your pack you look back towards the exit. It is a long way out of these ruins and you have no reason to linger. Your mission here is now over.

## THE LOWER LEVELS OF ALLAS'NERIG 417



## THE CALLAS'ELANNA

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

### Introduction

Catalogued by the Deep Guild simply as Allas'nerig 417, the Temple of Elanna stands upon the vast Ruhig Plains, its weathered stones but one aging structure set within the sprawling ruins of a long dead civilisation. Covering many square kilometres of the Ruhig grasslands the ancient ruins of Allas'nerig are best known for the massive Temple Dome at their centre, however it is the smaller ruins that spread from its edges that provide the best opportunities for the Brethren of the Deep Guild. The Temple of Elanna is one such ruin. Although the upper precincts of the temple have been ruined by long exposure to the elements its lower levels have survived intact, and research has shown that it may well be the resting place of an artefact long sought by the Guild. Somewhere within its darkened halls resides a statue of blue Azuril, a representation of the Daughter-Goddess Elanna that, it is said, holds a gem of great value and even greater power. You have been commissioned to find this talisman and return it to the light of day.

### Special Rules

The standard rule set applies in this adventure, however one special rule applies regarding locked doors. Upon the map opposite there can be found a number of red-coloured doors. These doors can only be opened if you possess the correct coloured keys. The keys required have been spread through the ruins and must be found if you are to complete your mission. Please note these keys are not lost if used. They remain in the player's possession for the mission duration.

### 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.

## Sections

- 1: For a time you stand quietly and consider the difficulties of the mission ahead. The Guild tells you that this temple is the home of the Callas'Elanna, a talisman of great power known also as the Star of Elanna. You have been tasked to find it and return it to Das Vallendor, but as you look about this chamber you have no real idea where to begin. The mission brief tells you there are three subterranean levels here and that the statue will be found within one of them. It is not a lot to start with but you have begun other delves with less. Carefully you survey what is before you and find a chamber decorated with ornate pillars and murals, and possessing three doors. What is of greater interest however, is a large star symbol cut into the floor. Moving forward you kneel within the impression and find in the stone at its centre three neatly wrought keyholes. Each is hexagonal in shape and each is coded with a single colour; red, yellow and green. You have seen locks like this before. Somewhere in this room is a hidden door and you will need three keys to open it. (When you find all three keys return to this numbered grid but read section 7 instead.)
- 2: With a single stroke you smash the lock and push open the chest. Within you find a yellow hexagonal crystal. This you take. (Record this item as a yellow crystal key.)
- 3: Moving forward you find yourself in a narrow corridor. About you there is the tremor of a great power coursing through the walls and as you listen you hear something else as well. In this dark place you are not alone.
- (4): Before you stands a large metal door. You push hard against its cold, smooth surface but it is locked. At its side you see two keyholes, one coded red, the other yellow. If you have a red and yellow key you may use them to open this door. If you do not you will have to find them.
- 5: You are too slow. In a tearing impact one of the darts cuts through flesh. Take -3 from your endurance points before moving on. If this takes your endurance to zero it is here that you die.
- (6): Without warning the floor beneath you collapses, the solid stone falling away into a deep abyss below. Instinctively you leap forward, your only chance to gain a firm hold upon the edges of the gaping pit. Test your Agility and Luck attributes. If you are successful with both you hit the side of the pitfall and haul yourself out. If this is the case you dust yourself off and continue with your mission. If you fail either of these tests turn to section 43.
- 7: Taking the keys in hand you place each within its escutcheon and stand. As you regain your feet a brilliant light fills the room, its power gripping your body. Gasping for breath your world dissolves, and in the ensuing seconds you feel only a vortex of energy throwing you about like a leaf on the wind. Within its power you are helpless, until cold stone slams against your face. Then all your lights go out. (You have been transported to the third level of the Temple. Look to section 23 and the same numbered grid found at the centre of the map opposite.)
- (8): In the half-light thrown from the vines above you find a three-sided alcove. It is not a part of the original construction of the temple but has been built by the Hordim to serve as an armory. In the gloom you can see rusting metal shelves, and against a wall a large stone chest. If you would enter do so, otherwise continue your search elsewhere.
- 9: Against the wall you find a stone chest. Carefully you open its lid and look inside. What you find is a green crystal key. (Add this green key to your character sheet then move on)
- 10: On the floor you find the body of a Jotun warrior, its remains a litter of smashed bone and ragged clothing. It is however, huge in size and upon its hip there rests the remnants of a leather bag that holds within a red crystal key. (Record this on your character sheet then move on.)

(11:) From a deep crack in the wall a **Cragwyrn** (CV-14, EP-10) lunges forward. In the shadows you punch out, striking it before it can take hold of your arm. The predatory Wyrn will not be dissuaded from its assault however. 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 you must take -1 from your combat value (CV) for the remainder of the mission.

12: Against the wall you find a large stone chest. Carefully you open it and find within a red crystal key. (Record this key on your character sheet and move on.)

13: Wading through the waist-deep waters you feel something brush against your leg. From the waters ahead a huge **Quagwyrn** (CV-16, EP-11) rises, its serpent-like head lunging forward, its mouth filled with razor-sharp teeth. Caught in a spray of black water you stand your ground. If you win this combat you must light a new torch before continuing. If you have no more torches turn to section 35.

14: Before you is a large obsidian table, its surface covered in dust. With one hand you wipe away a part of the grime and step back as the stone comes to life, bright points of light glimmering within its thick structure. For a moment you wait for something to happen but when nothing arises you look more closely, and then trace your finger along its slick surface. Immediately the entire wall to the south gleams with a growing blue light, one that exposes a wonder embedded in its obsidian stone. It is a Dragon, its entire body encased in the dark crystal, its form posed as if it is lunging forward, all the power of the creature captured in a moment of raging fury. Again you step back from the table and consider what you have found, and as you move away the vision fades, the monstrous beast dissolving back into the darkness. This is a discovery you must inform the Guild about, but not something you can linger over. Quickly you move on.

15: This temple harbours many dark corners and carefully you search for clues to the whereabouts of the Callas'Elanna. You find none here so you move on.

(16:) This door is locked and from its coloured keyhole requires a blue crystal key to open. If you have one you can use it to unlock the door and move on. If you do not have a blue key you will have to go find one.

