

CHRONICLES OF ARBORELL

THE  
DARK  
WATER  
OMNIBUS



A COMPILATION EDITION OF TEN MICROGAMEBOOKS  
FROM THE CHRONICLES OF ARBORELL

WAYNE F DEPSLEY

# The Dark Water Omnibus



A Compilation of Ten Micro-gamebooks  
From The Chronicles of Arborell

Written and Illustrated by  
Wayne Densley  
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## Also available from the Chronicles of Arborell



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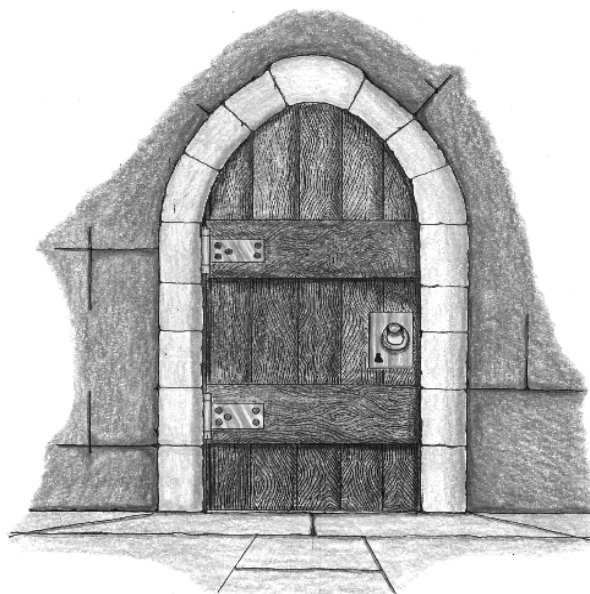
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## Contents



<i>Introduction</i>	6
<i>The Gaelwch</i>	9
<i>Assault on Nem'haleen</i>	11
<i>The Watchtower</i>	13
<i>Alwen's Run</i>	15
<i>A Slave's Vengeance – Act One</i>	17
<i>A Slave's Vengeance – Act Two</i>	19
<i>The Ghosts of Allan'duril</i>	21
<i>Aggeron's Hammer</i>	23
<i>The Secret of Clavette's Keep</i>	25
<i>The Capture of Vallen'diil</i>	27



## Introduction



### Welcome to the Dark Water Omnibus

The Dark Water Omnibus is a compilation edition of ten micro-gamebook adventures currently available as downloads from the Chronicles of Arborell. These solitaire adventures present stories and events taken from the long history of Arborell that might not otherwise feature in the core gamebook series and its associated titles. Each is a stand-alone adventure requiring only a pen, two six-sided dice and a printed copy of the adventure 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 in length from 20 minutes to an hour and a half 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 page of each adventure includes an introduction, specific mission or quest objectives, a rule set that applies to the circumstances of that particular story, and a map, overlaid with a grid upon which are scattered an assortment of numbers and, in some cases, symbols as well. These numbers (or symbols) arrayed on the map correspond to the section references provided on the second page of the adventure, and it is the interaction of the two that creates the quest you travel.

Each game played 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 on the second page 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

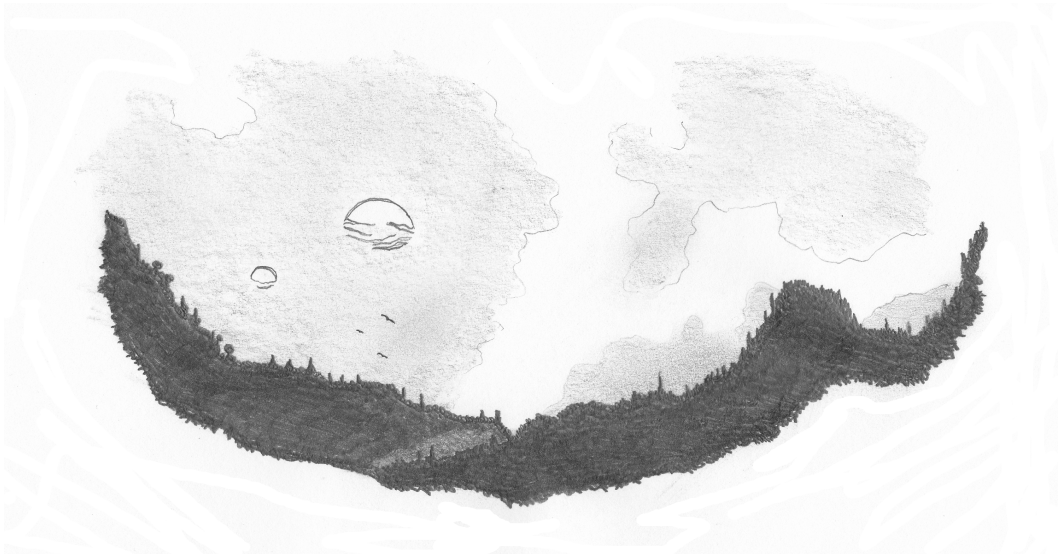
The following points will help a player get the most from the adventures included in this omnibus:

- It should be noted that these adventures follow a common rule 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 the rules for each individual adventure be understood before continuing.
- Full details are given within these adventures 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 the result of a standard combat round or a melee combat round be properly actioned.
- Testing character attributes is an integral part of completing these adventures. Rules are given within the introductory information or section references outlining how attribute tests should be conducted. These tests are important to the outcome of the adventures included in this omnibus and the number of points you give to each attribute when generating a character should be considered carefully.

- You will find mentioned within a number of these adventures the recuperative properties of a liquid called *Ulaal'nahla*. This potion distilled from the juice of the Nahla fruit is a regenerative potion commonly used by the Oera'dim of Arborell, and one very important to the maintenance of endurance levels within many of these adventures. Both Men and Hordim can use this liquid to heal injury and boost stamina and if found should be kept until required. It can be taken at any time except during combat and will restore a maximum of six points to a character's endurance level.

### Why the “Dark Water” Omnibus

This Omnibus is a collection of adventures that span the history of Arborell, and include both legends of the Oera'dim and those of the Men of the Four Nations. The subject matter is diverse and the settings separated not only by great distances but in many cases by great spans of time as well. Within this diversity there is one element that appears more than any other, and that is the curious black liquid known as Dark Water. This viscous fluid can be found in many of the great ruins of Arborell and had once been harnessed by the Fallen Masters of the Ancient World to generate the energy that powered their temples and mechanical devices. In these modern times however, it remains a mystery to both Men and Oera'dim alike and in the context of this compilation seemed a good name to draw together the varied themes of these stories. It is my hope that you enjoy the adventures found here. Good Luck.



## Notes



# THE GAELWCH

A gamebook adventure in two pages.  
Written and Illustrated by Wayne Densley 2016

## Introduction

In the years following the Great Insurrection the Mutan of the Clavern'sigh set about the task of demolishing everything left by their Fallen Masters. Great temples and vast cities were systematically destroyed, their broken stones scattered until nothing remained. It was in the prosecution of this mission that the Sigh discovered records of a Beast, one created by the Trell'sara and subsequently locked away and forgotten. Such was the elemental malice of this spectral creature that it had proved uncontrollable and had been separated into eleven parts, each part exiled to the ends of the world and secured within a *grel'nimir*, a Lock Room, bound by eleven locks. With this discovery warriors were sent to find these *grel'nimir*, though none were ever found. Except one. This is the story of the Hresh who uncovered the prison of the Gaelwch (pronounced gael-wek) and came face to face with the power of EarthMagic.

## Game Objective:

Your mission will be complete when you stand in the chamber known as the *grel'nimir* and look upon the countenance of the Gaelwch.

## 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): \_\_\_\_\_                         Weapon: Hresh Scimitar  
 Endurance (10 – 20): \_\_\_\_\_

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

In this adventure you are a Hresh of the Oera'dim, a creature created for warfare. It is a truth of your existence that you breathe only to serve the needs of your masters, the Mutan of the Clavern'sigh, and in that service carry out any order ruthlessly. Roughly humanoid in form you stand only slightly taller than Men, and possess both keen night-vision and a camouflaged skin that changes to match any environment you may venture within. In your life your only concerns lay with the Orders you have been given and what you must kill to achieve their objectives.

## 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.

## Restoring Endurance:

In this gamebook your character can restore endurance only with the use of a regenerative liquid known as *ulaal'nahla*. On this mission you take 6 vials of the liquid with you, each vial capable of restoring 4 endurance points. Record on a sheet of paper this initial supply and its use.

## Regarding the Dreya'dim:

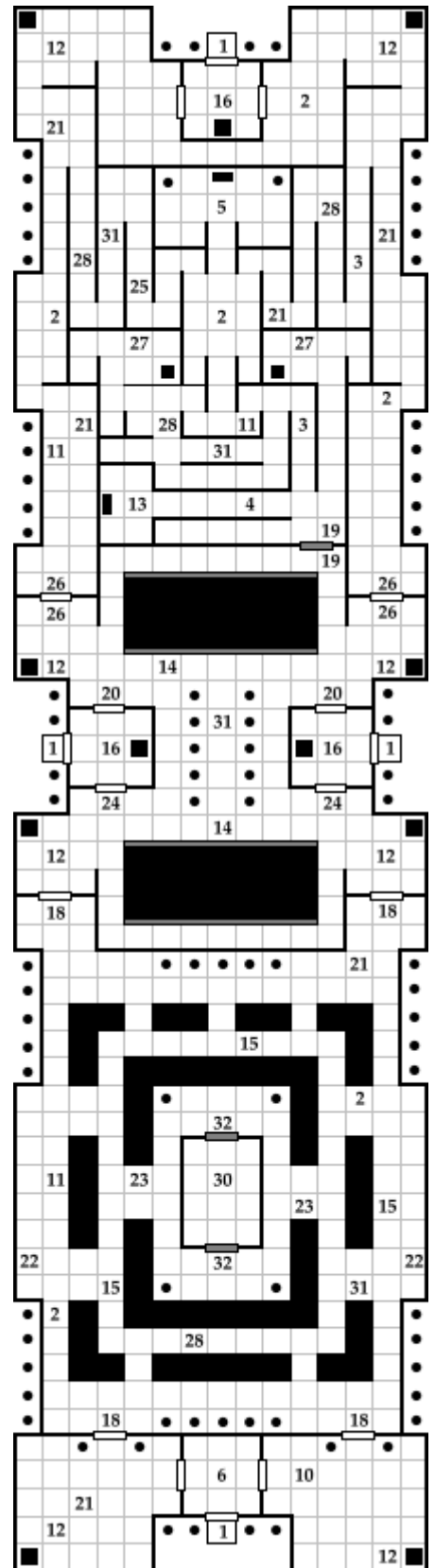
Throughout this adventure you shall encounter spectral creatures known as Dreya'dim. These wraiths are the remains of Oera'dim denied access to the Underworld upon death and enslaved instead to the needs of the Dreya Tree, Third Power of the World and Lord of Hallen'draal. Left to roam the world until called upon to serve, most Dreya'dim are drawn to strong sources of EarthMagic where they return to a corporeal form, though grotesquely malformed. These creatures are manifestations of the worst aspects of the Oera'dim and will kill without thought or mercy.

## Playing The Gaelwch:

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 begin your mission upon any 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 a Dreya'dim 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 gained access to the *grel'nimir*.

# PRISON OF THE GAELWCH

A Player can start upon any of the grids numbered 1 at the entrances to the prison



○ Open Doors  
 ◼ Locked Doors

## 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: In the shadows of a cold night you stand at the entrance to the old ruin and know that something is very wrong. Before its crumbling arches you can sense a brooding, restless energy prickling at your skin, infecting the air with a tangible impression of fear and death. It is a sensation you do not recognise. There are Dreyadim within these cold walls, of that you are sure, but there is something else here, a malicious presence unlike anything you have felt before. It is a feeling that begs investigation and without hesitation you walk through the entrance and into the dark.

2: In the shadows you pause for a moment and listen. There is something ahead.

(3): In the stone at your feet is a large, perfectly inscribed circle and you recognise it for what it is. Within the floor is an Iron Claw and if you step upon the circle it will activate, a pair of curved blades slicing like scissors through whoever stands upon it. You can either attempt to jump the trap, or find another way. If you wish to jump the Iron Claw test your Agility attribute by throwing 1d6 and comparing the number thrown to your Agility value. If you throw equal to or below that value you have jumped the trap. If you throw over your Agility value however, turn to section 17.

4: From the shadows ahead there comes the shuffling bulk of a **Jotun Dreyadim** (CV-15, EP-10). The grotesque wraith towers over you, and in its long arms you see a broken warhammer poised for violence. If you defeat this giant you can continue with your search. If it is you who falls then your quest here is over.

5: Before you is a large slab of black crystal. Upon its smooth surface is a number of shallow inserts designed to hold a series of hexagonal-shaped keys. There is nothing here however, the keys having been removed long ago.

6: You find yourself in a small chamber that possess two opposing doors in its east and west walls. Above each door have been inscribed the words, *:shada duel'eth ophad:* It is written in the Elder Tongue and translates as "Death resides here." Apart from this the room is bare and the doors are open. Without hesitation you move on.

7: Carefully you walk the edges of the *grel'nimir* and come to a standstill. Before you is a door and standing at its threshold is a **Thrall Dreyadim** (CV-16, EP-10). This creature is one of the Fallen Masters, its spirit taken by the Dreyra Tree, its mindless form left to wander the prison of the Gaelwch. You cannot enter without killing the wraith first and it is a task you will be happy to complete. If you have a *sharyah'ka* add +2 to your combat value for the duration of the combat. If you defeat this abomination turn to section 9.

8: Tentatively you pass your hand over the dark liquid then push your finger into its black form. Instantly you feel a rush of power, an overwhelming surge of energy that quickly envelops your body. Before you can pull your hand from its surface the power grows, building until it becomes a blinding light that digs into your chest searching out the spark of existence that gives you life. In that instant you realise your mistake and before the thought is fully formed you disappear, your body engulfed in EarthMagic and destroyed. In this life your mission is over.

9: The Dreyadim falls, its body evaporating in a smoking fume that quickly dissipates within the stale atmosphere around you. Quickly you move to the door and find it locked. Standing back you consider its form, the door a slab of blue metal set within a black crystal frame, upon which is emblazoned a series of glyphs and symbols. There is no handle but at its left you see a single hexagonal impression and you know that this is the lock that will open the door. If you have a hexagonal key turn to section 30. If you do not have this key you will have to go and look for it.

10: Quietly you move into a large chamber that must have once served as a reception area or clerk's office. It is bare except for a thick covering of dust and a large statue standing in its south-eastern corner.

