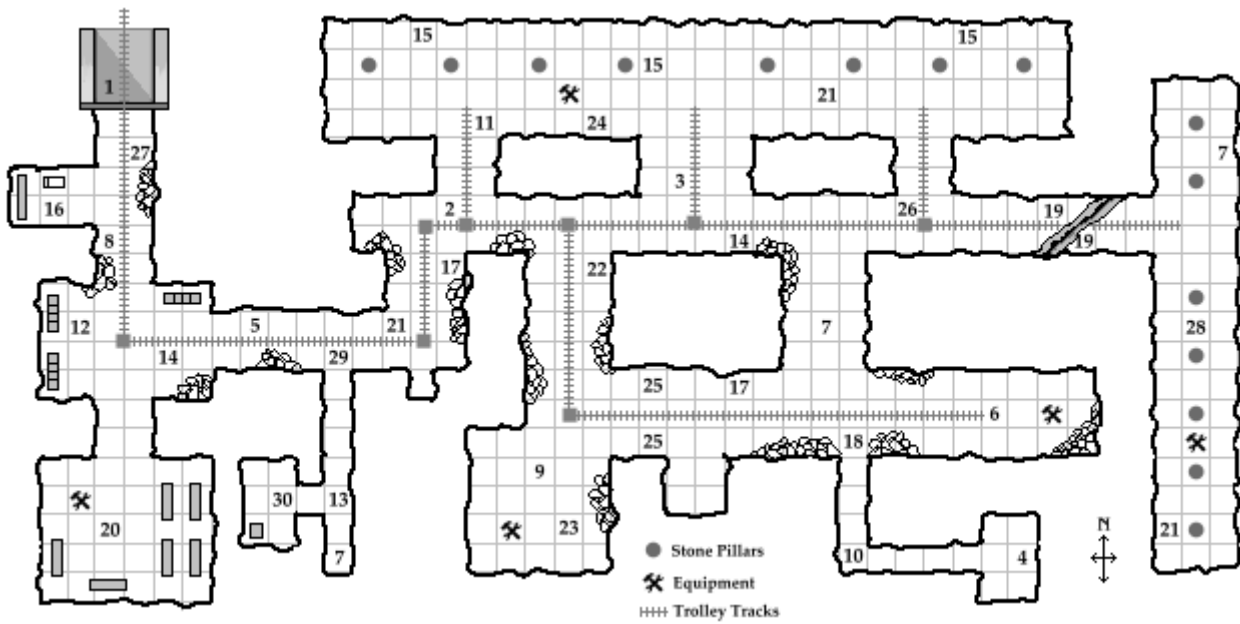


THE GHOSTS OF ALLAN'DURIL

A gamebook adventure in two pages.

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Introduction

Hidden within the foothills of the Coldarai mountains the small mining community of Allan'duril had always remained peaceful and secluded. One of only three sources of high-grade silver used in the production of currency for the Union Mint in Castaal, the mines of Allan'duril have played an important part in maintaining the prosperity of the Kalborean Union. There came a day however, when two miners staggered terrified from the mine, their stories of spectral figures and deadly sabotage infecting the superstitious townfolk with a certainty that the mines were both haunted and unsafe. On that day production ceased and none would enter the mine until an Inquisitor could be called, one who might put aside the concerns of the settlement and declare the mine safe once again.

As the Fates would have it you are that man, and as you stand at the entrance to the mine you can be certain only that a truth lies within, and that you are the Inquisitor who will root it out.

Game Objective

To determine the truth of what has caused the cessation of mining operations in Allan'duril and remove that cause. As a secondary objective of this investigation the Administrators' Guild in Castaal has asked also for a report on the safety of the mine and its infrastructure.

Character Generation

You are an Inquisitor of the LoreMages' Guild of Kalborea, a Seeker of Truth and an Enforcer of the laws that govern the Kalborean Union and its Occupied Territories. You are not a soldier, though you have been trained in the arts of violence. It is your mind that is your best weapon, your short sword no more than an instrument of personal protection, one that you have had little cause to use. For your duty lies in finding the Truth and in that pursuit ensuring the rule of Law.

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

Strength (5 – 10): _____ Combat Value (CV) = _____
 Agility (2 – 4): _____ Weapon: Short Sword
 Endurance (10 – 20): _____

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

Testing Attributes

In the course of this adventure you will be required to test most of the character attributes listed above. To do so requires the roll of either a 1d6 for Agility or a 2d6 for Strength, and a comparison of the number rolled with the value of the attribute tested. If you roll a number that is either equal to or less than the value of the

attribute being tested then you have been successful, and the section references on page 2 will tell you what you must do next. If you are unsuccessful the section texts will inform you of where your fate may lie instead.

Combat Resolution

If you are required to fight the following rules apply:

- Record the name, combat value and endurance of your opponent on a separate sheet of paper.
- Roll 2d6 and add your combat value recorded above to the number you have thrown. This is your combat strength for the round.
- Throw 2d6 and add the number rolled to your opponent's combat value. This is your adversary's combat strength for the round.
- Compare both combat strengths. The higher combat strength wins the round and an amount of endurance points must then be taken from the loser's total endurance points. If the winner of the round has a combat strength four or more points higher than his opponent then he has struck a heavy blow and four endurance points must be taken. If the winner of the round wins by three points or less, he has struck a minor blow and only one endurance point need be deducted from the loser's endurance points.
- Repeat this combat process until either yourself or your opponent's endurance points fall to zero. At that time the combat will have been resolved and one of you will be dead.

