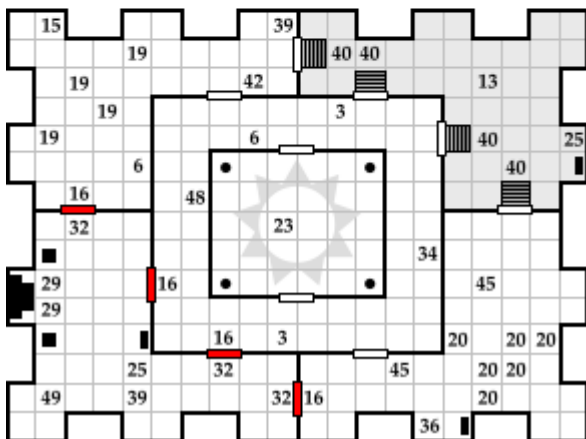
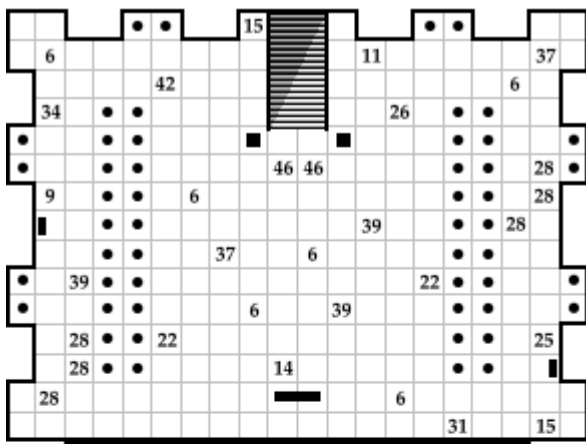
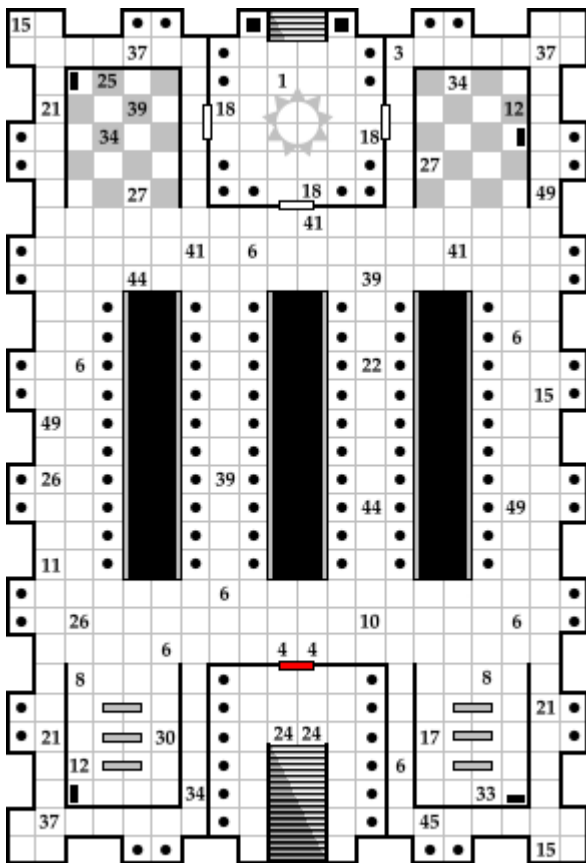


THE LOWER LEVELS OF ALLAS'NERIG 417



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.