11: At your feet you find the carcass of a rotting animal. About it there scurry a number of over-fed rats and you kick one of the vermin aside as you move forward.

12: In the corner you see a tall statue. It is a representation of a warrior-priest of the *Trell'sara* and although you cannot see its face you know who it is. A smirk creases your visage as you remember the blow that had struck down Aggeron and started the Great Insurrection. You had been there when Qirion had taken the life of the Darkness and this statue was no more than a reminder of his demise. You consider destroying the black statue but instead are content to spit upon it.

13: Before you there stands a dark slab of free-standing crystal. In its surface has been etched a number of inserts, each hexagonal in profile and designed to hold small crystals of the same shape. The crystals serve as keys, each individual to the locks they secure. In this slab you can see one key remaining and you take it.

14: Beside you is a Dark Water pool and it remains active. These pools are sources of power, conduits of EarthMagic used by the Fallen Masters to feed energy to their unnatural devices. Carefully you run your hand above the surface of the thick liquid and feel the static charge it generates. If you are curious and would place your hand on the water turn to section 8. If you see no purpose in doing so continue on.

15: Standing next to one of the vast crystalline slabs you can feel both heat and power, the ground itself resonating to the energy coursing through them. You decide it best not to touch the huge crystal slab and instead move on.

16: You find yourself in a small chamber that possesses two opposing doors to your left and right and a large black statue before you. The statue is a representation of a robed warrior-priest, its arms crossed as a warning that only authorised personnel may enter. You ignore this and look to the exits. Above each door has been inscribed the words, *:shada duel'eth ophad:* They are words of the Elder Tongue and translate as "Death Resides Here." Apart from this the room is bare and the doors are open.

17: Even as you jump you know you have misjudged your leap. A simple misstep on the dusty floor takes all the strength from your jump and you land within the circle. Roll 1d6. If you throw a 4 or higher the trap malfunctions and you jump again to safety on the other side. If this is your fate you can continue with your mission. If you throw a 3 or less turn instead to section 29.

18: Carefully you make your way through the open doorway and find yourself in a vast chamber. At all sides the walls are cut with massive stone murals depicting a great battle, one fought between the Fallen Masters and a creature of mist. You think that this must be the Gaelwch of legend, and your pulse races at the thought that this might indeed be the location of the *grel'nimir*. What is of greater interest however, is the series of massive black crystalline slabs that form a barrier surrounding the centre of the chamber. At only a few points is the barrier cut by a few narrow openings, and the slabs burn deep blue with a power that rushes through them. No matter what else you do within this ruin you must investigate what lies hidden within these dark monoliths.

19: Before you is a locked door. If you have a hexagonal key the door will open and you may walk through. If you don't have this key find another way.

20: Before you is a large chamber, a series of pillars at its centre and a huge pool of Dark Water to the north. More of the chamber extends unseen to the south and there is an open door to the north. Into the darkness you move forward.

(21): You recognise the small shape even as it coalesces before you. It is a **Morg Dreyadim** (CV-12, EP-6) armed with a rusting sword. In a rush it attacks. If you kill this creature continue with your search, otherwise your mission here is over.

22: For a moment you pause and consider the vast mural that covers this section of the chamber. It depicts the tearing of the Gaelwch into eleven parts and the fury of the beast as it is being dismembered. As you look at the carvings you wonder if it could have survived such a cruel end. Then you realise you don't care.

23: Between the slabs you find a space that leads to a wide platform and a vault that stands at its centre. The vault is made of solid blue Azuril, its entire surface covered in Seals of Warding inset in black crystal and silver metal. This must be the *grel'nimir*, the Lock Room of the Gaelwch.

24: Before you is a large chamber, a series of pillars at its centre and a huge pool of Dark Water to the south. More of the chamber extends northwards and you can see a door to the south. In the darkness you consider where you should now go.

25: Moving along the corridor you discover a pile of bones and clothing. Carefully you move the clothes apart with your scimitar and find it is the remains of a fellow *Hresh*. A glimmer of metal catches your eye and you bend down, your fingers closing around a *Sharyah'ka*, a Lightstone of the Fallen Masters. This you will keep in your possession for such a talisman weakens any Dreyadim that ventures too close. (Whilst within this ruin this *Sharyah* will add +1 to your combat value).

26: Here you find an open doorway. For a moment you pause. In the shadows ahead you can sense movement although there is no sign of danger yet.

27: Even as you turn the corner you know you have walked into a trap. In the shadows there stands a Dark Obelisk and its need to sap the life energy from any who venture too close works upon you immediately. Turning on your heel you struggle away from the rune-covered stone but not before it attempts to do its lethal work. Roll 1d6. This is the endurance points the Obelisk will take from you before you can escape its grasp. If you survive the encounter move on quickly.

28: From the shadows ahead you hear movement. With greater care you move on.

29: Before you can jump again the Iron Claw triggers, curving arcs of razor-sharp iron severing your body cleanly in two. In this life your quest is over.

30: Carefully you take the key and place it into the lock. Instantly the door opens, the quiet of the ruin shattered as you are engulfed in an overwhelming detonation of light and sound. Buffeted by the assault you fall, the door a piercing outlet for a torrent of unrestrained energy. Squinting into the light you can see nothing but vague shadows within the brilliance, though you cannot doubt what lies within. Inside this metal vault the Gaelwch rages against its bindings, the immense power built into this ruin focused only on restraining the beast. Against this maelstrom you struggle to the lock and pull the key from its escutcheon. In that moment the door closes and the roiling turmoil of the vault is once again secure. For a moment you stand silent. You have found the Gaelwch, your mission is done.

(31): In a rush you are attacked by a **Hresh Dreyadim** (CV-14, EP-8). Horribly deformed, the wraith moves with surprising speed and before you can react it is upon you. If you destroy this *Hresh* you may continue your journey.

(32) If this is your first time here turn to section 7. If you have been here before and have a hexagonal key in your possession turn to section 30.

# ASSAULT ON NEM'HALEEN

A gamebook adventure in two pages.  
Written and Illustrated by Wayne Densley 2012

## Introduction

It is the last days of the Great Insurrection, the vast empire of the Fallen Masters consumed in a bloodbath of death and destruction. Before the walls of Nem'haleen, the last stronghold of the Trel'sara, the Armies of the March await the command to destroy the final vestiges of a corrupted and cruel empire. You are a Jotun warrior, commander of an assassination crue under direct command of Qirion'Delving, leader of the Insurrection and soon to be named First Hammer of the World. In these dark days of blood and death you are given a mission. Your soldiers are to enter the besieged fortress and hunt down the one remaining leader of the forces loyal to the old Masters, a Hresh General known only as the Butcher. The remaining Masters will be left to the Armies of the March to dispose of. The Butcher is to be your responsibility alone.

## Game Objective:

To lead your crue into a structure within the fortress of Nem'haleen known as the Sigh'dorum and find the Butcher. Your mission will be complete when the General is dead.

## 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): \_\_\_\_\_      Weapon: Jotun Warhammer  
 Endurance (10 – 20): \_\_\_\_\_

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

In this adventure you are a Jotun, a giant of the plains of Arborell and a formidable warrior. Standing more than three metres tall you are the commander of a hand-picked crue of soldiers trained to operate behind enemy lines, and kill targeted commanders who oppose the Armies of the March. In this mission your crue consists of six other Jotun and three Hresh warriors. Your weapon of choice is the Jotun Warhammer, a two metre long hammer that gives blunt-force trauma a whole new meaning.

## 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 has been resolved and one of you will be dead.

## Melee Combat

As you will be moving through the Sigh'dorum as part of a unit any combat undertaken will be only part of a larger battle. The section references given on the second page of this adventure will outline the particular opponents that you will face as a part of these larger battles.

## Restoring Endurance:

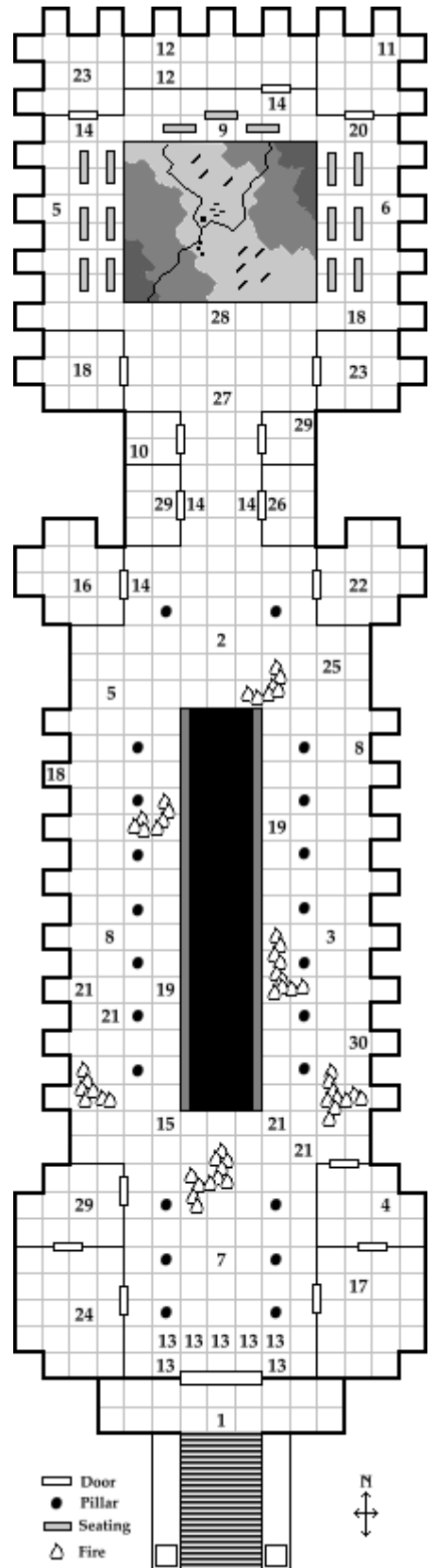
In this gamebook your character can restore endurance only with the use of a regenerative liquid known as Ulaal'nahla. This potion is a distilled form of the juices of a fruit that possesses remarkable healing properties. On this mission you take 6 vials of the liquid with you, each vial capable of restoring 4 endurance points. Record on a sheet of paper this initial supply and its use. If you are lucky you will find other vials in the course of your mission. These also can be used when required.

## Playing Assault on Nem'haleen:

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 and your crue begin your mission upon the grid numbered 1, at the entrance to the Sigh'dorum and your mission progresses from that point forward. The game is divided into turns, each turn allowing your crue 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 the section requires. It may describe something you find, an encounter with an opposing force, a clue to the whereabouts of the Butcher 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 the Butcher has been found and killed.

# THE SIGH'DORUM

Begin your mission upon the grid numbered 1 below. Note that you can only move a maximum of 10 grid spaces per turn and each move must end on a numbered grid square.



Note: A player must move around fire squares. They are an obstacle that Hordim will not cross.

## 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. Each of the numbered squares can be crossed off as a record of your progress within the Sigh'dorum. 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 however, that if a set of numbered grids block the way forward the player must land on one of those grids before continuing.

1: Nem'haleen is in flames as you stand upon the grand staircase of the Sigh'dorum, looking north towards its enormous arched entrance. At your back the battle for the fortress rages, explosions erupting against a darkening sky and a vast pall of smoke rising from a thousand fires as the Armies of the March bring an end to the Masters and their collapsing empire. At all sides the last forces loyal to the Trell'sara fight a desperate battle for survival, but you have no part to play in their destruction. Your target lies within the smoke-filled halls of the Sigh'dorum and without hesitation you look to your soldiers and give the order to enter.

2: Ahead there reaches an ornate hallway that leads into a large Map Room beyond. To both the west and east there are a number of doors and all across the smooth stone floor there lay thick sprays of blood, some of the trails eating into the stonework like acid. Mutan have been either killed or injured here and you have a suspicion you know what is responsible.

3: Moving up the side of the Dark Water pool you see a Hresh rushing towards you. He is unarmed but as he closes one of your soldiers shouts a warning. The Hresh is carrying a satchel bomb filled with black powder and the fuse has been lit. Commanding your crue to take cover you motion for one of your Hresh to intercept the warrior and without hesitation the soldier runs forward, tackling the bomber to the ground. In a sharp detonation the bomb explodes, engulfing both warriors within a roil of smoke and flame. Getting to your feet you continue forward.

4: Moving through the open door you find the remains of an Officer's Quarters, and the body of its occupant lying upon the floor. The Hresh Officer has been beaten to death, a pile of papers scattered about the floor. You check the papers but find nothing of value to your mission.

5: Running northwards you discover the body of a Hresh upon the floor. He has been torn apart in a frenzied attack, his remains scattered upon the flagstones. This type of attack you have seen before. It can only be a Grievous that is responsible for such carnage and if one is loose in the Sigh'dorum you will have to be ready for it.

6: Directly ahead of your position one of your Jotun runs through a tripwire. In a blinding detonation the eastern edge of the Map Room explodes, tearing the soldier apart and throwing you backwards onto a series of low benches. Roll 1d6. This is the amount of endurance points you have lost from the blast. Regaining your feet you check your remaining soldiers and move forward.

7: About you spreads the main foyer to the Sigh'dorum. Ahead you can see a long ceremonial hall lined with high columns, most of its vast space obscured by smoke. At its centre is a long pool filled with a shimmering black liquid and to the east and west there stand a series of chambers. You think that all may be worth searching.

8: Upon the ground you find a Morg Messenger, dead from a single blow to the head. Looking around you can see no sign of the creature's assailant and you signal to your crue to keep a sharper look-out.

9: Upon a low bench you find a set of crystals, each a control for the map laid out before you. Carefully you move one and see the display before you shift sideways. You decide to leave the crystals alone and continue with your search.

10: Within this storeroom you find a series of scattered trays filled with Ulaal'nahla vials. Two of these vials still remain intact and you take them with you.

11: You kick open the door and find the Butcher standing against one of the eastern windows of what appears to be his personal quarters. Beyond the clear crystal aperture Nem'haleen is burning, his forces being cut down as they fight to defend their precious Masters. Against this backdrop the General turns slowly.

"Who are you, and what is your purpose here?" he asks.

"My name is unimportant General," you answer coldly, "My purpose here to deliver a message from Qirion/Delving, First Hammer of the World."

"And what would that message be?" he asks again.

You look at the old Hresh and point to a scimitar that lies within the Butcher's reach.

"To give you a choice. You can die a Warrior's death or you can be slaughtered like a pig. What is your pleasure?"