Restoring Endurance

You begin this adventure unprepared for what you are about to confront. In entering the mine you are on a quest for answers and take nothing with you other than your sword, a torch and an inquiring mind into the dark. You will however, find both equipment and food upon your quest. The section references will determine what you find and how those items might be used to help you on your way. Keep a record of what you discover for there is no telling what might prove useful.

Playing The Ghosts of Allan'duril

This gamebook utilises a straightforward game process, one that uses the map shown on this page in conjunction with the section references provided on the second page. You start your adventure upon the grid numbered 1, and your quest for answers 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 given on the second page of this adventure and you must act upon whatever that section reference requires. It may describe something you find, an encounter with an opponent, a clue to the unusual events described within the mine 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 determined what it is that has halted silver production within the mines of Allan'duril. Good Luck.

Sections

Using these Section References:

These section references correspond to numbered grid squares found upon the map provided on the first page of this adventure and in most cases need only be read once. The exception are section numbers enclosed within brackets (). These sections must be actioned no matter how many times they are landed upon. Each of the numbered squares can be crossed off as a record of your progress within the mines of Allan'duril. 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.

(✘) You have found a pile of discarded equipment. Amongst the tools and safety gear you can see torches, hammers, shovels, crowbars and long stone-drills. You may take one of these items if you believe it might be of use to you.

1: In the early afternoon light you look at the dark entrance to the silver mine and for a moment hesitate. About you the townsfolk gather expectantly, waiting for you to enter. All requests for one of the Miners to guide you had been roundly rejected and instead you had to be content with questioning the two men who claimed to have seen the spectral apparitions, Galen and Estes. In truth there is little that you can do except inspect the confines of the delve and report back that all is well. You do not believe in ghosts and you fully anticipate that there will be nothing to find. That is your hope and alone you walk into the dark.

2: Standing at a junction you find a number of entrances to other rooms within the mine complex. Extending to the east is a long tunnel and to the north an entrance that should lead to the North Room and the main mine-face.

3: Within this wide corridor you stand and listen. Running north to south this tunnel connects the North Room to the trolley lines in the south, and as you wait you can hear low voices coming from either the east or south, though you cannot tell which.

4: Emerging into a small chamber you find Galen and Estes stowing pieces of Azuril into large sack-cloth bags. One bag of the blue precious metal is worth more than an entire year's production of silver and all comes clear to you. These two men found a vein of the metal, then concocted a story of spectral visitation to clear the mine so that they might take the riches for themselves. This you cannot allow for all Azuril is by law the property of the Union. Estes drops his sack and recoils against a wall, but Galen (CV-14, EP-10) is not so concerned by his discovery. Picking up a length of iron bar he advances upon you. If you have a crowbar in your possession and wish to use it as a counter to Galen's iron bludgeon increase your combat value by 1 point. If you win turn to section 31. If you lose then your mission here is over.

5: Ahead is a corridor that reaches east-west. A trolley track runs along its centre but you notice more the decrepit nature of the tunnel itself. The walls are falling away in places and the roof is a rough barrel vault covered in fractures and seeping water. Carefully you survey the passageway and find upon the metal trolley rails a line of blood, fresh but running in drops for a few metres to the east. Whether it is human blood, or something else, is a question you cannot answer.

6: Following the trolley line leads to a dead end but as you come to a halt you hear a sound of a hammer against stone, and it is close.

(7): Without warning a sinuous shape disengages from the wall and lunges towards you. Instinctively you thrust your torch forward and find the open maw of a **Cragwurm** (CV-12, EP-8) in mid-strike. Punching the eel-like creature aside you grab for your sword and prepare to defend yourself. If you survive the attack you should move on quickly. If you do not then it will be another Inquisitor that must find the truth that hides here.

8: Along the southern corridor you see large rockfalls edging both sides of the way ahead. Under the mining codes that you are charged to enforce these permanent walls should be properly faced and supported by thick wood planking, but you see instead bare stone and water accumulating in pools upon the grit covered floor. You decide that this infraction will need to be reported and then move on.

9: Here you find a large chamber and an unruly looking man standing at its centre. This **Thug** (CV-13, EP-8) has a hammer in his hand and a look of murder upon his countenance. Only one of you will leave this room alive.

10: Coming to a junction you now clearly hear voices in earnest discussion. They are arguing about you and the possibilities of murder.

11: Heading north you stand at the entrance to an enormous vaulted chamber. This is what the miners call the North Room and it is a huge space, open except for a line of thick stone pillars that provide support for the curving roof overhead. Standing in the open you search the shadows, looking for any indication of the apparition reported by Galen and Estes. You find nothing but that does not surprise you.

