

THE SECRET OF CLAVETTE'S KEEP

A gamebook adventure in two pages.
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Introduction

It is the Year of Settlement 106, and in the violent years that followed the end of the First Horde War the Colonial Army engaged in a series of bloody battles to keep the hard won lands of the fledgling Nations of Men free from attack. One battle stands above all others for its ferocity in those dark times and this is a small part of that story. In those desperate days the ancient ruin of Clavette's Keep stood upon the east coast of Arborell, south of Callenfrey and at first glance no more than a crumbling pile of broken stone. Beneath its shattered towers however, lay an extensive reach of deep ruins, and within those passages and chambers there resided a determined force of Oera'dim, using the Keep as a base of operations to harry the new settlements of Men. Of great concern to the Colonial Army was how those warriors had made their way so deep into the lands of Men without detection. It was a question that had to be answered. It is your mission to find out.

Game Objective:

You are a Combat Engineer of the Colonial Army, a soldier of considerable skill and an expert in demolition munitions. As the Seventh Battalion of the Colonial Army attacks and clears the underground complex beneath the Keep it is your mission to search the First Level of the ruins to determine how the Hordim have passed undetected through the lands of Men. Other soldiers will be searching the lower levels, the First Level is your responsibility alone. It is the view of Colonial Intelligence that they are utilising a cave system and it is your objective to find and destroy any access to it. Good luck.

Character Generation:

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. Record this value below for reference later.

Strength (5 – 11): _____ Combat Value = _____
Agility (3 – 5): _____ Weapons: Sword, 4 Grenades, 1 Satchel Charge
Endurance (10 – 20): _____

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

Combat Resolution:

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 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 has been resolved and one of you will be dead.

Please note that the Windhammer Enhanced Combat System is compatible with this adventure and can be used in place on the standard system explained above.

Restoring Endurance:

During this adventure you will be exposed to violent combat and the inevitable injury that follows such encounters. Within this mission you will find items that will restore health to your character if needed. The text will explain everything you need to know at the time of their acquisition.

Using Grenades and Satchel Bombs

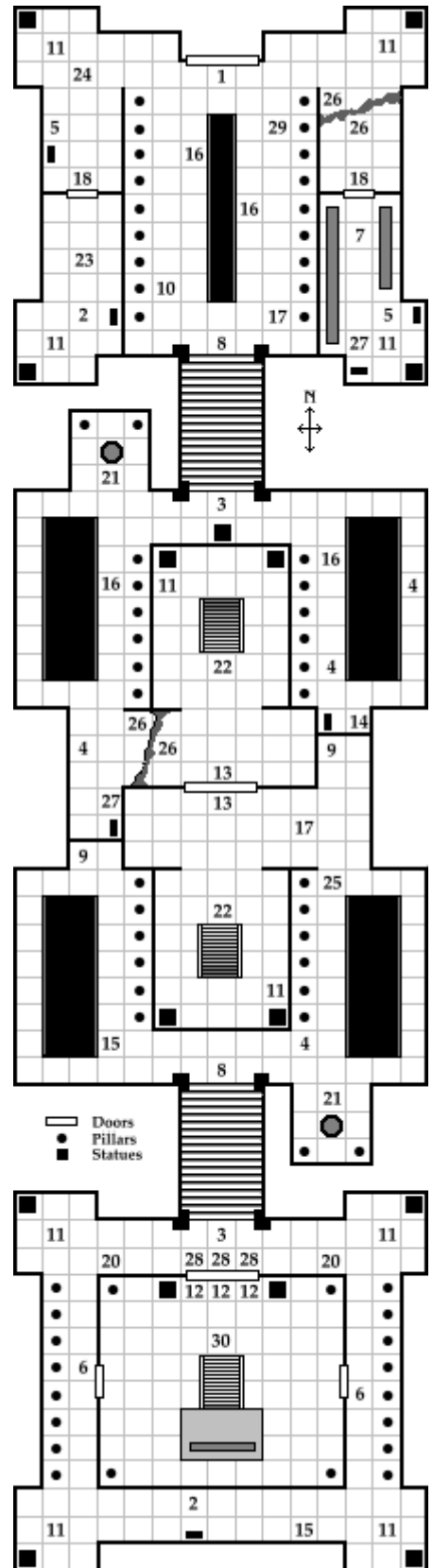
Your character has been equipped with a number of explosive devices and a sword to defend himself with. The satchel charge must be used when the secret of Clavette's Keep is uncovered, however the grenades can be used in any encounter with the Oera'dim where there is some warning of attack. Each grenade will kill an opponent outright but a 1d6 dice-roll must be made to determine the bomb's effectiveness. Any roll greater than 3 will end the battle and you may move on.