17: Quickly you search the armoury but find little of value. Turning back for the entrance your foot hits something protruding from beneath one of the racks. It is covered in dust but you pull it out nonetheless. What you find is a small shield. If you wish to take it add +1 to your combat value then move on.

18: In the quiet you study the door and find carved in its stone surrounds the words, "nethirim a' honorum". For a moment you hesitate, the full import of the words giving you reason to pause. It is both a greeting and challenge, one given to all Hordim warriors entering a Horde proving ground. It is a sure sign that the temple has been littered with traps, devices and an array of creatures; all designed to test the mettle of those that might pass beyond this threshold. You shake your head but you have no real choice here. You have been tasked with finding the Star of Elanna and that is what you are going to do. Accepting the ancient challenge you move on.

19: In the cool dark you move forward until you hear something moving in the shadows ahead. Out of the gloom a **Dreyadim Morg** (CV-13, EP- 8) emerges, its distorted form dragging a long, curving scimitar. Behind the first there arise a further two of the spectral creatures and as a group they attack. In this dark place you must kill them all before you can continue on. (All three have the same CV and EP and should be fought one after the other until defeated.)

20: Quickly you move forward, the chamber a dark pit that your torch only partly illuminates. All about you are shadows and you do not see the thick **Oer'daaki** (CV-15, EP-7) root until your foot brushes against it. From the walls a curtain of flailing, barbed tendrils descend upon you, each trying to take a purchase in your flesh. If you can reduce the killer plant's endurance to zero it will withdraw and you can continue. If it is you who succumbs then this dark place will serve as your tomb.

(21:) In a shuffling lunge a **Shambler** (CV-14, EP-8) attacks, its rotting hands grabbing for you. To continue your mission this undead creature must die.

22: You look at one of the huge pillars and find it covered in ancient writings. You cannot decipher the inscriptions however, and decide to move on.

23: When you awaken you find yourself in a large chamber. Carefully you reach into your pack and light a torch. (If you do not have a torch turn instead to section 35.) In its flickering light you see the walls are covered in carved images of Elanna and that there are two exits here. Getting to your feet you choose one and move on.

24: Before you are stairs leading to a further level below. If you wish you can remain on this level or descend to the second level. If the latter is your choice light a torch and continue. If you have no torches left turn to section 35.

25: Against the wall you find a large stone chest. It is empty so you move on.

26: Here you find the temple damaged, large roots forcing apart the flagstones and buckling the floor. The roots appear dead so you step around them and move on.

(27:) To the north you can find a roughly constructed alcove, built on three sides in fired brick and definitely Hordim made. In the shadows there is a large stone chest set against one of its walls.

28: In the dark you come to a halt. Out of the gloom ahead there arise three **Dreyadim Morg** (CV-13, EP-8). All are no more than spectral shapes moving in the darkness but each hold a weapon that is very real. All have the same CV and EP and each must be fought in turn before you can continue.

29: In this large chamber you come to a halt and lift your torch above your head. Standing within a huge alcove is a statue of Elanna, wrought in blue Azuril and holding outstretched in her hands a massive blue crystal. Stepping back you try and gauge how large the Callas'Elanna truly is but your survey is cut short by a

movement in the darkness to your left. Turn to section 47.

30: You search the old metal shelves but find nothing of value and move on.

31: Curiosity gets the better of you and you touch the vast crystal wall. It proves to be smooth and prickles with energy as you run your finger across its surface. There is however, nothing that can help you here so you move on.

32: Carefully you step out into a dark chamber. There is something here, you can feel the movement of great power in the air and it gives you cause to tread warily.

33: Against the wall you find an old chest. It is locked and requires tools to open. If you have a crowbar or hammer turn to section 2. If not you should move on.

(34:) In the shadows your foot hits a trigger. Instantly there is an explosion of gas as a hail of iron darts are thrown towards you. Test your Agility and Luck attributes. If you fail both these tests go to section 5. If not you avoid the darts and can move on.

35: Quickly you search your pack and realise that you have used the last of your torches. In the dark you curse your misfortune but you are given no time to regret your lack of foresight. Out of the shadows you hear a sound and stand unprepared for the claw that rakes at your throat. In this temple you die, your mission over.

36: In the shadows you find another stone chest. Within there rests a blue crystal key which you take. Record this on your character sheet then move on.

(37:) From out of the shadows a **Temple Guardian** (CV-14, EP-8) runs at you. In the dark its grinding joints bely how fast the automaton advances, its obsidian form a speeding shadow in the dark. There is nowhere to run so you stand your ground. If you win this combat continue with your mission. If not you will die here.

38: The Sentinel falls upon you, its sword sweeping in a wide arc as it steps forward. You parry the blow but the statue is huge, the impact throwing you across the stone floor. You regain your feet only to find the mindless automaton upon you once again. In the shadows you fight the Sentinel but it is too big, your strength faltering until it inevitably cuts flesh. In a tear of muscle and bone you fall, your mission over.

39: On the floor here you discover the remains of a Hresh warrior. A quick search finds nothing of value so you move on.

40: In the dark you can here water. Ahead is a chamber, flooded waist-deep and large enough that your torch can illuminate only a small part of it.

41: In the quiet a sharp crash of falling stone brings you to a halt. Ahead there reaches a vast chamber, three pools of dark water extending to the south, the richly carved walls covered in clinging vines that glow yellow against the cold stone. Within this half-light you consider what you should do then move forward.

42: Out of the gloom a **Dreyadim Hresh** (CV-15, EP-12) attacks, a rusting sword in its spectral hand. This Hresh must die before you can continue with your mission.

43: In a flurry of broken stone you hit the side of the pit, and then slide backwards into the hole. In desperation you reach for a protruding stone and take hold as the walls of the pit crumble about you. Test your Strength. If you are successful you haul yourself out of the pitfall. If not it is here that you will die, your mission over.

44: You have seen Dark Water pools before but none on such a scale. Carefully you wave your hand across the pool's surface and feel the static energy it still holds. There is definitely something very powerful hidden here.

(45:) Quietly you move across the chamber until you here a click sound loudly underfoot. Immediately you smell gas and recognise its rancid odour. You have triggered a Gas Trap and you must leave this room as quickly as possible. Test your Agility and Luck attributes. If you fail both the gas will overwhelm you and you will die. Succeed with either and you will make it to the nearest door. If the door is locked however, nothing can save you from the gas and your mission will be over.