The Hresh smirks and reaches for his weapon. He has made his choice. The **Hresh General (CV-17, E-12)** is the objective of this mission and if you can kill him your quest here is complete. For this traitor there must be no escape.

12: You search the chamber and find two Masters hiding. Calling to your crue you bind them and leave both for identification and disposal. The Butcher is your mission priority and you leave the Masters for later removal.

13: With your crue following you run through the entranceway and into a large foyer beyond. Standing before you however, are 7 Hresh Guards and none seem disposed to let you enter the Sigh'dorum unmolested. In a rush they attack. One **Hresh Guard (CV-14, E-10)** meets your gaze and you advance towards him. If you kill this Hresh you can continue with your mission. If you die then the Butcher will be someone else's problem. (Note that this section need only be actioned once.)

14: You try the door and find it locked. Standing back you raise your hammer and prepare to smash the door in. Test your Strength attribute by rolling 2d6 and then compare the number rolled against your Strength. If you roll a total equal to or less than your Strength the lock will break and you may enter. Otherwise the door is too strong and will have to be left intact.

15: You stand at the edges of a Dark Water pool and look upon its still surface. The Jotun that is reflected back at you is bloodied and unkempt, its face lit in the blood-red glare of the burning hall. At all sides acrid smoke billows and you take only a few moments to consider this haggard reflection before moving on.

16: Breaking through the door you find a Clerk's Office and a dead Mutan laying across a pile of broken furniture. After a quick search you find nothing of value.

17: Quietly you enter what was once a Guard Room. Furniture lies strewn about the floor, military bedding and wooden shelving broken as if a great combat had taken place within its confines. Blood is spattered about the walls and beneath the debris you can see the bodies of at least two dead Hresh. Something has vented its rage upon the sleeping warriors and then departed. You cannot be sure however, if the perpetrator of this violence is actually on your side.

18: From out of the shadows a **Hresh Warrior (CV-14, E-8)** rushes you. Blocking its first strike you stand your ground. If you kill this Hresh continue with your mission. If it is the Hresh that prevails then your mission here is over.

19: The Dark Water pool sits quiescent, as black as the night sky and just as mysterious. Carefully you play your hand over the surface of the strange liquid and feel a static charge crackling against your skin. This is a power source for something that lies further to the north and your heart pounds at the thought of what it might be. Cautiously you move forward.

20: Standing at the doorway is a **Jotun Bloodguard (CV-17, E-12)**, the personal bodyguard of a General of the March. The giant is a formidable warrior and one that must be killed if you are to find the Butcher. Calling a challenge to the Bloodguard you attack. If you kill this Bloodguard continue with your mission. If it is the Jotun that prevails then your mission here is over.

21: Mutan Guards block your way forward and you have no time to waste. Picking one of the **Mutan (CV-13, E-8)** you attack, your crue falling upon the remainder. If you kill this Mutan continue with your mission. If it is the Mutan that prevails then your mission here is over.

22: Kicking down the door you enter an Intelligence Office. Upon tables you find information regarding your army's advance and lists of names of spies who have been passing information to the Masters. You post one of your crue at the door to guard the room's contents and then move on.

23: Beyond a shattered door you discover a neatly ordered and well provisioned guest quarters. The Butcher is not here and you think as you turn back to the Map Room that it is a chamber prepared for visitors who will now never use it.

24: You have found an Armoury, well equipped and well maintained. From its ordered racks you take a shield then consider what you should do next. Add +2 to your combat value to account for this acquisition.

25: In the darkness ahead you hear a sound that brings all your soldiers to a halt. From the shadows there comes a wheezing cough, and then a growl that grows as a **Hresh Grievous (CV-16, E-12)** rushes towards you. Tortured until mad this broken creature should be chained, but it has somehow freed itself and now roams the halls of the Sigh'dorum. You have no doubt that the destruction you have found has been this creature's doing. You resolve immediately that it is better the Hresh be put down than left to kill again. If you kill this Grievous continue with your mission. If it is the Grievous that prevails then your mission here is over.

26: You enter a Clerk's Office. Upon a series of tables you find neatly stacked papers detailing troop movements and orders to commanders. One communique confirms that the General remains within the Sigh'dorum. If this is so he must be close.

27: In the centre of the hall stands a Sentinel, a statue carved of shimmering obsidian and holding an enormous iron scimitar. As you move forward the statue comes to life, stiff limbs quickly finding strength as it readies itself for battle. In a fluid rush the statue attacks. These statues are powerful foes but susceptible to hammer blows. If you destroy the **Sentinel (CV-16, E-5)** continue with your mission. If it is the automaton that prevails then your mission here is over.

28: Before you spreads a square chamber, at its centre a large flat area of black, polished stone. On three sides there reside banks of seating, and as you approach the polished floor it comes to life. In the space of a heartbeat a map of Nem'haleen and its surrounding terrain is given form, the black stone fading beneath a vision of cold peaks and dry ravines. This is a Map Room and a General's most valuable tool. If the Butcher is to be anywhere it will most likely be somewhere close by.

29: You have found a storeroom that remains undisturbed. Its shelves are neatly arrayed but there is nothing of value to your mission. Carefully you move on.

30: For a moment you glance out a window on the eastern side of the hall and see a fiery vista arrayed before you. From your vantage the skyline of Nem'haleen is awash in flame and smoking destruction. Only barely through the smoke can you see troops moving purposefully through the streets, the last stages of the occupation of the fortress under way. With a wry smile you move on.

# THE WATCHTOWER

A gamebook adventure in two pages.  
Written and Illustrated by Wayne Densley 2016

## Introduction

When first constructed the Watchtower at Millerain guarded the edges of human settlement in the new world of Arborell, and for two centuries it served its purpose well. In these modern times it lies abandoned and desolate, the frontiers of the realms of Men found hundreds of leagues further to the north and west. It is however, no longer empty. Something has found a home within the crumbling battlements, spreading malice and malcontent upon the surrounding rural communities. Citizens have gone missing, and with their loss a pall has settled upon once peaceful settlements. Whatever lurks within the high tower wishes itself to remain hidden and undisturbed. It is your intention that this will not continue.

## Game Objective:

You are a Ranger of the Watch, one of an elite regiment of soldiers charged with maintaining the security of the Kalborean Union. Given orders to investigate the cause of the disappearances you believe it is the Watchtower that harbours the cause of such misery. Your orders are clear, your duty to search the tower and destroy all that hides within.

## Character Generation:

As a Ranger of the Watch you are a soldier of considerable skill and efficiency. Trained in the use of all weapons, and expert in close-quarter combat you stand resolute before any attacker. You are as ruthless as you are efficient, and you have no sense of humour. For this adventure your weapon of choice is a long sword.

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): \_\_\_\_\_      Weapon: Long sword  
 Endurance (10 – 20): \_\_\_\_\_

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

## 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 has been resolved and one of you will be dead.

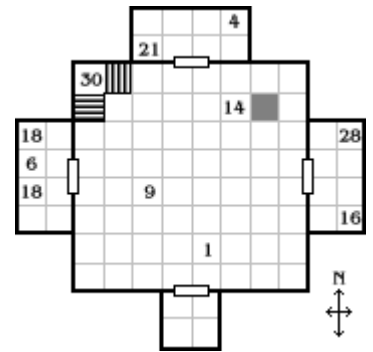
## Restoring Endurance:

During this adventure your character's endurance will fall as injury and misadventure take their toll. You will find as you search the Watchtower a range of foodstuffs, liquids and a powerful regenerative bread known as Nahla. Consuming these foods will increase your character's endurance, and you have the choice of eating them when found, or keeping them for when the need arises. Remember though, that the Endurance you have at the beginning of the adventure is the maximum available and cannot be exceeded.

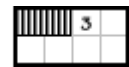
## Playing The Watchtower:

This gamebook has a straightforward game process, one that uses the maps shown on this page in conjunction with the section references provided on the second page. You begin your mission with the first map labelled - Ground Floor. You start 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, 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 the section requires. It may describe something you find, an encounter with an opponent, a clue or possibly nothing at all. You will not know however, until you end your movement on that grid and read the associated section reference. Each level of the tower has at least one stairway exit and these can be used to travel up and down the different levels. Your adventure will end when the danger that resides within the Watchtower no longer poses a threat. Good Luck.

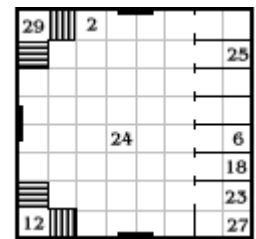
## MAPS



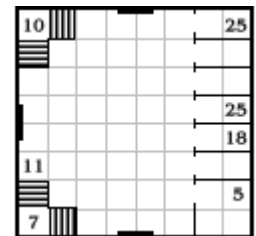
Ground Floor



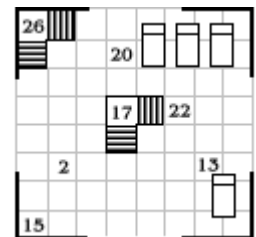
Basement



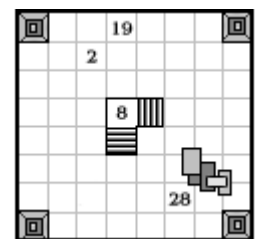
First Level



Second Level



Observation Level



Battlements

## Sections

### Using these Section References:

These section references correspond to numbered grid squares found upon the maps provided on the first page of this adventure and in most cases need only be read once. All of the numbered grids can however, be used as end of turn waypoints as many times as is necessary. Each stairwell has its own section, either informing you whether it allows passage up or down, or providing a description of the level you have just entered. Read these sections as they arise and you shall gain a better appreciation of what lies before you.

1: It is a truth of every Ranger's life that theirs must be a solitary existence. For the long years of their duty they hunt the creatures that would do harm in the realms of Men, and in that service have proven both ruthless and determined. You however, are also very patient. For two nights you have waited in the undergrowth surrounding the tower, watching as shadowed figures moved purposefully to and from the abandoned structure. You could have taken any one of them alone, but to have them all within the confines of the Tower will ensure that none can escape your sword. In the twilight of the third evening you believe you have them all accounted for, and decide that it is time to begin. With the suns of Arborell setting against the horizon you move forward, taking to the tower's broken entranceway and silently moving into an open area on the ground floor. In the half-shadows of evening you can see well enough to make out that you have entered a large open space, one that would have served as a common area for the soldiers that once manned the tower. To the west there is an archway leading to a Kitchen, to the east a chamber that would have served as an Armoury, and to the north a Laundry annexe. In the north-west corner is a stairway rising to the First Level above, and upon the floor in the north-east section you see what appears to be a trapdoor. The floor itself is covered in a thick layer of dust upon which you can discern a host of bootprints and drag marks. There can be no doubt that the tower is indeed the centre of an enterprise its inhabitants have taken considerable trouble to keep secret. Outside the remains of the day flee westwards and with their passing a chill wind grows, blustering from the north and whistling around the old tower. It is cold, it is dark, and without hesitation you begin your search.

2: In a determined rush a Hresh Warrior (CV-14, E-10) attacks. Clothed in a loose-fitting uniform and wielding a scimitar the Hordim closes upon you. If you win this combat continue with your mission. If not, it will be here that your adventure will end.

3: Carefully you descend the stairs and find more than a dozen villagers chained in the darkness below. Placing your finger to your lips you quell their pleas and break the lock that holds them captive. With sword in hand you lead them back to the Ground Floor and then motion for all to make for the exit and the safety beyond. Only when the last of their number has disappeared into the night do you turn and consider your next move.

4: The laundry is a dank and odorous chamber and as you move to search its confines you smell something dangerously familiar. From a large clay jar in the corner there comes a steady fume that quickly corrupts the air about you. You have triggered a gas trap and you have only a few moments to live. Test your Agility by throwing one dice. If you throw a number equal to, or less than your Agility value you are able to escape the spreading fume and can continue with your mission. If you throw a greater number then the gas will overwhelm you and your quest will be over.

5: Quietly you enter the largest of the sleeping alcoves. In the dark you can see little but a faint tug at your pant leg tells you that you should have been more careful. In a crushing explosion a booby-trap detonates, throwing your lifeless remains across the cold stone floor and against the opposite wall. In this life your quest is over.

6: As you search you find a number of packets of Nahla bread, each wrapped in waxed paper. Most are spoiled but you find two that are still edible. These you take with you. Each will restore 2 points to your endurance level when eaten.

7: You stand at the top of a stairwell that leads down to the First Level below. As with the First Level this Second level once served as a barracks, a similar series of sleeping alcoves lining the eastern wall. Looking into the shadows you have no doubt that Hresh have spent some time here, although you cannot yet fathom their purpose.

8: Quickly you climb the central stairway and find yourself standing upon the watchtower's battlements. Overhead the night is a patchwork of rushing cloud riding upon a blustering wind, and as you look along the old stone castellations you can see the remains of weapons mounts in each corner and a jumble of broken packing crates to the south-east. In the uneven light you can sense that there is something else here as well.

9: For a moment you pause and look closer at a footprint clearly outlined in the dust at your feet. It is as long as a man's but thicker in form. It has been made by a Hresh warrior and by the number of prints that litter the floor there is definitely more than one of them.

10: You have found a stairway that rises towards the all-weather Observation deck above. Here the winds blow freely down the stairwell, the smell of rain evident as you consider your next move.

11: Almost before you can defend yourself a Hresh Warrior (CV-14, E-6) charges at you. In a clash of arms you block its first strike and then press forward. If you win this combat continue with your mission. If you do not, it will be here that your adventure ends.

12: You have found a stairway that rises to the Second Level of the Watchtower.

13: Quickly you move towards what looks like a bed. What you find is a woman tightly restrained but still alive. Without a word you remove the makeshift leather straps and motion for her to make for the stairway. If she is to survive she will have to find her own way out. When you see her taking the stairs you return your attention to what remains on this level.

14: You have found a trapdoor. It is locked and cannot be opened without the necessary iron key. If you have an iron key you have the option to go down into the basement below. If you do not, then you will have to find the key first.

15: Moving towards a table in the south-west corner you find a collection of scrolls, journals and small paper packets filled with a grey powder. The scrolls are written in a dialect of the Hordim and you recognise them quickly for what they are. What you have found are research notes, and you understand now what the Hordim have been doing here. This is no simple raiding party. They are experimenting on human subjects and for you that presents a greater problem. Research is not a function of the Hresh for they serve as warriors. There is a Mutan Overseer here and he will not be far from his experiments.

16: You have found a small shield. Increase your combat value by 1 point.