12: Shortly you come to a large open chamber, lined with lockers and furnished with large wood benches and chairs. From one of the lockers you take a hard hat and some heavy boots. While you put the safety gear on you survey this Shift Room. This is where each shift of workers prepares for their hours below ground. It is a dirty and unhealthy looking chamber, a trolley track running through its centre from the east and then to the north. Hanging from the southern wall is a tag board, lines of colour-coded tags indicating who is working and who is not.

Strangely two of the tags are missing and you note this infraction as another to add to your report.

13: Standing at the door to the Shift Supervisor's Office you find it unlocked and ajar. There is no light coming from within and you find this curious considering that within should also reside the Explosives Locker.

14: At the edge of the trolley line you find drag marks in the dirt. Someone has been dragging heavy sacks along the edges of the tracks, and judging by the undisturbed nature of the marks has only been done recently.

15: The rockface is pitted with the evidence of human activity, long cuts and blast marks scarring the surface of the stone. It is a curious thing you think, that so much importance is placed on something that in its natural state seems so dull.

16: Before you is a rudimentary First Aid station, complete with an examination bed, medical supplies and an array of splints, bandages and potions. You quickly survey the room's contents and notice only that one of the cabinets has a door left ajar. Upon its clean white-painted surface there is a clear set of dirty fingerprints but you find this unremarkable. With nothing else of interest you continue on.

17: You come to a halt and listen intently. From the east you can hear the faint sounds of hammering, as if someone is still working within the mine. This should not be so, and you move forward quickly.

18: Between piles of broken stone you find a narrow passage reaching southwards. The stone is different from others you have previously found in the mine and as you have a closer look you see flecks of iridescent blue captured within. Suddenly you see a purpose here, a reason why this mine is now empty.

(19): Before you is a wide rift that blocks your way forward. If you wish to jump the gap test your Agility attribute. If you succeed you will reach the other side. If you do not the fall will kill you and your mission here will be over.

20: Moving on you find yourself in an Equipment Room lined with rows of large metal racks, each filled with tools and other equipment. A quick survey shows that all the tools are worn, each exhibiting the wear of years of use, many repaired and few showing their original paint or maker's stamps. It seems the mine owners have spent little on new equipment and you note this for your report.

(21): Ahead of you there comes the sound of furtive movement within the darkness. Raising your torch you see a number of shadowed forms running along the grit-covered floor. They are **Arachnari Hatchlings** (CV-10, EP-4) and they are making directly for you. The Hatchlings are only small for their kind but they are as ferocious as their monstrous spider-like parents and you will not be able to outrun them. There are three and each must be killed before you can move on. If you have a hammer add 2 to your Combat Value for the duration of this combat.

22: From out of the shadows there is thrown a jagged piece of stone that smashes into your shoulder, knocking you to the ground. Regaining your feet you feel blood welling as you pick up your torch. You cannot see who threw the missile but you can hear someone running into the south. (Roll 1d6 and take the number thrown from your endurance)

23: This chamber has not seen a miner's hammer for many years and what you find here is altogether unexpected. Against the far wall rest cots, food and clothing for at least three people and all have been recently used. (If you wish you can take enough food to add 6 points to your endurance. Eat this food as needed.) You can have no doubt that something is going on and it has nothing to do with ghosts.

24: To the north is the main rock-face from which lead and silver ore is mined. You know that the metals are separated in large furnaces above ground but they might as well be here. The air is hot and stale, and you find your breath labouring within the humidity. As you stand in the dark however, you see a light flicker from the east then die away. You should be alone in this mine but you sense that this is not so.

(25): Quickly you traverse the passageway until you feel a tug at your pant's leg. In a devastating explosion a booby-trap detonates, engulfing you in an eruption of fire and broken stone. In this life your mission is over.

26: Standing near the trolley line you can clearly hear a voice but you cannot yet determine where it is coming from.

27: Carefully you descend along a long sloping decline into the earth, and are confronted by a dark so complete that it brings you to a halt. Carefully you light a torch. The light is feeble, but sufficient to uncover the first reaches of a long corridor running south.

28: Before you can defend yourself a huge tentacled limb coils itself around your torso. You have walked into a Sandlurker's trap and the predator will have its meal. In a crushing press your life is extinguished, your mission over.

29: In the south wall you find a narrow passageway and a sign at its entrance proclaiming that beyond can be found the Shift Supervisors Office. Beneath this sign is a smaller wooden board with "Explosives Locker" scratched upon it. You look at the dark passage and consider whether it is worth the time to have a look.

30: Cautiously you enter the office and find it in disarray. Papers and furniture have been thrown upon the floor, but of greater concern is the state of the Explosives Locker, its heavy metal doors are bent and open, its locks broken. Judging by the organisation of its shelves there could be at least six charges of blasting powder missing. Something is not right here and you are determined to find out what it is.

31: From the dark entrance to the mines of Allan'duril you emerge, pushing Estes before you. Covered in blood you open a sack of Azuril and pour it onto the ground. "Here is your ghost," you proclaim. As men drag away Estes you look to the Town Clerk and tell him you need somewhere to write your report. With the townsfolk looking on you follow the Clerk into his office. So much, you think, for the Ghosts of Allan'duril. The End.