46: At the base of the stairs you find a new level and are confronted by an almost complete dark. Lifting your torch above your head you realise you are standing in a vast high-walled chamber. Carefully you move forward.

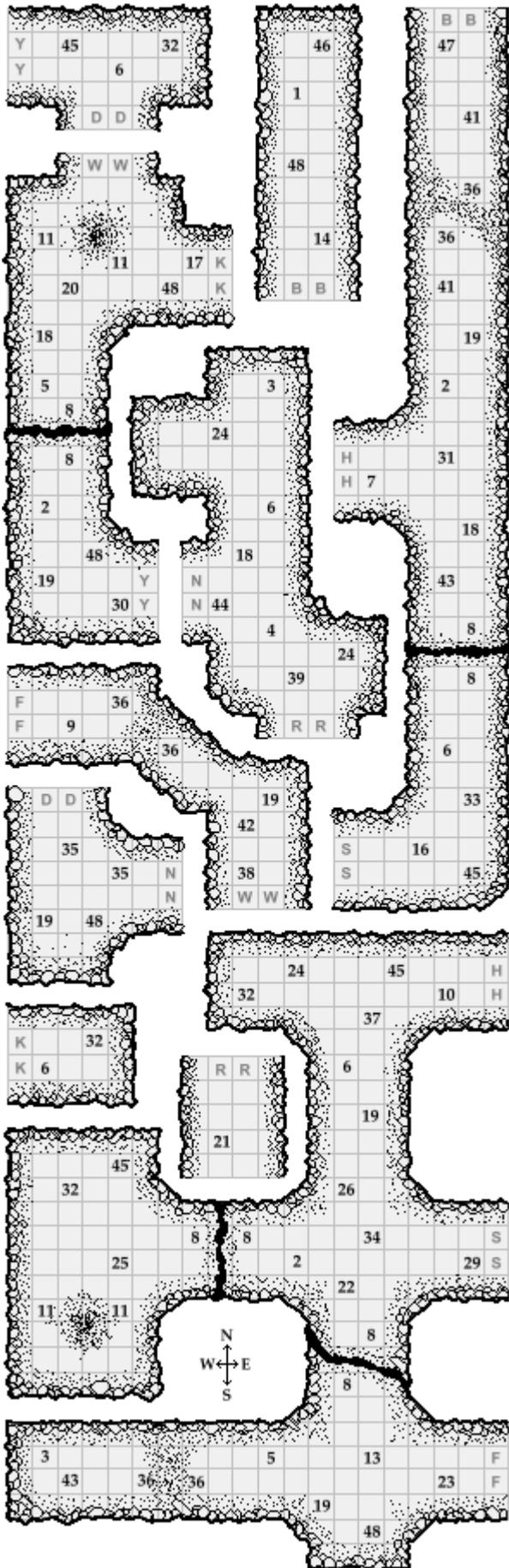
47: From the shadows you see movement and quickly draw your weapon. At the left of the Callas'Elanna there is another statue, wrought in obsidian and enormous in size. Within the space of a drawn breath the **Sentinel** (CV-18, EP-4) comes to life, its first steps reserved for testing its weapon and searching the chamber for the reason it has been summoned. When its gaze falls upon you your first inclination is to run, but if the Callas'Elanna is to be claimed for the Guild this automaton must be brought to heel. Taking your weapon in hand you stand your ground. (If you have a hammer and would use it now as a weapon add +2 to your CV for the duration of this combat.) If you win this combat turn to section 50. If not turn to section 38.

48: In the corridor your torch sputters and then dies. Light another if you have one. If you do not turn to section 35.

(49:) In the dark you hear a faint click underfoot and an instant expulsion of compressed air as a hail of darts fly towards you. Test your Agility and Luck attributes. If you fail both turn to section 5. If you succeed with either the darts fly past your shoulder. If this is the case you should brush yourself off and continue.

50: In a crash of shattering crystal the Sentinel falls, its remains spreading across the cool stone floor of the chamber. For a moment you catch your breath but in the flickering light of your torch you can only look at the Callas'Elanna and wonder how the Guild could have got it so wrong. Your mission was to bring the statue into the light of day but what stands before you is enormous, the wealth of all the nations of Men not enough to measure against its value in Azuril alone. Standing in the dark it must be at least sixty metres tall and you know this is an artefact that will be going nowhere. Reaching out, you retrieve your pack and start to laugh. At least, you think, the Guild will have something new to study, but for now your mission is over.

## THE ALDENSHOT



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

## GRIEVOUS

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

## Introduction

It is recorded that in the Year of Settlement 241 a Grievous of the Oera'dim was first encountered by Humankind. Up until that time such a creature had been unknown to Men and it fell to the fate of a Cartographer of the Deep Guild named Iirdor Halbek to be the first to witness such a Being. Little is known of how a Grievous might be brought into the world but it is rumoured that the Hordim torture and defile one of their own to the point of madness, reducing it to a primal state of aggression and ruthless malice. Such creatures are used to guard the Hordes' most valued treasures and it proved only by chance that the transportation of one such Grievous led to the meeting that is the subject of this adventure. It is known that Halbek had mounted a mapping expedition into the borders of the Lower Coldarai, and in the foothills of those mountains came into contact with a Hresh scouting party. Pursued into the hills with only a weapon and satchel of food in hand he tried in vain to escape his pursuers, but found instead the edge of a deep ravine and a deadly plunge into its dark interior. Your adventure begins as you fall, your pursuers hot upon your trail. To survive you must find your way out of the ravine before you are caught by the Hordim. That is your mission.

## Special Rules

This micro-gamebook uses the Legends of the Deep Guild standard rule set but has three special rules that are specific to this adventure. The first relates to torches. This adventure is set in a labyrinth of deep ravines known as the Aldenshot and is conducted under moonlight. Due to circumstances outlined in the introduction you have no torches available to you at the start of this adventure and must progress by moonlight alone. Any torches must be discarded. They will not be needed. For this adventure the torch rules found in the standard rule set do not apply. The second special rule regards movement through the Aldenshot. You will notice that the map opposite is broken up into a number of parts, and each exit from each of those parts is notated with letters of the alphabet. Each of these letters corresponds to similar letters somewhere else upon the map, and to move to the connecting part of the labyrinth you need only find the corresponding letters and continue your adventure from that point. The third special rule pertains to the use of Pursuit Points. On your character sheet record that you start your adventure with 7 Pursuit Points. As you are pursued by the beast some of the circumstances you encounter will cause those points to reduce. If you can make it out of the ravines before your Pursuit Points fall to zero you will have escaped onto the grasslands. If you are still within the Aldenshot when your points run out the Hordim have caught you and you must turn to section 27 to ascertain your fate. Apart from the rules mentioned above all other rules from the standard rule set apply.