17: You have found a stairway that leads upwards to the Watchtower's battlements above.

18: Within a collection of baskets you find food that may be edible. Roll 1d6. If you roll an even number the food is edible and can restore 4 endurance points when eaten. Otherwise leave the food and continue.

19: A Mutan! Crouching against the northern battlement the creature is whispering urgently into a small iron talisman. You shout a challenge to the Hordim overseer and it answers. From the shadows the creature rises to its full height, its hand reaching for a large ornately decorated battle-axe. Without a further word the Mutan (CV-17, E-9) attacks. (If you have killed more than five Hresh on this mission increase your combat value by +1 for the duration of this combat.) If you kill this Overseer your task here will be complete, the threat extinguished. If not it will be to a latter life that you will have to strive for greater success.

20: Carefully you move towards the line of beds and find in one a man, restrained and unmoving. You check if he is alive but you can find no sign. He is covered only with a sheet and has a grey powder about his lips. You cannot help this man so you turn and consider what you should do next.

21: In the Laundry you find a pile of clothing, of which most seem to be camouflaged uniforms. For a moment you consider what this means. They belong to Hordim and most likely an insurgency crew. This would explain the disappearances but the question of why they are here must yet be discovered.

22: As you look about the Observation deck you hear a noise. From the level above a Hresh walks down the stairs cradling a bundle of cut wood. He is unarmed and cannot be allowed to live. Before the Hordim can raise an alarm you drive your sword through his chest, toppling him sideways onto the hard stone floor. Without a further sound you move forward.

23: You have found a large iron key.

24: As you search the second level you find upon the dust covered floor a set of bootprints you cannot identify. They are longer than any you have seen before, and judging by the gait, left by a creature of unusual height.

25: Quietly you enter the annexe and find a Hresh warrior asleep upon an old mattress. Before the Hordim can awaken you kill him and search his equipment. The Hordim has nothing that can aid your mission here so you move on.

26: You find the top of the stairs and come to a halt. Within this Observation level you see a row of beds and a central stairway that leads to the battlement above. Curiously all the large windows here have been boarded up and sealed. In the lower south-west corner there is a table covered in papers. Carefully you move forward.

27: Before you is a Hresh (CV-16, E-9) sleeping upon a makeshift bed. Before you can kill the creature the warrior wakes and jumps to his feet. With scimitar in hand the Hordim attacks. If you win this combat continue with your mission. If not, then it will be here that your adventure will end.

28: Out of the shadows a Hresh (CV-15, E-10) rushes you. Determined not to let this warrior live you stand your ground. If you win this combat continue with your mission. If not, it will be here that your adventure will end.

29: You are standing at the top of a stairway that leads down to the Ground Floor below. All about you is darkness, the First Floor veiled in shadows. It appears that this second level served as a barracks, the eastern wall lined with a series of sleeping alcoves, the floor littered with broken furniture and discarded food. Someone is definitely living here.

30: You have found a stairway that leads to the First Level above. You listen intently but can hear nothing above the howl of the winds.



# ALWEN'S RUN

A gamebook adventure in two pages.  
Written and Illustrated by Wayne Densley 2016

## Introduction

For Alwen'Besson the message had always been his life. From the moment that he had dug his way out of the dry earth of Gorgoroth he had been trained as a Messenger, and in that role had given everything he had to his duty. Such was the reputation of Alwen amongst the Masters of House Besson that he had risen above all others to find favour as the personal Messenger of his Dominus. It was a position he took pride in, for there was little that any Morg could look to with pride, and unlike most of his kind he took his responsibilities very seriously indeed. There came a day however, when a crue of Hresh Scouts captured him in the foothills of the Hadaras Mountains and with no regard for his mission decided to have some fun. Throwing him into an abandoned mineshaft they laughed as he fell; his small, emaciated body tumbling into the darkness. Such should have been his end, but for Alwen it was only the beginning of a legendary adventure, one that would forever be known amongst the Morg of Arborell as Alwen's Run.

## Game Objective:

In this adventure you play the part of Alwen'Besson, your objective to find a way out of the Nest you have been thrown into and in doing so return safely to the world above.

## Character Generation:

The Morg of the Oera'dim are small creatures of aggressive disposition, created to toil as slave-labourers and farmworkers in the empire of the Trel'sara. Very quickly the Masters of the ancient world found that these diminutive slaves had an unexpected talent as messengers, and the quickest and brightest of their number were thereafter indentured to that duty. Morg have no real combat effectiveness unless arrayed in great numbers. As individuals Morg rely instead on speed, stealth and agility to find their way. In this micro-gamebook these attributes are yours to determine. Spread 25 character points between the four Stealth, Agility, Speed and Endurance attributes listed below, but keep those points within the ranges given in brackets.

Stealth (3 – 5): \_\_\_\_\_ Speed (3 – 5) \_\_\_\_\_  
Agility (3 – 5): \_\_\_\_\_ Endurance (10 – 20): \_\_\_\_\_

(These character attributes should be recorded on a separate sheet, along with any items found and your Pursuit Status line which is explained below.)

## Combat Resolution:

In this adventure Alwen'Besson does not fight. The creatures and dangers that he encounters are too powerful for him to stand against alone. Instead it will be his cunning and his ability to move quickly that will see him through. Weapons have no value for him, although he does carry a small dagger that may prove of use.

## 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 a 1d6 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 not successful the section references will also inform you of where your fate lies.

## Your Pursuit Status:

For the duration of your journey below ground you will be hunted. On a separate sheet of paper write the numbers 1 to 12 in a line. This is your Pursuit Status and to begin you should place a circle around the 1. You will find as you progress through this adventure that some of the section references will require you to circle the next number on your Pursuit Status. You will also be required to circle the next number of your Pursuit Status if you throw a 1 for any reason during your Run to safety, or after any time that you rest. This Pursuit Status is an indication of how close your pursuers are getting, and if at any point in your adventure you circle the number 12 then you have been caught and your Run will be over. If this occurs turn to section 30 of the accompanying section references to determine your fate.

## Restoring Endurance:

In the course of this adventure you will lose endurance points as you fall foul of traps, natural hazards or the unwelcome attentions of the denizens that can be found below ground. If at any time your endurance falls to zero then you will have died. Luckily Morg have the capacity to eat practically anything and as Alwen negotiates the crumbling passages below ground he will find much that can restore endurance. The section references on page two of this adventure will outline what can be eaten and how many points can be restored. It must be noted however, that your Endurance attribute can never exceed its initial maximum value.

## Playing Alwen's Run:

Alwen's Run is a solitaire adventure divided into game turns, each turn comprising two distinct phases. The first is a movement phase that allows a player to move 10 grid squares in any direction (including diagonally) on the map opposite. Starting at the grid square numbered 1 you can freely traverse the tunnels and chambers of the Nest but you must always finish your movement on another numbered square. The second phase is to read and action the section reference that corresponds to the number you have landed upon. The section reference might outline an encounter, a natural hazard, some type of challenge or require you to circle the next number on your Pursuit Status. You will not know what it is you have found however, until you read the section reference. Your adventure will continue until you are either caught, or you find your way out of the Nest and return to the world above. If you can do this your Run will have been a success and your adventure will be complete.

# THE NEST

Begin your run upon the grid numbered 1 below. Please note that you can only move a maximum of 10 grid spaces (including diagonally) per turn and each move must end on a numbered grid square.



Please note that you must circle the next number on your Pursuit Status any time you roll a 1 during the course of your adventure, or take rest for any reason.

## 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 should only be read once. The exception to this 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 any way forward the player must land on that grid before continuing.

1: In a plume of desiccated roots and insect husks you hit the bottom of the shaft, your fall into its depths slowed by crumbling nets of old roots and thick spider-like webbing. Battered by the fall you have no time to rest and take stock of your injuries. Rolling away from your landing point you scramble for the walls of what appears to be a small chamber as a deluge of dry earth and broken plant-life follows your descent. In a roiling cloud of dust and grit the shaft above collapses in upon itself, leaving you alone within a chamber now almost filled with debris. Dragging yourself from the edges of the dirt-heap you look about and see only one exit. It is an open archway in the southern wall of the chamber.

(2): An Arachnari! From out of the shadows the huge creature rushes towards you, black limbs reaching out as it attempts to draw you into its grasp. Test your Speed attribute. If you are successful the huge monster is not fast enough and you escape its clutches, running into the darkness. If you fail take -1 from your endurance then test your Stealth attribute. In this case if you succeed you use the shadows instead to hide until the monster moves on. (Circle the next number on your Pursuit Status to account for the delay) If you fail this Stealth test you cannot avoid the Arachnari and you should turn to section 15 to determine your fate.

3: Running into a dark chamber you find an Arachnari food store. Within this room you discover a collection of small animals and birds, all paralysed and barely alive. You find here a few morsels that you can eat. (Roll 1d6. This is the amount of endurance points you can restore if needed.) Once you have finished move on.

(4): Suddenly the air about you fouls, a choking gas exuding from cracks in the floor. Placing your hand over your mouth you run from the source of the gases. Test your Speed attribute. If you are successful you escape with only a shortness of breath and -1 to your endurance points. If you fail the test you stagger out of the corrupted air, though not quick enough and lose 3 endurance points in the process. When you have recovered your breath you continue on.

(5): Beneath the ground shifts, your footing no longer firm as you stand upon a floor comprised mostly of desiccated roots and crumbling earth. Your feet sink into this dusty mire but you can move forward nonetheless. Circle the next number on your Pursuit Status line before continuing.

6: You look up at the old ventilation shaft and see a way out. Crumbling and unstable it may be but it is a way to the surface and you take it. Carefully you leave the tunnels and passages of the Arachnari Nest behind and climb up into the shaft, tentatively finding your way back to the surface. When you finally reach the top, you haul yourself out onto a patch of wet grass and recover your breath. When you have recovered enough you brush yourself down and look to the surrounding mountains. You have survived the Nest but you have a message to deliver and you have been delayed far too long. It is time to move on...

(7): You have found a dark corner and it seems a safe hiding point. If you wish you may rest here for a while and restore 1 endurance point if necessary. If you do not need to rest you can move on. The choice is yours.

(8): Ahead you see a rock fall that has blocked the entire passageway. It does not take long to determine that there is no way forward here.

9: In the quiet you pause for a moment and listen. In the silence you can hear nothing and move on.

10: Moving into the chamber you sense a brooding malice about you. In the dark you can see neatly ordered lines of eggs, and identify within the shadows at least three Arachnari tending to the young. You have stumbled into an Egg Nursery and you must get out quietly. Test your Stealth attribute. If you are successful you exit the chamber undetected. If you fail at least one of the Arachnari sees you and calls an alarm. If this is your fate you turn and run for your life. (Circle the next two numbers on your Pursuit Status line to account for the alarm.)

11: You have found the nest's Royal Chamber and it is occupied. From the shadows an enormous Arachnari Queen lumbers towards you. If you are to evade this monster you will have to move quickly. Test your Speed and Agility attributes. If you succeed with both then you get away from the Queen and run into the shadows. If you fail either of the tests turn to section 15.

12: Ahead the ground is covered in a sparse matting of roots. These are Oer'daaki roots and you know you cannot touch any of them. To do so will awaken the plant to your presence and its unwanted attentions. Test your Stealth and Agility. If you pass both tests you successfully move away from the roots and can continue with your search for an exit. If you fail either of these tests turn to section 22.

13: You come a halt and listen intently. From out of the shadows you hear sounds of pursuit though most are still some distance behind. You decide to move on quickly.

(14): Ahead there lies a rift in the ground, a huge crack that you must jump if you

are to continue in this direction. If you wish to attempt the jump test your Agility attribute. If you are successful you clear the gap and make it to the other side. In this circumstance the number 14 on the other side of the rift should be disregarded. If you fail this test you do not clear the rift and instead hit its edges. If this occurs take -1 from your endurance then test your Agility attribute once again. If you are successful you find a hold upon the lip of the rift and drag yourself out. If you fail this test again you will plummet into the darkness and your Run will be over.

15: From the shadows the huge creature finds a purchase upon your flesh, drawing you close as you struggle to escape its clutches. In the shadows you fight desperately but the monster cannot be deterred. With one venomous bite it paralyses you, before dragging you to the nearest food chamber. In this life your mission is over. It must now be to the next that you will have look for better luck and greater success.

(16): Ahead lies flooded ground, the area covered in pools of water and treacherous mud pits. If you wish to go forward into the flooded ground circle the next number on your Pursuit Status and take 1 point from your endurance before continuing.

(17): In the roof overhead you find what appears to be a ventilation shaft reaching upwards for some distance. This could be a way out. Roll 1d6. If you roll a 5 or higher turn to section 6. If you roll any other number turn to section 24. If this is the third time you have found such a shaft do not roll a die. You have lingered too long within the nest and rather than finding an exit it is an Arachnari that has found you. Before you can react an immensely strong claw clamps down upon your shoulder. Turn to section 15.

(18): In the ground ahead you see the signs of a Sandlurker trap. Such predators ambush their prey from huge holes dug in the earth, but only attack if movement alerts them. Test your Stealth attribute. If you are successful you move away from the trap and can continue with your mission. If you fail the test turn to section 23.

19: From overhead water drips from cracks in the ceiling, forming shallow pools of stagnant liquid on the ground ahead. You can sense no danger here so you move on.

(20): In a shuddering fracture of ancient stone the floor beneath you collapses. Test your Agility attribute. If you are successful you leap to safety before the abyss can swallow you. If you fail this test then you have been lost to the rift and your mission is over. If you are to succeed you will need to try again.

21: You have found a clutch of lizard eggs. Each will restore 1 point of endurance when eaten. Roll 1d6 to determine how many you have found before continuing.

22: Carefully you move away from the roots but you are not cautious enough. Your foot brushes against one of the tendrils and that is all that is needed to seal your fate. Before you can take another step the roots come alive, grasping at your arms and legs and pulling you to the ground. In a writhing morass of root and vine you disappear, the life crushed from you, your mission over.

23: One footfall too heavy is all it takes to waken the hidden predator. In a spray of dust and debris the Sandlurker lunges from its lair, grasping at you with long sinuous tentacles that tighten ferociously about your body. With no way to fight the beast you are dragged into its lair and consumed. In this life your mission is over.

24: Carefully you look up into the shaft and discover it to be completely blocked. If you are to find a way out of this Arachnari nest it will have to be found elsewhere.

25: In front of you the ground is covered in a thick, slimy mud. It is not deep so you walk through it and continue on.