Playing The Secret of Clavette's Keep:

This micro-gamebook utilises a straightforward game mechanism that combines the map shown on this page with the section references provided on the second page. You begin your mission upon the grid numbered 1 and your mission 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 then act upon whatever that section requires. It may describe something you find, an encounter with an enemy warrior 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 discovered the secret of Clavette's Keep and have dealt with it.

FIRST LEVEL OF THE DEEP RUINS

This adventure is started upon grid number 1.



Another micro-gamebook from:
www.arborell.com

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. 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.

1: At all sides the aftermath of a vicious battle spreads before you. The chamber you have entered is enormous, and upon its smooth stone floor you can see the remains of both Men and Hordim, cut down in the initial push by your battalion to gain entry to the Deep Ruins. Large black scars cut across the stone were grenades have exploded, and the pillars and walls that line the central hall are splattered with the blood of those that have fallen. In the distance you can hear the battle continuing, its hue and cry muffled by the distance that the Seventh has been able to push into the chambers to the south. It is a battle however, that you can have no active part in. Your orders are clear. It is your mission to search this First Level and determine if there exists any cave entrances or tunnels that might give the Hordim access to the Deep Ruin. With the battle raging in the darkness ahead you begin your task.

2: Against the wall there stands a large and ornately carved stone chest. It possesses a heavy stone lid that has engraved upon its upper surface a depiction of two trees standing as mirror images of each other beneath a carved sky filled with stars. If you wish to open this chest turn to section 19. If you would rather leave it, move on.

3: Ascending northwards is the stairway you used to reach this level. The sounds of violence are close as you consider where you should go next.

(4): A **Hresh Warrior** (CV-15, EP-12) emerges from the shadows and attacks. If you have a grenade you can use it. Roll 1d6 to determine its effectiveness. If the grenade is not effective then you will have to fight the Hresh. If you win the rest of the First Level awaits. If not it is here that your mission ends.

5: Against the wall you find a large stone box. Carefully you check it for any hidden dangers but find nothing. Inside there resides only dust so you move on.

6: Before you is a locked door that provides no entry. If you are to determine what lies beyond its threshold you will need to find another way in.

7: In this chamber you find an armoury. Along the walls are racks that must have once held an array of weapons and equipment. To the south you can see something in the shadows but it is obscured by a thickening pall of smoke.

(8): Quickly you find yourself at the top of a long flight of stairs. You have been told that the First Level has three connected areas and below is another area that you must search. Quickly you move on. (The stairs are the equivalent of 5 grid spaces)

9: You search this area but find nothing. It is a dead end so you move on.

10: For just a few moments you pause and survey the walls to the west. Beyond the pillars you can see a series of enormous murals carved into the stone, each a depiction of battles and events that must have been of great importance to the Ancients who built this chamber. One catches your attention in particular. It is a massive representation of an ornately carved ring of stone surrounded by stars. You cannot say what it might be but it is curious nonetheless. Starting forward you almost trip upon the body of a Hresh warrior sprawled upon the floor. The Hordim has a bag about his shoulder but the contents have been smashed, its rough canvas soaked in a heady liquid. There is nothing for you here so you move on.

11: For a moment you pause and look at a large statue that stands in the corner. It is a representation of a hooded monk, its face covered but holding before it a long sword, postured in the shadows as if ready for battle. Made of a pure black crystal it stands at least three times taller than yourself, and for a moment you consider its remarkable artifice before moving on.

12: The door rises upwards revealing a large chamber beyond and 3 **Jotun Warriors** (CV-18, EP-14) guarding its interior. Behind you there comes a shout of alarm and from the shadows a patrol of Colonial soldiers rush the Hordim, pushing them back into the chamber. The giant Hordim stand their ground, one of their number sweeping aside the nearest soldiers before running straight for you. This Jotun is yours to fight but not alone. Three other soldiers rush to your side and together you await the inevitable clash of arms. (For the duration of this combat add +3 to your combat value to account for this help) If you are victorious continue with your mission. If it is here that you fall then your mission is over.

13: Before you there opens a wide archway, framed in black crystal and carved as an intricate tangle of vines and leaf clusters. It is a remarkably life-like work and you take a moment to study it more closely before moving on.

14: In the shadows you find a small stone chest. Like everything else in this ruin it is beautifully carved but you open it carefully. Inside you find a single blue crystal, as long as your hand and fashioned as a hexagonal rod. If you wish you may keep this item. If you do not wish to have it, place it back in the chest and move on.

(15): From down the halls you can hear the ferocity of the battle intensifying. Explosions rock the floor beneath you and as you steady yourself a dark form

rushes towards you. This **Hresh Warrior** (CV-14, EP-12) moves with deadly purpose and you have time only to ready your sword and stand your ground. If you defeat this foe continue with your mission. Otherwise it will be here that your life ends.