## 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 and then begin your mission at grid reference 1.

## Sections

1: In the cool of the night you fall, your body hitting the sloping edges of the ravine repeatedly in jarring impacts as gravity takes command of your fate. About you the ravine gives way, an avalanche of loose earth and dry roots following you on your descent. When you hit ground it is not so much an impact as a slew of earth falling upon the sides of the canyon. Caught within its leaden grasp you are pumelled in a cascade of desiccated earth that throws you out into the centre of the ravine. There you come to a halt, your body battered by the violent descent but still alive. Cautiously you pull yourself from under the edges of the collapsed earth and look up to the lip of the ravine above. There you see more than a dozen shapes, all indistinct in the moonlight. One of their number immediately catches your attention, its size twice that of its compatriots and held in check by a thick metal chain. Against this tether it strains and howls, the Hresh laughing and pointing down towards your position. Quickly you gather your weapon and food. Behind you there comes the sounds of collapsing earth and you know the creature has been released and that you are its prey. If you are to survive this night you must find a way out of the Aldenshot before the beast can run you down. (You have lost all equipment except your sword and 3 rations. Adjust your character sheet to reflect these losses then continue.) It is time to go.

2: Down this narrow ravine the winds blow hard, a cold gale rising before you. In its icy grasp showers of grit bite at your exposed skin and for a moment you must turn away from its stinging touch. Against this bluster you draw your cloak about your face and move forward.

(3:) Ahead the entire ravine has collapsed in upon itself, the way forward blocked by huge banks of loose boulders and earth. There is no way forward here. Turn about and deduct 1 Pursuit Point from your total. If you have none remaining turn to section 27. Otherwise move on.

4: In the dark you sense something overhead and run for the nearest wall. From the shadows you look upwards and see overhead a number of dark forms moving across the sky. They are Kreeled and until they pass you remain hidden. Only when they have retreated to the west do you move on. Deduct 1 Pursuit Point. If you have none turn to section 27. Otherwise move on.

5: From overhead there comes a heavy crash as a large shadow settles upon the edge of the ravine above. Lunging sideways you take refuge against the cliff face, your blood running cold when you realise the shadow is a Kreel, an enormous flying lizard. In the dark you wait but it is not searching the floor of the ravine. Instead it scans the plateau above before lifting back into the air, its wings pushing it out into the cold night. You wait for a moment to ensure it has gone then continue. (Deduct 1 Pursuit Point. If you now have none turn to section 27.)

(6:) In the half-light of the ravine you run straight into a waiting **Hresh Scout** (CV-15, EP-10). In the shadows the Hordim runs at you, its scimitar glimmering in the moonlight. You must kill this Hresh or die in the attempt. (If you win a quick search of the body reveals three rations and a flashcharge. Take these if you wish.)

7: Ahead you see lights in the darkness but they disappear as you move forward.

(8:) Ahead there spreads a rift in the ground. It is deep but not so wide that you cannot jump it. Test your Agility and Strength attributes. If you pass either of these tests you make it across and can continue. If you fail both turn to section 28.

9: Here the smell of death pervades the air, and upon the ground ahead there lies the remains of a large Kreel, its bones broken and whitened by long exposure to the suns. Carefully you pick your way around the carcass and move on.

10: Through the shadows you run, only the light of the moons overhead providing any illumination in the deep ravine. Ahead the wind builds, flurries of dirt spiralling down the ravine. Within this bluster you cover your face and push onwards.

(11:) Ahead you see a shallow, circular depression in the soft ground. Before you can back away a **Sandlurker** (CV-16, EP-9) lunges from its lair, its huge leech-like body throwing a mass of grasping tentacles towards you. This monster will not let you escape and you must kill it or it will kill you. If you win this contest move on. (Deduct 1 Pursuit Point. If you have none remaining turn to section 27.) If it is the Sandlurker that prevails it is here that you die.

12: Without warning the ground beneath you collapses and instinctively you leap forward. Test your Agility and Luck. If you pass either of these tests move on. Otherwise turn to section 28.

13: For a moment you pause and catch your breath as the clouds part and the ravine is illuminated in moonlight. With no sign of your pursuers you move on.

14: You can hear the beast crashing to the floor of the ravine behind you but you do not turn around. At a run you race southwards, your eyes scanning the ground for any sign of the Hresh Scouts. You cannot see them but you can hear shouting from the edges of the plateau above. It is not only the beast that hunts you.

15: Grasping the flashcharge you throw it at the Kreel. In a blinding detonation the charge explodes, the lizard reeling backwards, its body flung against the opposite wall of the ravine. Immediately the Kreel recovers its feet though it now favours its right leg. The lizard is not dissuaded however, and attacks. (For the first five combat rounds the Kreel will have its CV reduced to 15 to account for this injury.) If you survive this battle turn to section 50. If you do not then it is here that you will die.

16: Behind you there arise heavy footsteps that echo along the ravine, and in the dark you can hear clearly the laboured breath of the beast. Now you must run faster.

17: In the dark there lies a shield covered in dust. If you take this add +1 to your CV.

18: Running down the ravine you must come to a halt when the ground changes underfoot, each step you take sinking into soft earth. Carefully you test the other side of the ravine and find firmer ground. Without further pause you move on.

(19:) Overhead there comes a resounding crack as rock breaks away from the walls of the ravine. Instinctively you run forward as huge chunks of stone slam into the dirt about you. Test your Agility and Luck. If you are successful with either test you avoid the falling stone. If you fail both your fate will be sealed as tonnes of debris collapse down upon you. If this is your fate it is here that you die.

20: In the distance you hear screams and the growling of wild dogs. You cannot tell where the sounds are coming from but they stop abruptly after a heavy impact and a strangled cry from one of the dogs. Forewarned you move on.

21: Ahead you see the end to the ravine and an opening into the grasslands beyond. Heartened you race for the grasses but must stop as a huge shape falls from the sky and slams into the ground ahead of you. It is a **Kreel** (CV-18 EP-18) and the huge flying lizard has no intention of letting you pass. (If you have a flashcharge go to section 15 now.) If you win this combat go to section 50.