26: Quietly you run out into a large natural cavern and come to a halt. In the dark you can sense a huge open space and the presence of many large creatures moving within the shadows. Crouching down you listen intently, your senses keenly attuned to the dangers that move anonymously around you. This must be the nest's Royal Chamber, and if that is the case you will find here the Arachnari Queen. It is a monster you should avoid if you can.

27: In the wall you find the entry to a shaft that angles upwards. For a moment you hope it might be a way out, but you find instead a solid pile of debris that blocks any way forward. Add 1 to your Pursuit Status and continue your search.

(28): In the shadows you take a moment to rest. Add +1 to your endurance if needed, then circle the next number on your Pursuit Status and move on.

29: At a four-way junction you stop and listen. In the distance you can hear movement, the furtive silence punctuated by muffled scraping sounds and the dull thud of heavy impacts. At all sides you can hear the evidence of large creatures moving in your direction. Looking at the ground you see a strange figure-eight shaped impression in the dust. It is the fresh pad-print of an Arachnari, and it is all the proof you need that you have been thrown into an active Nest. In the halls and passages about you there could be hundreds of the large spider-like monsters and if you are to survive you will have to outsmart them all.

30: At the run you desperately search for a way out of the nest. Behind you there echoes the unmistakable sounds of Arachnari on the hunt and in the dark corridors you move with purpose, looking for a shaft or tunnel, anything that might take you to the surface and safety. It is a search that ends when a long chitinous arm slams into your chest, toppling you backwards onto a dusty floor. Before you can regain your feet an Arachnari looms over you, its huge black bulk pressing down upon you as it sinks its fangs deep into your shoulder. You feel its poison as a spreading numbness that quickly paralyses you, stripping the life from your emaciated body before all goes dark. In this life your mission is over, your message one that must now be delivered by another Morg at another time.



# A SLAVE'S VENGEANCE – ACT ONE

A gamebook adventure in two pages.  
Written and Illustrated by Wayne Densley 2013

## Introduction

It is said amongst the Oera'dim that vengeance is the only true justice, and that it is a gift best delivered up close and personal. For Braya'Traebor, a Hresh slave of House Traebor vengeance had become the sole purpose of his existence. Since leaving the Birthing Grounds of Gorgoroth he had come to realise that he was different from his fellow slaves for he was not content to endure a life of pain and privation. Indentured to House Traebor he had been put to work in the mines and had seen there the cruelty and malice of his Masters. In his mind he knew only hatred for those he served, and vowing that they should pay for their excesses he formulated a plan, one that would see him exact a terrible toll upon those who would enslave him. In the mines of his Masters he murdered his Overseers and sabotaged the devices and equipment that they valued far above the slaves that used them. He knew that he would be caught, but he also knew that such acts would label him as *nuulwch*, a worthless slave, and that he would be sent to the Maze as his punishment. Put into the Maze with other *nuulwch* he would be required to fight to the death for the pleasure of his House Masters. It was his intention however, to survive. He was not the same as other Oera'dim for he could not be content with servitude. He wanted freedom and he had a plan.

## Game Objective:

In this first Act of Braya's attempt to kill the Masters of House Traebor he must survive the battleground of the Maze of Hulgrim, a deadly series of traps, devices and fellow *nuulwch* (pronounced nool-wek), all fighting to be the last slave standing. To survive is to become a House Champion and be tested against the Champions of the many other Houses that infest the Empire. For some it is a matter of honour. For Braya it is a means to an end, a way to gain entry to the Palace of his Masters and move one step closer to the Dominus of House Traebor.

## Character Generation:

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 below.

Strength (5 – 11): \_\_\_\_\_ Endurance (10 – 20): \_\_\_\_\_  
Agility (3 – 5): \_\_\_\_\_ Combat Value = \_\_\_\_\_  
Luck (2 – 5): \_\_\_\_\_ Primary Weapon: Scimitar

(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 of the standard system explained above.

## 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. Please note that Strength tests require a 2d6 throw.

## Restoring Endurance:

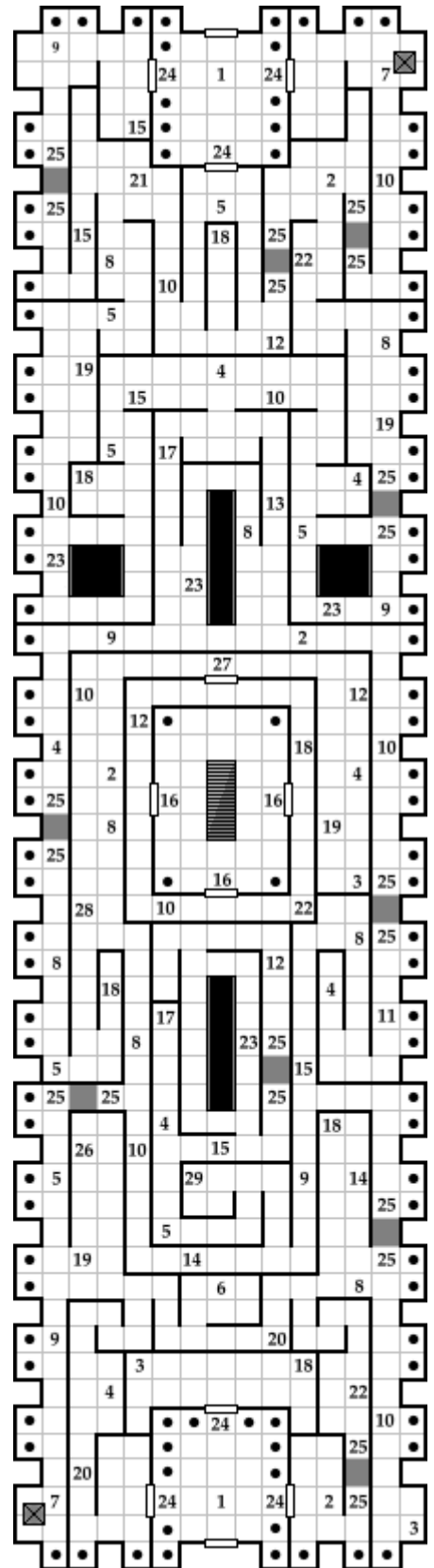
During this adventure you will be exposed to violent combat and the inevitable injury that follows such encounters. Within this mission you will find items that will restore health to your character if needed. The text will explain everything you need to know at the time of their acquisition.

## Playing A Slave's Vengeance- Act One

This micro-gamebook utilises a game mechanism combining the map shown on this page with section references provided on the second page. You begin your mission upon either of the grids numbered 1 and your attempt at the Maze of Hulgrim 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, 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 completed the Maze and have become Champion of House Traebor.

# THE MAZE OF HULGRIM

Start your adventure upon either of the grids numbered 1.



To complete the Maze of Hulgrim you must defeat all six of the *nuulwch* that are also competing within the maze. When they are dead the doors will open to the central stairway and provide a way out.

## 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: For an entire season you had been prepared for this day and it could not have come soon enough. In the training camps you had learned that the Dominus of House Traebor had long since tired of simply slaughtering his nuulwch. He had developed a taste for the spectacle and artistry of armed combat, and to meet that need you had been trained in the old ways of war, and in time had come to relish the deadly efficiency of iron blades and blunt-force weaponry. It had meant broken bones and torn flesh but the pain had served only to sharpen your resolve. Standing in this quiet chamber you wait not as a nuulwch ready for slaughter but as a trained killer, a Hresh'na of the ancient wars and a committed enemy of those who might take pleasure from your death. They had created the weapon that would attempt to destroy them and they had no idea what was coming. Somewhere within the Maze are six other nuulwch and for you to survive they must all die. With the toll of a distant bell your path to vengeance begins.

2: From the shadows ahead you hear a noise and it brings you to a halt. Intently you listen, waiting quietly for the sound to reoccur. When it comes it sounds like voices but very distant. Carefully you move on.

3: You have found a Long Shield. If you wish to take it add +1 to your combat value (CV). This shield will however take -1 from your Agility attribute whilst you have it in your possession. This applies only to Agility tests and will not affect your CV.

(4) Your boot touches the ground and from the walls a gout of yellow gas spews into the air. Immediately you feel the effects of a Gas Trap. You can only escape such a trap by running out of the gas cloud before it kills you. Test your Agility. If you are successful you run out of the fume. If you fail you escape the cloud but only after it causes you damage. Roll 1d6 and take the number from your endurance points. Also reduce your CV by -1 until your next successful combat. Only then will the effects of the gas have worn off.

5: In this quiet space you pause for a moment and listen. You can hear nothing but water dripping somewhere in the shadows ahead. Quickly you move on.

6: Carefully you move into a small chamber and find against the far wall a **Mutan** (CV-13, EP-10) cowering in the darkness. The tall Being is armed with a long spear and when it sees you it straightens. Lowering its weapon towards you it seems to be looking for a way out. There will be none. If you kill this creature continue with your mission. If you die here your revenge will have to wait for another time.

(7) In the shadows you find a Dark Obelisk and before you can back away from it you feel its lethal magic grasping at your life essence. The Obelisk will take all the life from you if given the opportunity and you stagger backwards, your only hope to get as far away from it as possible. Roll 1d6. Take the number rolled from your endurance points then move on. If the Obelisk takes all the EP left to you it will be here that you will die.

8: In the dust at your feet you see a clear set of bootprints. They have been left by Jotun and as you look around you wonder how many of the giants are wandering these halls.

9: Water drips down the walls, pools of dank liquid collecting upon the floor. Carefully you move forward, your footfalls slapping against wet stone.

(10) Without warning there comes a sharp expulsion of air and dust from the wall near you. You have triggered a Dart Trap and it will only be reflexes and a measure of luck that will save you. Instinctively you drop to the ground as a spray of metal projectiles cut through the air. Test your Agility and Luck attributes. If you fail either, roll 1d6 and take the number rolled from your endurance before moving on.

11: In the shadows you see a glimmer of metal and come to a halt. Against a pillar there leans an injured Jotun (CV-15, EP-12), hammer in hand but bleeding from both legs by what looks like spear wounds. The giant regains its feet and prepares for combat. If you are to survive the maze you must kill this Oera'dim.

12: On the floor you find the remains of a Hresh warrior. The Hresh has died some time ago, its remains desiccated and covered in a thin layer of dust. You resolve that you shall not meet the same end.

13: Running down a corridor you stumble into the path of a Hresh (CV-14, EP-10) armed with a scimitar. In a determined rush the Oera'dim closes upon you, its intention to survive the Maze at your expense. If you defeat this nuulwch continue on. If not it will be here that you will die.

14: Moving along a dark corridor you hear a noise and come to a halt. For a moment you listen but the sound does not recur and you move on.

15: From the corner of your eye you see a shadow move upon the ground. You cannot be sure if it is anything, but you listen for any sound that might betray its origin. Focused upon the gloom ahead you hear nothing more and move on.

16: Bloodied and battered you force your way through the door and find beyond its

threshold a large chamber, its walls pure white and bordered at each corner in deep blue Azuril. At its centre is a stairway leading down to a lower level but it is the **Jotun Champion** (CV-18, EP-13) that takes all your attention. Standing at the head of the stairs the fully armoured giant looks at you and smirks, motioning for you to approach. Taking its hammer in hand you watch as the Oera'dim readies himself and you know that this is no welcoming committee. If you are to survive to kill the Masters of Traebor this Jotun will have to die. If you win this battle turn to section 30. If not it will be here that your mission will end.

17: Upon the floor you find the remains of a Hresh nuulwch. Such remains you might disregard but this corpse wears an iron cuirass. If you do not have this armour already and wish to take it add +1 to your CV. Otherwise move on.

(18) You have found a small chest and within is a vial of ulaal'nahla, a powerful regenerative potion. When needed you may drink this potion and restore 6 points to your endurance. Record this acquisition and move on.

(19) Moving along the hall you do not see the large circle cut into the floor around you until it is too late. You have stepped into an Iron Claw and only luck will save you. Test your Luck attribute. If you are successful the trap jams and you may move forward. If you are not the Iron Claw will do its lethal work. From the floor two pieces of razor-sharp, curved metal will slice around your body, their scissor-like blades cutting you in two before you can take another step.

20: In the shadows you take a moment to listen but can hear nothing. With no indication of danger ahead you move on.

21: You turn a corner and must immediately defend yourself. From the gloom a **Hresh** (CV-14, EP-12) attacks, hitting you with the full weight of its body in a charge that throws you backwards onto the floor. In an instant the nuulwch is upon you and you instinctively kick out with your foot, slamming into its chest as it raises its scimitar to strike. In that moment you roll sideways and regain your feet as the Hresh attacks again. If you defeat this Hresh move on. If not your mission ends here.

22: Upon the floor you find the remains of a Jotun and a short distance away a small circular shield. If you do not already have a shield you can take this one. If you decide to do so add +1 to your CV.

23: At the centre of this chamber you discover a Dark Water generator. Its black, viscous liquid vibrates with power and you know enough not to touch it. Instead you survey the chamber for any further dangers and then move on.

24: The exit before you is an ornate archway, carved in black crystal and formed as an intricate tangle of vines that twists around a perfectly formed tree bough. Beyond you can see the Maze and without hesitation you move forward.

(25) In an instant the floor beneath you falls away and you have only a heartbeat to react. Test your Agility attribute. If you are successful you leap forward and hit the ground beyond the gaping abyss. If this is the case disregard the numbered grid on the other side. If not your leap only carries you part of the way and instead you hang by a bare purchase at the edge of the pit. Test your Strength. If successful you pull yourself out and continue on. If you fail this test your strength falters and you will fall to your death.

26: At the end of a long hall you come to a halt. In the shadows you find 3 **Morg**, (CV-15, EP-18) each armed with a spear. For a moment you consider the diminutive stature of your adversaries but you know their gangled forms are deceptive. Each will kill without hesitation and they do not wait for you to act. As one they charge, spears levelled towards you. These Morg must be fought as a single adversary and count as one nuulwch for the purposes of the kill count. If you defeat these Oera'dim continue on. If it is you who falls your mission will end here.

27: This door leads to the central chamber. If you have killed six nuulwch it will be open and you can move forward. If not, the door will be closed and you will have to return to the Maze and kill the remaining slaves. Only then will you gain access.

28: The corridor about you is dark but you can sense something moving through the shadows ahead. In this instance you wait, preparing yourself for whatever might emerge from the gloom. What arises comes as a considerable surprise. From the dark there moves a **Jotun** (CV-15, EP-16), one of its arms missing and easily the largest Oera'dim you have ever seen. Dressed only in leather vest and breeches it holds in its remaining hand a long-handled warhammer. For a moment you hesitate but it is only for a moment. In the dark hall you rush the Jotun. If you kill this nuulwch continue on with your mission. If not it will be here that you will die.