16: At the centre of the hall you find a curious pool of Dark Water. You have never seen such a thing before and curious about its nature you carefully move your hand above its surface. You can feel an energy within the fluid, a static charge playing upon your skin as you move your hand. It is not something you wish to touch. Moving back from the edges of the pool you consider what you should do next.

(17): Upon the ground you find the body of another Hresh warrior. Quickly you search the Hordim's clothing and find two small glass vials of a clear liquid. You have heard of this liquid. It is Ulaal'nahla, a regenerative potion that can heal everything but the most grievous of injuries. (You may take these vials if you wish. Each will restore 6 points of endurance when taken.)

18: Before you there stands a doorway framed in an arch of black crystal. It has no visible door and opens into a large chamber beyond.

19: The lid proves to be heavy and as you lift the stone you notice something very familiar. It is the odour of Black Powder and it is the last smell you ever recognise. In a devastating explosion the chest erupts, engulfing you in flame and detonating the Satchel Charge you carry upon your back. In this life your mission is over.

20: Upon the wall here you find a huge mural depicting a large ring of stone, through which there ushers a great host of hooded warriors. You consider it for a moment then move on.

(21): In a small alcove you find what looks like a well. There is no water within and as you peer over its edge you can see nothing but darkness and shadow. This could be a way out of any cave system below but there is no sign that it has been used for such a purpose. One grenade however, would be sufficient to collapse the well if you wish to be sure. If you do so, note the use of a grenade then continue on.

22: You have found a stairwell that leads to the Second Level of the Deep Ruins. Other soldiers have the responsibility for searching those chambers so you turn from the ancient steps and consider where you should go next.

23: Carefully you move forward and find a large chamber that is mostly empty. In the shadows you can see a stone box against the eastern wall and to the south-west a large statue similar to others you have seen within this ruin.

24: Here you find an evacuation point for the battalion's wounded. A number of Healers have organised an aid station and are treating the injured. You cannot help but notice the long lines of bodies that are not being tended to. To the east is the main hall, to the south a doorway and another chamber beyond.

25: Here you find another of the Dark Water pools but something is happening within the black fluid. Placing your hand over the still water you can feel a rising heat and an increase in the energy coming off its surface. It is curious indeed.

(26): Before you is a deep crack in the stone, a rift that you must jump if you are to continue forward. If you wish to jump this gap test your Agility attribute by throwing 1d6. If you roll a number equal to, or lower than, your Agility you make it across and can continue. If you roll higher than your Agility you have failed and have hit the other side, only a temporary hold upon the stone stopping you from falling into the abyss below. Throw 2d6 and test your Strength. If you are successful you climb out and continue on. If you fail this test you fall and your mission is over.

27: Against a wall you find a large stone chest. Intricately carved its lid lays ajar and you can see within a single, clear crystal rod as long as your hand and hexagonal in form. If you wish you can reach in and take the clear crystal. If you do not wish to do so, leave it where it lays and continue on.

(28): Before you stands an immense locked door. At its left side you see a single hexagonal-shaped escutcheon bordered in blue Azuril. If you are to open this door you will need a blue crystal rod. If you have one the door will open and you may enter. Turn to section 12. If you do not you will have to find one.

29: Here you find more evidence of the ferocity of the battle. Against the wall there lay a pile of bodies, all Hordim and all victims of sword and spear wounds. A number of grenade burns mark the floor about them and you know that all died where they lay. These warriors do not take a backward step and you have no doubt that once engaged the Hordim fought here until they were finally put down.

30: The Jotun lay dead upon the ground, their battle over. Moving forward you find yourself within a square chamber bordered at each corner by smooth, white-stone pillars. These pillars glow blue, tinged with an energy that rushes through them, lighting the room with an azure glow. It is what stands before you however, that takes your attention. Upon a platform of pure black stone there stands a perfect ring of crystal, pulsating with energy as a white roiling mist swirls within its borders. Within this mist you can see shapes forming, as if something is walking through a thick fog, gaining form as they approach. Immediately you recognise the shapes. They are more of the Jotun. Without a second thought you pull the Satchel Charge from your back. Somehow this ring serves as a way into the ruins and it must be destroyed. As you prepare the charge the first of the emerging warriors steps out onto the stone platform and for a moment seems disoriented. Without hesitation you yell for the other soldiers to run, then throw the charge at the base of the ring. You have only a few seconds to escape and you use them. In a massive detonation of bright fire and blue energy the ring explodes, collapsing the chamber and burying the device beneath hundreds of tonnes of rock. Staggering out of a cloud of choking dust you fall against the base of a statue and catch your breath. At least for today you have survived, your mission objective met in full.