22: For a moment you stop and listen. You can hear nothing except the wind rushing down the ravine but as you wait you see a number of shadows move from the near wall. Stepping into a patch of moonlight you see a swarm of fist-sized spiders emerge from cracks in the rock and make straight for you. Turning on your heel you run, leaving the diminutive danger far behind.

23: With a loud clatter a rock hits the wall ahead of you. Quickly you scan the edges of the ravine above and see a furtive shape moving eastwards. It is one of the Hresh.

(24:) Out of the dark a **Reaver** (CV-15, EP-8) lunges forward. At a rush the scorpion-like creature runs into you, toppling you sideways onto the dry earth. Rolling back to your feet you stand your ground. To survive you must kill this monster. (If you win deduct 1 Pursuit Point. If you have none turn to section 27.)

25: In the dark you can see a depression in the ground and an exit to the east.

26: On the ground you find the body of a large wild dog, its remains torn and bloodied. Shaking your head you wonder what it truly is that hunts you.

27: The **Grievous** (CV-18, EP-16) has found you! From the shadows ahead the monster leaps forward, its enormous bulk encased in armour, its oversized hand

grasping a huge scimitar. You recognise that this beast must have once been a Hresh but it has been terribly ill-used, its eyes piercing slits of reckless malice. Before this creature you stand alone. If you survive this combat turn to section 40.

28: With a sickening thud you hit the edge of the rift, showering earth into the abyss beneath. With one hand you take a firm hold upon an embedded stone and attempt to pull yourself out. Test your Strength attribute. If you are successful you haul yourself out. (Deduct 1 Pursuit Point. If you now have none remaining turn to section 27.) If you fail you fall backwards into the abyss, your escape over.

29: Turning a corner in the ravine you come face to face with a single wild dog. The animal bares its teeth and in response you throw a rock, hitting the dog in its flank. As it runs off into the shadows you know you will see it again.

30: In the soft ground you find a line of bootprints, too large to be human. The tracks head eastwards and you wonder if it is wise to follow them.

31: A fork in the ravine provides another way forward. To the west and north you can hear movement, but the south seems clear. Quickly you move on.

32: There is no way forward here and only one way out. Turning around you run. (Deduct 1 Pursuit Point. If you have none remaining turn to section 27.)

33: In the dark you stop for a moment and listen. The sound of clanking metal gives you reason to look back up the ravine and you see the beast, its huge bulk a dark form wrapped in shadows. It sees you and breaks into a run. It is time to go.

34: Instinctively you crouch in the shadows as a large Kreel glides overhead. The lizard is searching the ravine for prey and you must wait quietly until it moves on. (Deduct 1 Pursuit Point. If you now have none remaining turn to section 27.)

35: From the east a pack of **Wild Dogs** (CV-16, EP-22) runs out of the shadows. Thin from hunger they yelp at each other, mean, dark eyes settling upon you as they attack. These dogs must be fought as a single opponent. If you have a flashcharge in your possession and wish to use it, turn to section 49. If you are victorious deduct 1 from your Pursuit Points then move on. Otherwise it is here that you die.

(36:) Before you can stop you run into a dust-mire, a cloud of debris erupting as you disappear beneath its surface. The mire is however, only waist-deep and before the fine grit can suffocate you, you push upwards and out of its hold. Standing in the dust filled depression you recover your breath and force your way forward, making for its far side and firmer ground beyond. Climbing out you clear your lungs and continue. (Deduct 1 Pursuit Point. If you now have none left turn to section 27.)

37: Through a break in the clouds you see a falling star streak across the sky. You think to yourself that this may not be a good omen.

38: About you the wind builds in strength. It funnels down the ravine as a growing gale and within its grasp you can hear nothing but its whistling bluster. If the beast is close you will be unable to hear it.

39: Ahead you think you see a way out of the ravine. Clouds scud across the moons but in their wavering light it is difficult to tell. Carefully you move forward.

40: Exhausted you try and regain your breath. The Grievous is dead but your victory has taken its toll. Behind you there comes sounds of shouting, and you know that Hresh are still at large within the Aldenshot. You will only be safe when you have made it out of these ravines and have lost yourself in the vastness of the Durn plains beyond. (From this point disregard any mention of Pursuit Points. You have met the Grievous and defeated him. Now you must survive to tell your tale.)

41: The ground here is very soft and you leave a clear set of footprints in your wake. Hunting you should prove easy.

42: Upon the ground you see a clear impression of a dog's paw. It is recent and follows the ravine ahead. Shaking your head you run into the gloom.

43: For a moment you pause and listen. Ahead the ravine is cloaked in shadow but you can sense nothing and move forward.

44: Here the wind is blowing even stronger but upon its bluster you can smell the scent of dew covered grasses. There must be a way out of this ravine ahead.

(45:) Catching your breath you lean against the rock wall and quickly realise your mistake. Above the rock wall begins to move, its foundation crumbling in front of you as the entire face starts to collapse. In a slump of stone and dirt the wall gives way. Test your Agility and Luck. If you are successful with either you run out of danger. If you fail both the avalanche of broken stone will crush you beneath it.

46: Quickly you move north but must come to a halt when you are confronted by a rock wall that you cannot climb. There is no way forward here.

47: Ahead there extends a long ravine, its southerly reach lost in shadows.

48: Without warning a stone flies from the lip of the ravine above, slamming into the ground at your feet. You cannot see who threw the rock and you do not wait to find out. Quickly you move on.