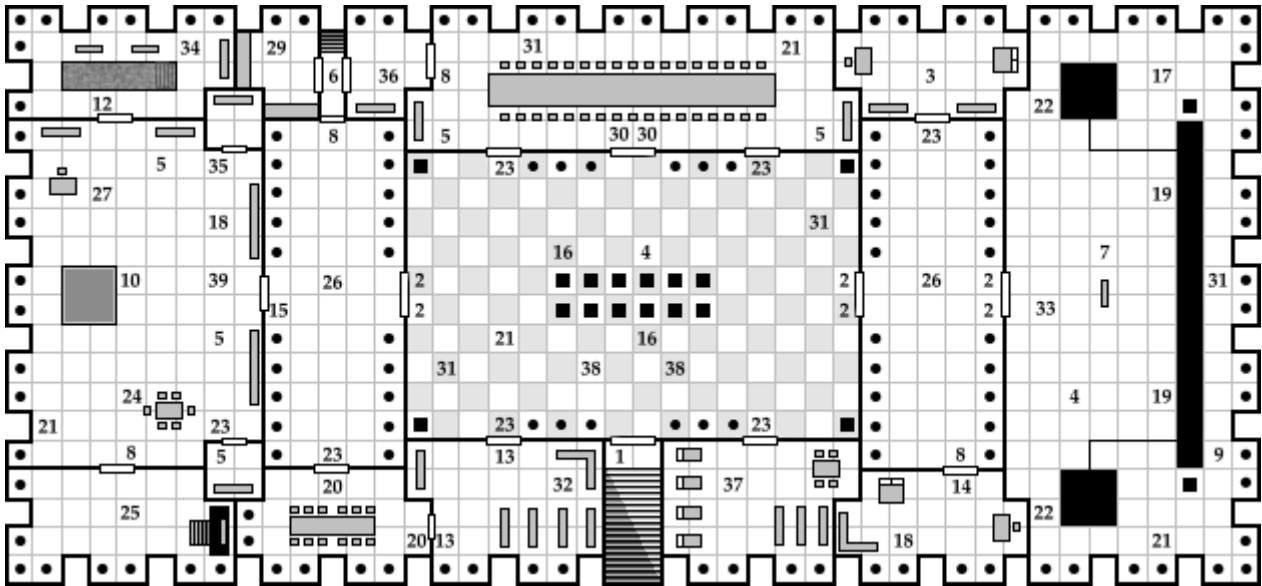
29: In the dust you see something metallic. You stoop and pull from the grime a medallion, a small disc on a chain. It is the sigil of House Traebor, a Voo'cat leaping upon a Stag. If you wish to keep this medallion record the acquisition and move on.

30: The Jotun Champion lies still upon the smooth stone and from somewhere in the distance you can hear clapping. Cautiously you move to the stairway and hear sounds of running. There are Oera'dim moving up the stairs and not knowing what is to come you move to a corner of the chamber and prepare yourself. What emerges are three Mutan, ornately clothed and carrying a robe of red and silver cloth. Together they pull your bloodied clothing from you and replace those tattered rags with the robe. The tallest of the Mutan motions to the stairs. "Well done Braya' Traebor. Your Dominus Hulgrim is well pleased. Serve him as Champion of his House and you will find him generous in his rewards." You look at the Mutan and bow your head. In your thoughts however, you give thanks for your survival and know that House Traebor itself may not yet survive its new Champion.

THE END.

# A SLAVE'S VENGEANCE – ACT TWO

A gamebook adventure in two pages.  
Written and Illustrated by Wayne Densley 2016



Residential Precinct within the Palace of Traebor

## Introduction

Braya/Traebor has succeeded in his plan to become a Champion of House Traebor but his path to vengeance is not yet complete. Now resident at the Palace of Traebor he awaits his inclusion in the roster of the Imperial Games, biding his time for the opportunity that will set his revenge in motion. Such an opportunity does not take long to present itself. On a storm-swept night he kills a Morg attendant delivering food to his cell, and then the guard charged with the Morg's safety. Taking the guard's clothing and scimitar Braya has all he needs to begin measuring his vengeance upon the Masters of Traebor. In this mission he will either succeed or die in the attempt.

## Game Objective:

In this Second Act of Braya's attempt to kill the Masters of House Traebor he must search the Palace of Traebor for the four Masters who are in residence. One of these Masters is the Dominus Hulgrim himself and with his death the uproar will be such that Braya will be able to escape the palace and find his freedom in the mountains to the west. This is his mission. Find the four Masters and kill them. It will not be easy.

## Character Generation:

In this second act of Braya's revenge you may either use the stats generated from the first act or you may create a new character. If you wish to use your previous character, record those previous stats on a separate sheet. If you wish to create a new character 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.

Strength (5 – 11): \_\_\_\_\_ Endurance (10 – 20): \_\_\_\_\_  
 Agility (3 – 5): \_\_\_\_\_ Combat Value = \_\_\_\_\_  
 Luck (2 – 5): \_\_\_\_\_ Primary Weapon: Scimitar

(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 of the standard system explained above.

## The Trust Keys of House Traebor

Common amongst the Houses of the Empire is the use of Trust Keys. These keys are made in interlocking parts, each necessary to open the Trust Lock they are made for. House Traebor uses Trust keys artifice in three parts, each held by a Subordinate Master. To open a Trust Lock requires all three Trust Keys. If you find any of these keys keep them, they will prove useful.

## Testing Attributes:

If required character 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. Please note that unlike other attribute tests 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. 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.

## Playing A Slave's Vengeance

This micro-gamebook utilises a game mechanism combining the map shown on this page with section references provided on the second page. You begin your mission upon the grid numbered 1 and your attempt to destroy the Masters of Traebor 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, 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 destroyed the leadership of House Traebor and seen the Dominus Hulgrim lying at your feet.

## 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: Moving from the cells deep within the foundations of the Palace proved easier than you had expected. The uniform taken from the guard had fit well, and a discarded messenger's satchel slung upon your shoulder completed a disguise that gave none of the sentries you passed any cause to challenge you. With a great storm raging outside you made your way through the servant levels and thence into the Masters' Residential Tower. In a small storage room you waited, hiding until night had fallen. Only when the alarm raised by your escape had subsided did you take to the great stairway that led directly to the doors of Hulgrim's residence. Now it is time to take your revenge.

2: With lightning arcing through the night sky you move forward. Ahead is a set of double doors, five metres high and made of a polished black wood inlaid in silver and Azuril. They have no handles but as you approach they silently open.

3: You find here a Guest Apartment which at first glance appears unoccupied. Through a large window you can see the night sky and as you watch the play of wind and rain upon its glass you see also a reflection of movement from beneath the bed. Quietly you shut the door and move closer. Sure enough it is a Master hiding beneath the bed. With one thrust of your scimitar the Master dies, its cries muffled by the storm. On the body you find a piece of a Trust key. Record this acquisition then move on.

(4): Moving quickly you do not see the Hresh Guard (CV-14, EP-13) until he is upon you. In a crash of metal you deflect the warrior's first blow. If you are to kill all the Masters this Hresh will have to die first.

5: Before you is a collection of exotic curios and devices. Nothing is of value to your mission so you move on.

6: Here is a short corridor, three doors to the east, west and south, a narrow stairway in the north leading to what smells like a kitchen level below. You think the stairs may be a possible way out once your mission here is complete.

7: Before the River of Time is a small bench seat, its purpose unknown to you.

8: The door here is open but what lies beyond its threshold is cloaked in darkness.

9: In the shadows you see something moving and instinctively give chase. Kicking the fleeing form's foot out from under him the Being falls heavily but rolls smoothly back to his feet. Drawing a long sword this new foe stands his ground and it is then that you see it is one of the Masters (CV-12, EP-18). You smile and motion for the creature to defend itself. If you kill this Master you will find part of a Trust key within its robes. Record this acquisition then move on.

10: In the middle of the quarters is an enormous cube fashioned from pure Azuril. You test it with your blade and it seems hollow, but there appears to be no doors within its surface. With no way of getting inside you continue your search.

11: Carefully you open the door and discover within the Dominus Hulgrim (CV-17, EP-12) himself. In a rush the Master slams into you, throwing you bodily backwards as he scoops up a short-bladed sword. Quickly you regain your footing but the Master is upon you in a heartbeat, his sword stabbing forward. If you can kill Hulgrim turn to section 40. If not it is here that your path to vengeance ends.

12: In the centre of this chamber you find a substantial pool of clear water, bordered on its northern edge by a number of low stone benches. You have heard of such pools but have no idea what their purpose might be.

13: Here you find a Library consisting of a number of book and scroll shelves. If you would like to have a closer look at these treasures turn to section 28. If not move on.

14: Here you find a Guest Room, ornately appointed and apparently empty.

15: Before you is a door formed in solid metal and inlaid with the sigil of House Traebor. It appears locked but when you push at it the door swings wide.

16: Towering over you are a series of enormous statues, each more than twenty metres high. These are the Masters of Traebor, rendered in black crystal.

17: Carefully you move through the chamber but find only shadows and cold stone.

18: Upon a set of shelves you find a collection of small jars and bottles. Amongst this ephemera you recognise a vial of ulaal'nahla, a regenerative potion that will add +6 to your endurance when drunk. Take this if you wish and use it when needed.

19: Curious as to the nature of the River of Time device you move closer and run your fingertips carefully across its surface. It appears to be made of black crystal but there is nothing else about it you can discern. Quickly you move on.

20: Before you is a Reading Room, containing a long table and a number of padded chairs. Books are strewn across the table's surface but there is nothing else here.

21: Moving forward you can feel the power of the storm outside, the chamber trembling with each peal of thunder, rain lashing against its windows. Within this roil of light and sound you continue your mission.

22: In the shadows you find a Dark Water generator connected by a narrow channel to the River of Time device. You are smart enough not to touch it.

23: Before you is a door, fashioned in smooth black wood and inlaid in silver and Azuril. The door is closed but not locked.

24: To the south in this chamber you find a table arrayed with food. There is a setting in place and a plate containing hot food. You touch the plate and feel that it is still warm. Whomever was eating here left their meal only within the last few minutes.

25: The room is dark but you recognise the Gate standing upon a platform of black stone. Comprising a large ring of crystal carved as an intricate tangle of vines it is a transportation device that is unavailable to you. Only those favoured by Aggeron himself can activate them and you are not so favoured. You search the rest of the room but there is nothing else here so you move on.

(26:) Here is a long hall, empty but for a series of marble pillars that line its walls.

27: Upon an ornately carved stone desk you find papers, scrolls and a number of small devices of which you have no knowledge. Amongst all this you discover also a small vial of ulaal'nahla. This will return +6 to your endurance when drunk and if you wish you can take it for use later.

28: Quickly you search the shelves and find much more than old scrolls. A movement in the dark is all you see as a shadow rushes towards you. Punching out with your fist you hit the Being in the chest, forcing him back long enough to bring your scimitar to hand. It is one of the Masters (CV-14, EP-9), armed with a sword and intent on defending himself. If you kill this Master you will find a piece of a Trust key on his body. Record this acquisition before continuing with your search.

29: Moving on you find a small chamber, one used as an area for food preparation. Within are warming ovens and benches. There is some food here that you can eat if you wish. Add +4 to your endurance if needed before continuing.

30: For a moment you pause and look about an enormous Banquet Hall. At its centre is a huge stone table, crafted in white marble and inlaid upon its entire length in blue Azuril. The chamber is covered across its walls and vaulted ceiling in vast carved murals depicting the victories of House Traebor. Never have you seen anything so ornate but all you can think is how many Oera'dim must have died in its construction. You resolve that no Master in this palace will ever eat here again.

31: In the shadows you come to a halt and listen for any sounds of approaching danger. You hear nothing but the storm so you move on.

32: Amongst these shelves you find a collection of maps. Curious, you look through them and find one depicting the Western Mountains. This you take then move on.

33: For a moment you stop and consider what you have found. Within this vast chamber there is a River of Time, a device of immense power used by the Masters to determine the future of anyone who might stand before it. Spreading across the length of the room it stands as an enormous slab of stone, towering more than twenty metres high and extending over one hundred metres in length. It is currently deactivated but it does give you pause to wonder why, with such a device at their disposal, the Masters did not see you coming. Carefully you move on.

34: Here you have a cupboard within which is a collection of jars and personal grooming items. There is nothing here of use to you.

35: You find here a door that is locked. Tapping upon its surface you discover it is solid iron and at its centre there resides a small brass escutcheon with two keyholes. One is small, the other much larger. Such locks you have seen before. The smaller keyhole is for a Master key held usually by the Dominus himself, the larger a Trust key made up of three parts that must be put together before being inserted into the lock. Trust keys are favoured by the Masters when giving access to secured rooms for it requires that all holders be in attendance for the opening of such chambers. If you have a Master key or three parts to a Trust key you can open this door and turn to section 11. If you do not have these items you will have to go find them.

36: You have found a small chamber within which is a single cupboard containing an entire Banquet setting of cutlery, plates and other silver items. There is nothing else here that can aid your mission so you move on.

37: Carefully you step over the threshold into a Guardroom. There are no soldiers inside but as you make for a series of weapon-racks you hear something near the door. There you see a Jotun Guard (CV-16, EP-12). This Guard you must kill and quickly. If you are victorious there is a shield here that will add +1 to your CV if you wish to take it. If it is here that you die your path to vengeance will end here also.

38: About you there extends an enormous and richly appointed chamber, its walls covered in extensive murals and precious inlay. At its centre is a row of statues and along each of its walls a number of ornately carved doorways. If you are to find the Masters of Traebor you will have to choose one of these exits.

39: Before you is a vast, richly decorated and furnished chamber, and you have no doubt this is Hulgrim's personal quarters. You cannot see him but that does not mean he is not here. With scimitar in hand you move forward.