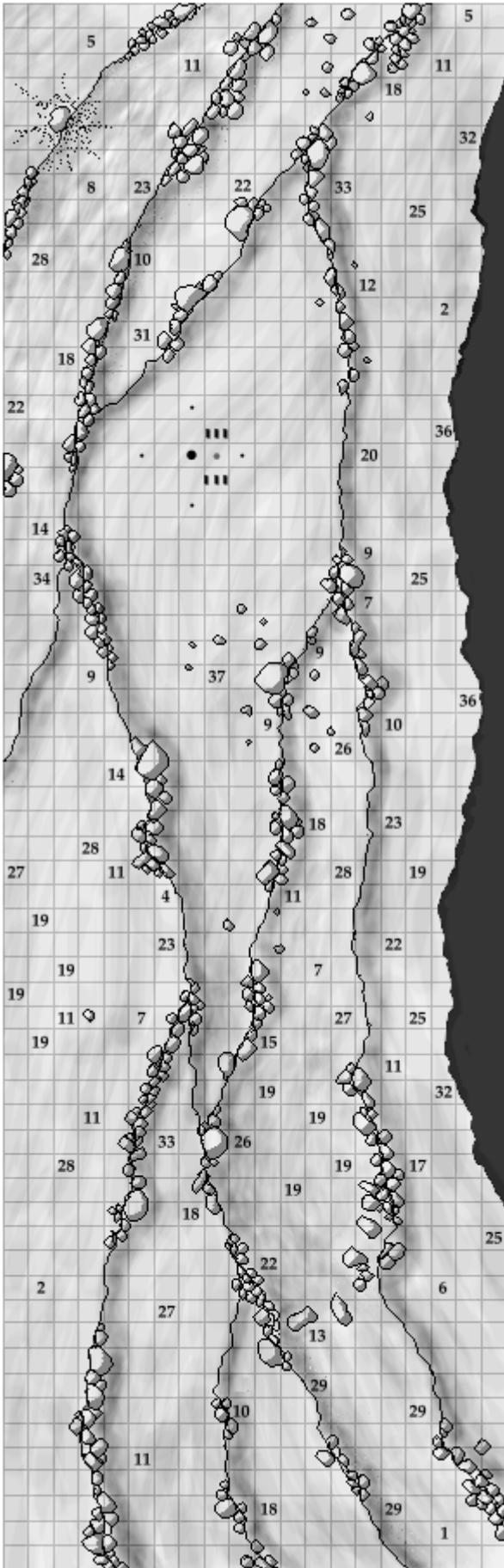
49: You pull the flashcharge from your belt and throw it at the lead dogs. In a blinding detonation the charge explodes, a deafening blast throwing the pack into disarray. Four of their number lay dead and more run yelping into the shadows. Five however, stand their ground and as one continue their attack. (Reduce their CV to 14 to account for the effects of the flashcharge.) If you are victorious deduct 1 from your Pursuit Points then move on.

50: The Kreel lies motionless before you and quite frankly you are amazed that you are still alive. Looking to the south you can see the open grasslands of the Durn and you run for them, the sounds of the pursuing Hresh now very close. On the wide plains you will need only daylight and a measure of luck to leave the warriors behind. The beast that hunted you is something the Guild must know about and with the first glimmers of dawn against the eastern horizon you run out onto the Durn. Your escape from the Aldenshot is now over.

THE STEPS OF LAMAN'THEL

OLD BONES AND MOONLIGHT

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



Introduction

It is said amongst the free citizens of Arborell that the Brethren are no more than criminals, men of dubious character forced into a vocation no more respectable than the prison terms they would otherwise have served. The truth is that the Brethren are indeed criminals but their training in the Guild changes them, giving them purpose and the skills necessary to survive their new vocation. One such man of the Guild was Alrig Damphousse, a career criminal in his youth but a legend of the Deep Guild remembered long after his death. Ambushed upon a mountain trail by a crue of Hresh warriors, Alrig lost an artefact long sought for and hard won. Another Brother might have thanked the Fates for their survival and made for the nearest settlement. Not Alrig. In the depths of a mountain winter he resolved instead to hunt down the crue and get back what had been taken from him. On the trail of the Hresh he followed them into the mountains of Laman'thel and thence to a plateau of fractured ground known as The Steps. There the Hordim made camp and there Alrig made his plans to recover what he considered his property. This is also your mission. Start at the grid square numbered 1 and find a way to get into the camp unseen and steal back what has been taken from you.

Special Rules

The standard rule set applies to this adventure except for the Torch rules. To successfully find a path to the Hresh camp and steal the *gahdim'al* torches cannot be used, your way lit only by fleeting glimpses of moonlight and the campfire of the Hresh themselves. For the purposes of this adventure the standard Torch rules do not apply.

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.

Sections

1: You had found the *gahdim'al* amongst the ruins of a small temple upon the shores of Nen'oram, and that is when your troubles began. It had been a long journey to that isolated lake and there the Hresh had somehow found and ambushed you. In the dead of night the crue had attacked, and only a steep slope and an ungainly fall had saved you from a certain death. When you had returned to your camp the small, jewelled casket had been taken and there was no way such an affront could remain unchallenged. Quickly you searched out the Hordims' trail, and then tracked them northwards, passing east of Araheal and thence to Laman'thel and the Steps. Strangely you had felt the presence of something else on the hunt as well. You had not been able to see it but you had sensed it tracking your progress, and keeping its distance. Its purpose however, was obvious. It was hunting the Hresh as well and those Hordim now lay camped no more than 300 metres ahead. It is the dead of night, a furious wind blasts across the exposed plateau. Between flurries of swirling snow you can see the glow of their camp to the north and you know it is there that you will find your *gahdim'al*. With weapon in hand you move forward.

2: Half covered by snow you find here the remains of a large animal. It may be a Sempaca-Beast but it is hard to tell, its body torn and broken by some massive predator. Carefully you move forward and find not only the remnants of the huge herbivore but three other bodies as well, all hidden by snow. Each is frozen solid and all are Hresh, but not of the number you have been tracking. These Hresh have been laying upon the Steps of Laman'thel for long enough that they have been mummified, their skin taught upon bone. One of the Hordim has a satchel still draped across his shoulder and carefully you pull it away. Inside you find two glass vials, and you recognise them for what they are. These are Nahla potions, powerful regeneratives used by the Hordim to maintain stamina whilst travelling. These you take with you. (If needed each of these potions will restore 6 points of endurance when drunk. Record them then move on.)

3: You decide to chance it and move forward. Within the swirling wind and snow you cross the open ground but luck is not with you. Overhead the cloud cover is a torn patchwork of scudding vapours and as you move beyond the boulders the overcast parts, shining moonlight down upon you. Exposed, you are seen immediately by one of the sentries. To a chorus of shouts four of the Hresh run towards you. If you would run from the Hordim turn to section 16. If you will not leave your property behind and would rather stand and fight, turn to section 30.

4: Against the chill you pull your cloak tighter about you. The camp is no more than a hundred metres to the north and you peer carefully from the cover of these boulders towards its dull red glow. You cannot see enough yet but you have no second thoughts about your objective. The *gahdim'al* is there and you mean to have it back. Carefully you move forward.