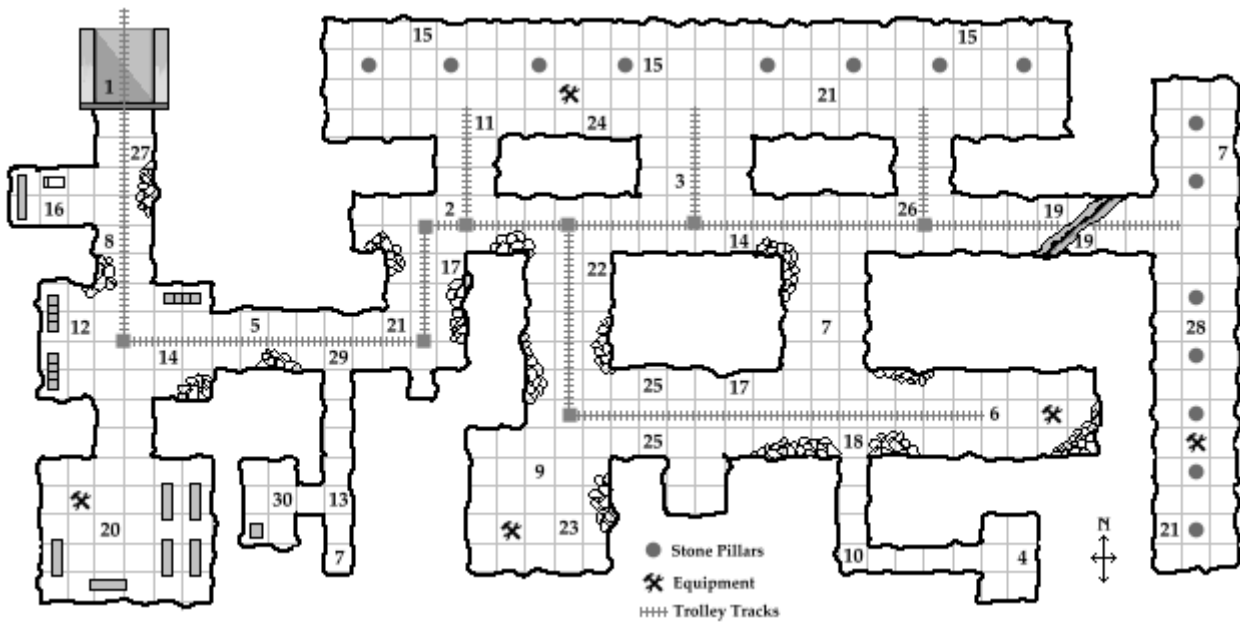
40: Hulgrim lies dead, his remains a bloodied mess of torn flesh and ragged cloth. Taking a moment to appreciate the great victory you have exacted from this House you wipe your scimitar on his robe and then turn for the door. In the halls beyond the great doors of this chamber you can hear a rising tumult. It is the cries of a slave population that has lost its Masters and now calls out for leadership, shackled by their obedience but now without direction. Within this confusion you can make your escape and it is to the western mountains that you will find your freedom. In this the Masters of House Traebor can no longer stop you.

The End.

# THE GHOSTS OF ALLAN'DURIL

A gamebook adventure in two pages.

Written and Illustrated by Wayne Densley 2016



## 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.

# AGGERON'S HAMMER

A gamebook adventure in two pages.  
Written and Illustrated by Wayne Densley 2016

## Introduction

In the long years that Aggeron the Great ruled the vast Empire of the Suns he never once gave pause to consider the loyalty of his slaves. In their multitudes they laboured, their lives spent in toil and privation, their obedience assured by the Word of Command that enslaved them to his will. For his fellow Trell'sara however, there was no such comfortable loyalty. Deceit and treachery were the coin of his dominion, murder and betrayal the tools that assured advancement within the great Empire that Aggeron had created for himself. To counter the ruthless ambition of his fellow Masters, Aggeron gathered to himself a Hammer Guard, a unit of highly trained soldiers with which he rooted out his enemies and destroyed them. Feared by all who might oppose him they came, in time, to be known as Aggeron's Hammer.

## Game Objective:

You are a Jotun of House Oldemai, chosen to attempt the Gauntlet, a trial of skill, strength and cunning that, if successful, will elevate you to service within the Hammer Guard of Aggeron the Great. Such an honour is bestowed upon only a few slaves in any given year and you have accepted the challenge. To survive will see you earn great prestige for your House and its Masters, to fail will see you dead. This is your mission. Complete the Gauntlet and find favour for your House or die in the attempt.

## Character Generation:

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 below.

Strength (5 – 11): \_\_\_\_\_      Endurance (10 – 20): \_\_\_\_\_  
 Agility (3 – 5): \_\_\_\_\_      Combat Value = \_\_\_\_\_  
 Luck (2 – 5): \_\_\_\_\_      Primary Weapon: Warhammer

(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:

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 has been resolved and one of you will be dead.

## 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. 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. 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 Colour-Coded Doors

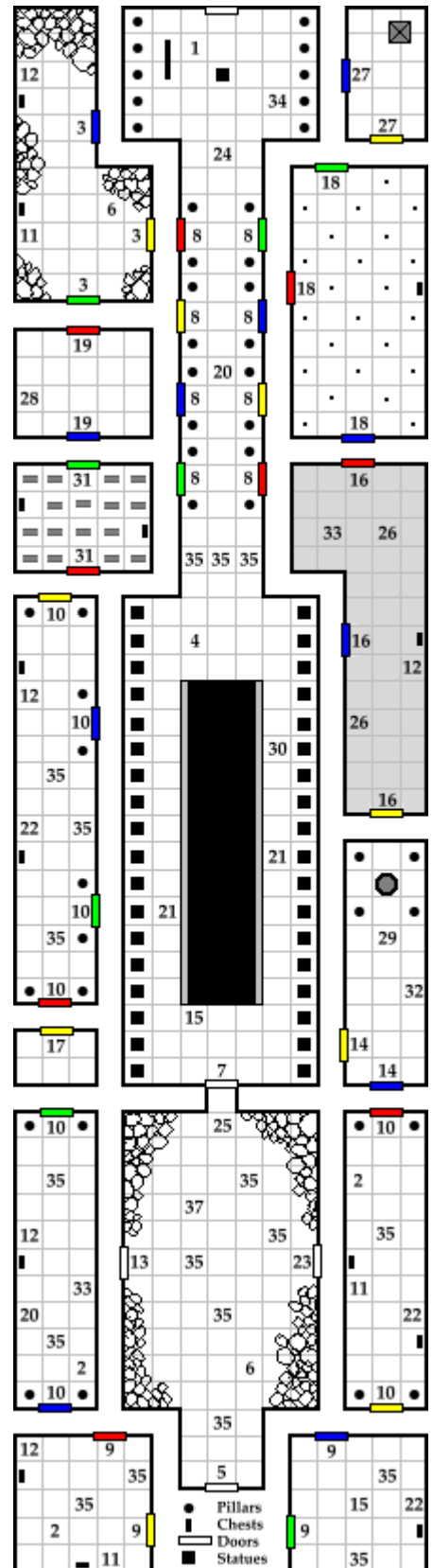
Each chamber within the Gauntlet has a number of exits that can be accessed to move between areas. Unlike a normal network of rooms the doorways within the Gauntlet do not connect directly, each is in fact a portal that connects only to other portals coded with the same colour. As an example, a blue doorway only connects to other blue doors and a player may choose which of those doors they wish to access. It should be noted however, that each door in the Gauntlet can only be used once.

## Playing Aggeron's Hammer

This micro-gamebook utilises a game mechanism combining 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 attempt at the Gauntlet 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, 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 completed the Gauntlet and survived to earn your position amongst the soldiers of Aggeron's Hammer Guard.

# THE GAUNTLET

This adventure starts upon grid number 1.



It should be noted that doors used within the Gauntlet will deactivate once passed through. This applies to both exit and entry doors upon any movement between chambers. It may prove useful to mark each door used as you proceed.

## Sections

### Using these Section References:

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1: Standing quietly within this large chamber you survey the hall about you and consider what is to come. The room you wait within is a wide hallway, lined upon its eastern and western walls with immense stone pillars and possessing at its centre a huge statue of a Jotun, dressed as one of the Hammer Guard. A long table stands at your right hand upon which is a collection of items. None of these you touch for you have been given no permission to do so. There is a silence within the space that demands quiet and you do nothing to disturb it. It is only when the silence is absolute that the Jotun moves, its enormous form stepping from its pedestal and moving with purpose towards you. With nowhere to run you stand your ground. "These are your Orders, Jotun," the automaton says quietly. "Before you is the Gauntlet. Within its halls and chambers are hidden six crystal keys. Find them and then make for the white doors at the southern end of this chamber. There you shall find a way out, and your first day of service within the Hammer Guard." The Jotun then chooses a hammer from the table, as well as 2 vials of *uulaal'nahla*, a powerful regenerative potion. These you take from him. Without another word the stone Jotun steps back upon its platform, its arm extending towards the south. Taking the hammer in hand, and with the vials (+6 to endurance when each are drunk) in a small bag you begin the Gauntlet.

(2:) Before your eyes a **Stone Weaver (CV-14, EP-8)** dislodges from the wall and moves towards you. The huge scorpion-like monster has only one deadly purpose. If you survive the encounter move on quickly. If not your challenge ends here.

3: You emerge from the doorway and find yourself in a Forest Room, a perfectly carved representation of a forest scene wrought in grey stone about its walls. Within the forest's deep shadows you can hear movement and feel eyes watching you.

4: This is the Power Room, a Dark Water generator running down its centre, lines of huge statues standing guard upon both sides of its long reach.

5: The white door here stands within a frame of pure Azuril, an ornate sword carved into its surface. If you believe this door is the exit from the Gauntlet you seek turn to section 40. If not, move to one of the other doors.

(6:) From out of the trees there moves a dark shadow, one that emerges into the light as a **Stone Voor'cat (CV-14, EP-8)**. Seeing you the huge predatory cat growls, its claws dragging along the floor. Standing your ground you wait for its attack.

(7:) Here you find a white doorway. It has no markings upon it, but at its side is a metal escutcheon with places for six crystal keys. If you have these keys the door will open. If you do not you will have to go and find them.

(8:) Before you is a colour-coded portal. If you wish to exit the hall using this door find another of the same colour and move directly to it.

(9:) You have found your way into a small chamber with two colour-coded exits. It is dark here and in the shadows you can hear something moving.

10: Before you is a long corridor, the walls covered in richly carved forest murals.

(11:) You have found here a stone chest. Carefully you lift the lid and find within a vial of *uulaal'nahla*. This vial can be drunk at any time and will restore +6 points to your endurance. Record this acquisition and move on.

(12:) Against the wall is an ornately decorated stone chest. Within its dark recesses is a glimmering crystal key. Record this acquisition and continue.

13: Before you is a white door framed within a border of pure Azuril, its surface engraved with a representation of a shield. If you believe this door is the exit from the Gauntlet you seek turn to section 39. If not, move to one of the other doors.

14: You have found here a Well Room, at its far end a device of great power and even greater mystery. If you wish to move forward do so carefully.

15: Out of the shadows a **Stone Sentinel (CV-15, EP-6)** lumbers forward. It is a huge robed warrior wielding a long iron sword and in its eyes you can sense nothing but a ruthless need to kill. If you survive this encounter continue with your mission.

16: Before you is a shallow flight of steps leading into a chamber waist deep in water. This Flooded Ground must be traversed if you are to continue.

17: Carefully you move into a small chamber that appears empty. A quick survey shows no other exit and immediately you realise that this is an oubliette. You have stumbled into a room with no way out. In this life your mission is over.

18: Before you reaches a large Chain Room, a chamber from which a multitude of chains hang from the roof above. The floor is mined so that any footfall will lead to a quick but brutal death and the only way of getting through is by swinging from chain to chain. You notice that there is a chest against the eastern wall though it would require a detour to investigate. Each dot on the map is a chain. To move from one to the next test your Strength and Agility attributes. If you are successful you swing to the next chain. If you fail both of these tests you slip from the chain

and you must then test your Luck. If you are lucky your foot does not touch one of the hidden touch-plates and you can pull yourself off the floor and continue. In this manner you can move from chain to chain to another exit or investigate the chest before leaving. If you reach the chest turn to section 12. If you fail you will die here.

19: The chamber before you is completely dark and there is something within.

20: On the ground at your feet you find the desiccated remains of a warrior who did not finish the Gauntlet. You resolve that you shall not meet the same end.

21: Running down the centre of the chamber is a Dark Water pool, a generator that must power the Gauntlet. You run your fingers above the surface of its black liquid and feel the power it holds. You are smart enough however, not to touch it.

22: Against the wall you discover a stone chest. Prising it open you find it empty.

23: Inset into the wall is a white door, framed in blue Azuril and engraved with an ornate hammer upon its surface. If you believe this door is the exit from the Gauntlet you seek turn to section 36. If not, move to one of the other doors.

24: Before you is a long corridor running south. Along both walls you can see colour-coded doors set between pure-white pillars. Quickly you move forward.

25: The white door opens and you find beyond a short corridor then a large chamber with three other white-coded exits beyond. One of these three doors is the true exit, the other two portals to less honourable fates. Clues have been given within the Gauntlet regarding which is the correct exit. Hopefully you will be cunning enough to know which it is.

26: From out of the black waters a **QuagWyrn (CV-16, EP-14)** rises, its eel-like body arching towards you, its mouth filled with vicious razor-sharp teeth. In this watery chamber you must fight for your life. If you fail here your mission will be over.

27: Quickly you move into a small chamber and immediately feel the presence of a Dark Obelisk. Caught within its life-sapping aura you can gather enough strength only to stagger for the other exit. Roll 2d6 and take the total from your endurance before moving on. If the reduction is enough to kill you then you will die here.

28: From the darkness a **Dreyadim Hresh (CV-14, EP-8)** charges towards you. The spectral creature holds an iron scimitar in its hand and it gives you no time to prepare for combat. If you kill this Hresh continue on. If not you will die here.

29: At the far end of the hall you find a Well of Infinite Possibility. As you approach the Well energises, throwing images of all your possible futures about the chamber. Carefully you watch the flickering images and see within their frantic passage all the chambers within the Gauntlet, and all the possible ways you might die within them. For a short time you watch, then turn for a way out.

30: For a moment you pause and look at one of the statues. They are all the same and you recognise them as images of the Emperor, Aggeron. On the bases of each you see a simple inscription; "I am watching."

31: As soon as you pass the threshold you recognise this chamber. It is a Shrapnel Room and the entire space is one lethal trap. Set into the floor is an array of touch-plates, each spaced a bare boot-width apart from the next. Touch any of them and the room will detonate. You notice also that there are two chests against the far walls, one to the east, the other to the west. To move through this room you must avoid the touch-plates. With each grid square test your Agility. If you are successful you can move onto the next square. If you are not you will detonate the room and your mission will be over. If this is your fate turn to section 38. You have a choice here to get out of the room quickly, or try for one of the chests before leaving. If you try for one of the chests and are successful turn to section 35 before continuing.

32: You have found a Shield. If you take it add +1 to your combat value.

33: You have found a Helm. If you take it add +1 to your combat value.

34: As you move forward you notice a series of large murals upon the walls, partially hidden from view by the line of pillars. You recognise the central image as the sigil of House Delving, the Royal House of Aggeron the Great. It is an ornate hammer wrapped in vines and surmounted by the twin suns of the world. You consider what you have found for a short time then move on.

(35:) Your boot touches the floor and instantly there comes a sharp expulsion of air and dust from the wall. Instinctively you leap aside, a Dart Trap shooting a single razor-sharp projectile towards you. Test both your Agility and Luck attributes for you will need a good measure of both here. If you pass both tests the dart misses. If you fail either roll 1d6 and take the result from your endurance before continuing.

36: After much travail you have survived the Gauntlet and proved yourself both skilled and cunning. The door of Aggeron the Great opens and beyond you find a Jotun waiting for you, his garb that of the Hammer Guard. You have earned great honour for your House and its Masters. May you serve Aggeron well. The End.

37: From out of the floor before you a **Stone Jotun (CV-17, EP-14)** rises, its hands gripping a giant warhammer, its dead eyes glowing blue in the half-light. Without warning or spoken word the automaton attacks.

38: Carefully you move across the floor of the Shrapnel Room but you are not careful enough. Your boot brushes one of the touch-plates and it is the last thing you ever do. In an eruption of shredding metal the room detonates and your Gauntlet is over.

39: Carefully you open the door and are immediately engulfed in a blue light. In a blinding explosion of light you find yourself transported back to the beginning of the Gauntlet. You have chosen the wrong door and now you must start again.

40: You make your choice and open the door. In a blinding flash of light the white portal transports you back to the beginning of the Gauntlet. You chose the wrong door and if you are to be a Hammer Guard you must now start again.



# THE SECRET OF CLAVETTE'S KEEP

A gamebook adventure in two pages.  
Written and Illustrated by Wayne Densley 2016

## 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

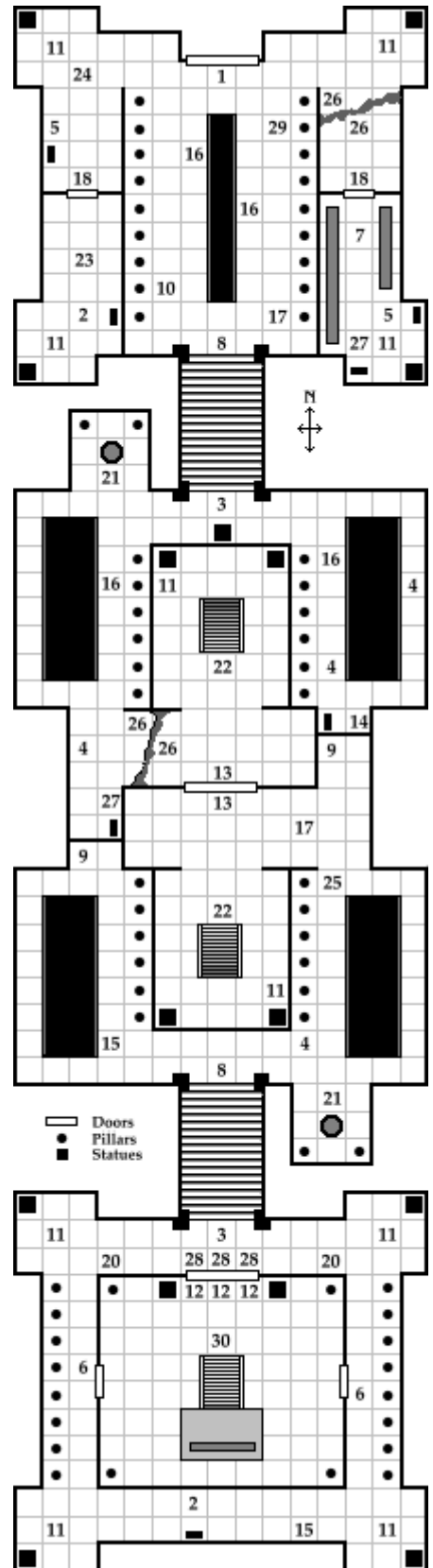
Your character has been equipped with a number of explosive devices and a sword to defend himself with. The satchel charge must be used when the secret of Clavette's Keep is uncovered, however the grenades can be used in any encounter with the Oera'dim where there is some warning of attack. Each grenade 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](http://www.arborell.com)

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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.



## Sections

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♦ The grey diamonds found upon the map of Hill 19 mark grids that have had mines laid as a part of the Hordim Army's defensive preparations. These grids must be avoided at all costs. To step upon them will result in a quick and certain death.

1: In the cool of the early morning you watch the dawn, the men around you quiet as they wait for the signal to attack. When it comes it is as a shower of arcing lights, fired from ballista and trebuchet lines to the rear that converge in the dark sky overhead before plummeting into the hill before you. In a series of explosions the slopes erupt in blossoming plumes of fire and earth, the screams of dying Hordim smothered within a growing barrage as the artillery opens up on the enemy. You watch as the detonations creep slowly up the hill, blanketing the enemy positions before focusing on a ruined temple at its summit. There the fire concentrates, the entire structure disappearing in a maelstrom of smoke and death. At the base of the slope the order is given to move forward and as one the Colonial Army advances.

2: Through a pall of acrid smoke a number of **Hresh warriors (CV-14)** run towards you. One sees you through the billowing fumes and without hesitation attacks. Conduct this combat according to the Melee Combat rules given on the first page of this adventure. If you kill this Hresh move on. If you lose this combat take -1 from your endurance and leave the creature to the soldiers behind you.

3: The slope is not steep but the dangers are ever-present and lethal. From positions higher upon the hill a volley of arrows is loosed, death raining down upon the advancing soldiers about you. At your right shoulder a man falls, his neck pierced by an arrow. Behind you another cries out, blood erupting from his leg as he drops his weapon and grabs for an arrow that has penetrated his armour. These men must be left behind. If they live Healers will tend them in the wake of the advance.

4: Before you is a set of stairs rising to the eastern entrance of the temple. Smoke spews from the piles of broken stone but you can see large shadows moving within the rubble. If you wish to take these stairs do so now.

5: The battle rages but within the turmoil you come to a halt. At your feet the ground is disturbed, a mine buried in the soft earth at your feet. Looking around you see others scattered upon the slope and immediately back away. Here you must be careful, any footfall upon them will bring an instant and unwanted death.

6: Bodies lay upon the ground, burnt and torn by the barrage that brought them down. Within this chaos you see a solitary Morg Archer rise from the ground, bow drawn and surveying the battlefield for a target. He sees you and his decision is made in a heartbeat. With a practised release of his thin fingers the arrow is loosed. Test your Agility and Luck attributes. If you are successful with either the arrow flicks passed your ear. If you are unsuccessful with both the arrow hits, penetrating your body armour and dropping you to the ground. It is a wound that you will survive but you cannot continue on. Your part in the battle for Hill 19 is over.

7: Quickly you ascend the stairs and find yourself within the blasted remnants of the old temple. Rubble lies strewn upon a blackened stone floor but within a pall of smoke you see three shapes moving. It is two Jotun Generals, supporting a third who is badly wounded and losing consciousness. When they see you they lay the third upon the ground and take up their weapons. Luckily you are not alone. At your back another three soldiers stand with you, more running for the ruins as you face down these enormous warriors. These **Jotun Generals (CV-19, EP- 18)** will not be taken alive. One of the giants attacks you, the other defends his fallen comrade. For this combat add +4 to your CV to account for the help given by your fellow soldiers. If you win this Standard Combat turn to section 30. If not it will be here that your battle will end.

8: A **Hresh (CV-14) Attacks!** Conduct this combat according to the Melee Combat rules given earlier. If you win this fight move forward. If not take -1 from your endurance points and leave the Hordim for the soldiers behind you.

9: At a rush you make for the cover afforded by a low stone wall. Overhead a volley of arrows whistles through the air, cutting into a line of soldiers behind you. Many fall but the advance must not stop. Taking a firmer hold upon your weapon you regain your feet and continue on.

10: A **Morg Archer (CV-12)**. Within the battle a Morg Archer settles his eyes upon you. He has no arrows left in his quiver and instead takes up a spear. The emaciated creature does not hesitate in his attack. If you win this Melee Combat move on quickly. If you lose this combat take -1 from your endurance and leave the creature to the soldiers behind you.

11: Upon the slope above you a soldier is cut down by a **Hresh Warrior (CV-14)**. At a rush you close upon the Hordim. If you win this Melee Combat continue your advance. If you lose take -1 from your endurance and leave the Hordim to its fate.

12: Cautiously you run along the eastern flank of the temple. Other soldiers join you, fanning out upon the broken ground to encircle the ruin. It is your mission to capture any remaining Hordim here but in truth you cannot see how anything could possibly have survived the barrage. Undeterred however, you move forward.

13: For a moment you pause, catching your breath as the battle rages about you. There is however, no time to rest so you move on.

14: Looking up you see a hail of arrows arcing towards you. Test your Luck. If you are successful the arrows thud into the slope behind you. If not one of the arrows strikes home, cutting across your forearm before burying itself in the earth at your side. Take -2 from your endurance and reduce your CV by 1 point for the duration of this battle.

15: Running around the edges of the temple you find stairs rising to the northern entrance. If you wish to climb them do so quickly.

16: Struggling up the slope you continue your advance. Ahead the hill is shrouded in a pall of smoke, ballista bolts still hitting the ruin and the Hordim positions that surround it. Upon the slope you can see hundreds of colonial soldiers steadily moving forward, some dragging equipment behind them, others using shields to protect themselves from a murderous hail of arrows and slingshot. Wiping sweat off your face you look back to the summit and continue on.

17: Overhead you hear the tell-tale sound of an unstable ballista bolt falling to earth. Spinning end over end it cannot make its intended target and instead falls amongst the advancing troops. It lands only a short distance to your left. In a powerful detonation the bolt explodes, throwing earth and broken stone in all directions. You are lucky however, in that a slight rise in the ground protects you from the main force of the explosion. Others are not so fortunate but you cannot stop. Only when the hill is cleared of Hordim will this battle end and these wounded men be tended.

18: Upon the ground you find a dead soldier, the manner of his demise a single blow to the neck. There is nothing you can do for him so you move on.

19: The bolt hits the ground in front of you and explodes as you lunge sideways, a pile of stones nearby your only hope. Test your Agility. If you are successful the blast will spend its force upon the rocks. If not the full force of the explosion cuts you down. If this proves the case your battle here is over.

20: Upon the ground you find the body of a dead Hresh. In its hand is a small glass vial and you recognise it for what it is. The container is filled with *u-laal'nahla*, a regenerative potion used by the Hordim to heal wounds and restore stamina. This you take. (When needed this potion will restore +6 points to your endurance.)

21: Before you is a set of stairs leading to the western entrance of the temple ruins. If you wish to climb these steps turn to section 26.

22: As you run an arrow thuds into the earth at your feet. You swear under your breath but do not stop.

23: Running up the western side of the temple ruins you see a stairway ahead. The ruins are shrouded in smoke but you can see large forms moving within the rubble. There must still be Hordim alive here.

24: Looking up the hill you see a Morg stagger onto a rock wall. In its hand it holds an unexploded ballista bolt and in one desperate movement throws it down the slope towards you. Test your Luck. If you are lucky the bolt is no longer active and does not explode. If you fail this test turn to section 19.

25: Before you can move any further a soldier ahead of you steps on a mine. It explodes in a blast of earth, stone and torn flesh. Instantly you feel a pain in your chest, a piece of stone slamming into your armour and throwing you backwards onto the ground. (Take -2 from your endurance) Stunned you lay still as giant Jotun warriors run over you, their number moving rapidly down the slope. For a moment you remain still but you cannot afford to lay here. Rolling on to your stomach you regain your feet and take a firmer hold of your weapon.

26: Quickly you run up the stairs, the forms of three Jotun emerging from the smoke. Intent on their appearance you do not see the tripwire that crosses the threshold and you run into it. Instantly the archway is engulfed in a violent explosion, your lifeless body thrown backwards onto the grass verge. In this life your battle is over.

27: A **Jotun Warrior (CV-15)** rises before you, hammer in hand and a murderous hatred burning in its eyes. Conduct this combat according to the Melee Combat rules given previously. If you defeat this giant move on. If not take -1 from your endurance and leave the Hordim for the soldiers behind you.

28: A wounded Hresh lies in the grass, scimitar still in hand but paralysed by an explosion that has broken its back. Without hesitation you kill the Hordim and move on.

29: Coming to a halt you look upwards, a set of stairs leading to the southern entry to the ruined temple. Completely engulfed in smoke you can see a number of large forms moving within the pall. If you wish to climb these stairs do so quickly.

30: About you the bodies of the Jotun lay bloodied and still. Quickly you search the giant warriors, looking for the tattoos that will mark these Hordim as part of the Command Unit of the Army of the March. What you find is unexpected. The Jotun are indeed all marked as Generals of the March but one gives you pause to call the soldiers near you to your side. At your feet lies Vallen'diil himself and he is not dead. Wounded within the initial barrage he is unconscious, his head and neck bleeding from a number of shrapnel wounds. Quickly you apply pressure to his injuries, your purpose to ensure he will live to face interrogation at the hands of Colonial Intelligence. Calling for Healers you secure his hands and consider what you have found. The Great Hammer has been captured and this war between Oera'dim and Men is now over.

## Notes

# THE DARK WATER OMNIBUS

WHAT CAN BE FOUND WITHIN THESE PAGES IS A COMPILATION OF TEN MICROGAMEBOOK ADVENTURES FROM THE CHRONICLES OF ARBORELL.

THESE ADVENTURES INCLUDE.

- + THE WATCHTOWER
- + ASSAULT ON NEM'HALEEN
- + THE GAELWCH
- + ALWEN'S RUN
- + A SLAVE'S VENGEANCE
- + THE GHOSTS OF ALLAN'DURIL
- + AGGERON'S HAMMER
- + THE SECRET OF CLAVETTE'S KEEP
- + THE CAPTURE OF VALLEN'DIIL

EACH ADVENTURE COMPRISES ONLY TWO PAGES AND CAN TAKE FROM TWENTY MINUTES TO AN HOUR TO COMPLETE. ALL YOU NEED IS A PEN, TWO SIX-SIDED DICE AND AN ADVENTURER'S SPIRIT. MAY GLORY AND REPOWII FOLLOW ALL WHO SURVIVE.