(5:) Ahead lie only cliffs and slopes of unstable rock. There is no way forward here.

6: To the north there stretches a vast platform of smooth stone, bordered at its eastern edges by a cliff and an abyssal drop to a valley floor far below. The narrow plateau is covered in snow and ice, only a shallow ridge in the stone upon its western edges, and a few lines of boulders, giving any protection from the raging westerly wind. If you go north you will have to tread carefully.

7: Behind the cover of a long line of boulders you move with purpose, flurries of snow obscuring everything ahead. At least you think, the Hresh will not be able to see you either.

Note: The ridge lines described in section 29 are not boundaries and can be crossed at any time without penalty. Any space between boulders can also be used to find a path between section numbers.

8: Teetering upon the edge of the ridge to the north is a large boulder. It has hit the exposed rock hard, throwing a scattering of broken stone onto the ground about it. You look up but cannot see any point from where it might have fallen. For a moment you consider whether the rock had been thrown, but discount it and move on.

9: From the protection of a few boulders you look out towards the Hresh camp. At its western edge you can see a large round tent and two lines of smaller tents edging the north and south perimeter. A fire burns at its centre and in its glow you can see four Hresh posted as sentries. The larger tent is the Command tent and it is there that your property will be secured. All you need do is get to it without being seen.

10: For a moment you take the time to rest. In the lee of these boulders you are out of the wind and more importantly, out of sight.

(11:) From out of the snow a **Dire Cat** (CV-13, EP-8) lunges towards you. The cat is pure white and just less than two metres in length. Kill it or die here.

12: From the cover of the boulders you look out towards the camp and see something moving in the shadows beyond the light of its fire. It is no more than a dark form veiled within swirling snow but it is big and it moves with purpose.

13: For a moment you take refuge behind a large boulder. The wind grows stronger and in its grasp snow blasts across the exposed plateau. Looking to the north you can only barely see the glow of the Hreshes' campfire but it is closer.

(14:) For a moment you pause and look towards the cover of a line of boulders twenty metres to the north. To get there you will have to cross an area of open ground, the ridge here eroded and too shallow to afford any cover. If you want to move forward here test your Luck attribute. If you are successful the Hresh do not see you. If you are unsuccessful with this test turn to section 3.

15: Keeping to the shadows you peer out towards the camp. The glow of its fire gleams through the snowfalls but you can see nothing else.

16: There is no hope here. Your advantage of surprise is gone and there are too many Hresh to fight in open combat. Turning on your heel you run southwards, the *gahdim'al* now lost to you. In another life you may have better luck but for now your mission has failed. If you wish return to grid number 1 and try again.

17: Carefully you follow the line of boulders, using them as cover from the growing wind. In its embrace thick flurries of snow career eastwards, disappearing over the edges of the nearby cliff and out into darkness. Looking to the north you consider your next move, and as you do so you sense something moving to the west. It is distant but it emanates a ruthless malice that you can feel keenly. The sensation passes however, leaving in its wake only the insistent cold, and the sensation that there is more danger in these mountains than the Hresh alone.

(18:) From beneath a boulder a **Velk** (CV-13, EP-8) attacks. These rodent-like scavengers infest the mountains of the west and this one is too hungry to wait for you to die from the relentless cold. Protected by thick, white fur and weighing up to 40 kilos it is not a creature easily ignored. Drawing your weapon you wait for the Velk to close upon you. If you kill this rodent move on quickly. If it prevails however, you will need to look to a latter life for better luck and greater success.

(19:) Without warning the ground beneath you slumps, a deep sloping crevasse opening up as ice and snow pours towards its gaping abyss. Caught in a moving wave of ice you see the lip of the crevasse rising ahead, and know you will die if you are swept into it. If you have either a stone-pick or a grapple turn to section 39. If you do not have either of these items turn to section 33a.

20: The ridge here affords you some cover and from this vantage you peer out towards the Hordim camp. At its western edge you can see a large round tent and two lines of three smaller tents edging the north and south perimeter. A fire burns brightly at its centre and in its glow you can see a number of Hresh posted as sentries. The larger tent is the command tent and you think it most likely that your property will be secured there. All you need do is get to it without being seen.

21: In the midst of the raging battle everything suddenly halts as the attention of the remaining Hresh turns upon a section of snow behind you. Within the blustering snowstorm you see nothing at first, but then you too see something terrifying rise from the snow itself. Massive in size and covered in a thick fur you cannot recognise it at first for what it is, but the Hordim know it and turn from you. Shouting orders the crue commander sets his warriors to face the creature then runs for his tent. Only then do you realise what it is that confronts you. It is a *Dweo'gorga*, a Shape-shifter of the Ancient World. As one the Hresh close their attack and you are left alone on the snow, but you are not going to remain a passive spectator here. With the warriors fully engaged you run for the command tent. Turn to section 35.

22: Overhead the clouds part and moonlight streams down upon you. Caught in the open you fall into the snow at your feet and wait. Upon the driving wind you can hear no alarm from the camp so you carefully get back to your feet. The moonlight disappears with the scudding cloud and you move on.

23: Carefully you follow the line of the ridge. From a good vantage you look out towards the camp but can still see nothing.

24: From the ground ahead a huge shape erupts from the snow. It is a *Dweo'gorga*, a shape-shifter of the Ancient World, and in that moment you are sure you are going to be attacked. To your surprise you are not. Instead the huge creature runs at the camp, barrelling into the command tent and attacking the Hordim. It is an opportunity you cannot allow to let pass. Turn to section 35.

(25:) Without warning the ground falls away beneath you. Instinctively you lunge forward. Test your Agility. If you are successful you clear the widening chasm and land upon solid ground. If you fail this test turn to section 38.

26: Moving forward you make for a large boulder ahead. Overhead moonlight

breaks through the scudding overcast and for just a moment you are visible within the rushing winds. Instinctively you freeze before the cloud cover once again plunges the landscape into darkness. There are no alarms raised so you move on.

27: Here you find a trail of large footprints moving north. You do not recognise what might have left them but the creature is very big and the trail recent in its making.

28: Against the blustering winds you struggle on, but must come to a halt as the clouds above suddenly part. Immediately the ground about you is washed in moonlight but it is fleeting, the landscape glimmering grey and white before the overcast once again closes in. There is no alarm raised so you move on.

29: Ahead is a curious ridge in the ground. No more than a metre and a half high it is a wrinkle in the stone platform beneath, one that has accumulated snow and ice to form a low wall. These ridges criss-cross the Steps and should afford good cover as you make your way towards the Hordim camp.

30: Four of the **Hresh Warriors** (CV-15, EP-9) rush at you, scimitars drawn. Each of the Hresh have the same combat values and each must be fought individually. If you survive to kill two of these warriors turn to section 21. If it is you who succumbs before two of the warriors fall then your mission here will be over.

31: The camp is very close. Guards stand at each point of the compass and there seems no sure way of approaching unseen. As you consider how best to approach the camp the solution is suddenly taken out of your hands. Turn to section 24.

32: Carefully you approach the cliff's precipitous edge. It is more than 800 metres to the valley below and you have no head for such heights. Quickly you move on.

33: For a moment you rest. The lee of the ridge provides some refuge from the biting winds but you can feel the cold insinuating its way into your bones. When you are ready you move on.

33a: You have only moments to act before you will be swept into the crevasse. With nothing you can use to bring yourself to a halt you slide with the surrounding ice and snow, but then see a piece of jutting rock to your left. In desperation you reach for the stone and take a hold upon it. Test your strength. If you are successful you manage to maintain a grip on the slick rock as a river of moving snow flows into the crevasse. When it subsides you carefully pull yourself back onto a firmer footing. If you are not successful the moving snow pulls you away from your purchase and you slide into the abyss below. If this is your fate your mission here is over.

34: Here you come to a halt but not because you need to catch your breath. Somewhere out in the snow to the east you can sense something moving. It is large but you cannot see it. What you feel is a sickening sense of anger and malice that pervades the air. It lasts for only a few seconds before it is gone. Only when you are sure it has passed do you move on.

35: In the turmoil you run for the tent and find the **Hresh Commander** (CV-17, EP-12) scooping up the *gahdim'al*, his intent to carry it safely away from the melee. This is something you cannot allow. With the clamour of the battle at your back you stand before the Hresh and bar his way. The Hordim smirks and drops the jewelled box into the snow. If you kill this Hresh turn to section 40. If it is the Hresh that prevails your mission here will be over.

36: Carefully you approach the edge of the cliff. You can see nothing beyond its edge but the dark of night and sense the deadly fall that awaits the unwary. You quickly back away and look instead to the Hordim camp.

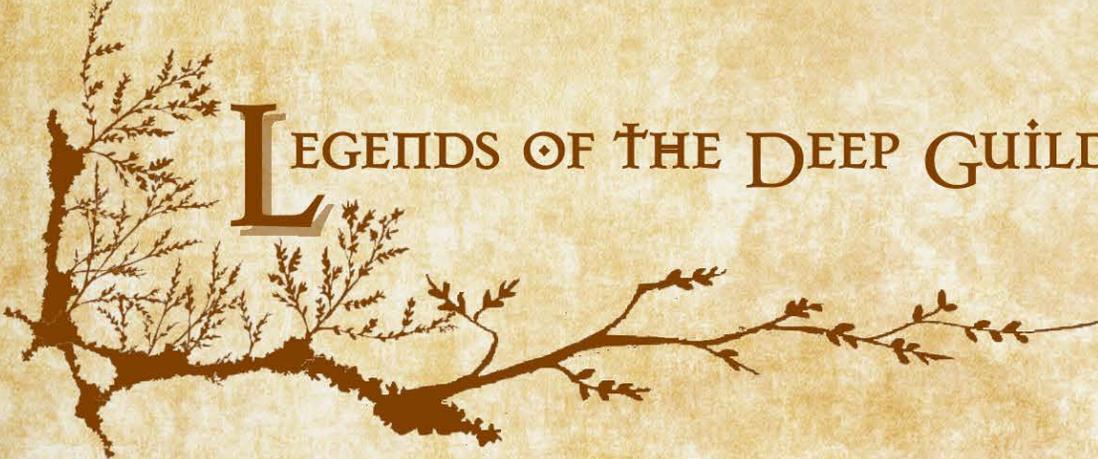
37: Using the cover of the snowstorm you move closer to the camp. It is a mistake you might come to regret. Immediately there is a call of alarm and a rising clamour amongst the Hordim. Within moments the Hresh have armed themselves. If you would run from this fight turn to section 16. If you would not leave the *gahdim'al* behind and would rather fight turn to section 30.

38: With a bone-jarring crash you hit the side of the crevasse. Swinging your arms wide you take hold of a piece of jutting ice, but it is a precarious purchase. Test your Strength. You have but one chance to pull yourself out before your handhold will give way. If you succeed in this test you pull yourself out before the edges of the crevasse collapse. If you fail this test your strength cannot help you and you plummet into the abyss below. If this is your fate your mission here is over.

39: You have only moments to act before you will be swept into the crevasse. Grabbing for the tool at your belt you slam one of its metal points into the ice, the sharp edge digging deep and finding a purchase that brings you to a jarring halt. About you the remains of the loose snow and ice flows like a river into the gaping maw of the abyss and when it subsides you carefully pull yourself back onto firmer footing. When you are safe you look to the Hresh camp and move on.

40: The *Dweo'gorga* lies silent, the Hresh Commander and the remnants of his crue scattered dead about the snowfield. All have succumbed to the battle yet somehow you are still alive. Taking only a moment to give thanks to Providence you rummage through what is left of the command tent and find the *gahdim'al* half-buried in the snow. It has been broken apart, inside a collection of old bones that you dump out onto the frozen ground. It is the box itself that interests you and carefully you place it in your satchel. Looking about at the remains of the Hresh you wonder what the *Dweo'gorga*'s purpose was here, but know it is something you may never fathom. Satisfied that you have recovered your property you turn southwards and begin the long journey home. Veiled by gusting snow you do not see the *Dweo'gorga* stir, its great form rising from the ground and making for the bones you left behind. Carefully gathering them into its arms the shape-shifter turns for the western mountains, satisfied that it has also got what it came for.





# 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 SOLITAIRE 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 THE STANDARD RULE SET AVAILABLE HERE, A PEN, TWO SIX-SIDED DICE, AND A PIECE OF PAPER TO RECORD THE CHANGING STATUS OF YOUR CHARACTER AS YOU PLAY.

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