Legends of the Deep Guild

Advanced Rule Set

Wayne F Densley
Introduction to the Legends of the Deep Guild

The Legends of the Deep Guild is a series of micro-gamebook adventures that have evolved from a short, two-page gamebook format developed as a part of the Chronicles of Arborell interactive gamebook series. Each of these legends is a solitary role-playing adventure game, one that allows a player to take on the role of a Brother of the Deep Guild of Des Vallendor and complete a range of difficult missions within the ruins of Arborell. All you need is a pen, two six-sided dice, and a print of the Character Sheet and Combat Record provided with this Rule Set.

Playing these Micro-gamebooks

These gamebooks utilize a simple game mechanism that combines a map given within each adventure with a series of section references. You begin each mission upon the grid numbered 1 and your adventure progresses from that point forward. The game is divided into turns, each turn allowing you to move a maximum of 10 grid spaces in any direction, including diagonally, but you must end each turn on another numbered grid. Each numbered grid is a reference to a section provided within that adventure and you must then act upon whatever that section requires. It may describe something you find, a combat encounter or possibly nothing at all. You will not know however, until you end your movement on that grid and read the associated section reference. Your adventure will end when you have met the mission objective given in its introduction or have died in the attempt.

Character Generation:

Generating a character is the first set of decisions a player must make. The following character attributes are yours to determine. Spread 35 character points among the four Strength, Agility, Luck and Endurance attributes listed below, but following character attributes are yours to determine. Spread 35 character points among the four Strength, Agility, Luck and Endurance attributes listed below, but excluding Endurance. Any who choose to combine it with the other three attributes may not exceed 10 points for each combination. Each numbered grid is a reference to a section provided within that adventure and you must then act upon whatever that section requires. It may describe something you find, a combat encounter or possibly nothing at all. You will not know however, until you end your movement on that grid and read the associated section reference. Your adventure will end when you have met the mission objective given in its introduction or have died in the attempt.

Character Talents:

Once you have determined your character’s attributes and combat value, you may also provide your character with specific talents and skills. These enhance certain aspects of your character’s ability to survive the ruins of Arborell and should be chosen carefully. If you wish to do so, you may choose two of the following talents and two skill types. Record these on your character sheet and any specific rules for their use if necessary.

Strong Back

This talent allows a character the ability to automatically pass all strength tests that might save them from an untimely death. Strong Back can have many advantages and as a bonus provides a permanent addition of +1 to your CV.

Beast Slayer

If you choose the Beast Slayer talent you will have a +2 increase to your CV when fighting all creatures of flesh and blood. Note that this talent cannot be chosen if you are using a weapon as your primary weapon, or intend to choose either the Drey’dim Bane or Weaponmastery talents as well.

Drey’dim Bane

A player who possesses the Drey’dim Bane talent will enjoy a +2 increase to Combat Value during all combats with these spectral creatures. This advantage will apply every time you enter into combat with a Drey’dim but does not apply to any other combat encounter. The Drey’dim Bane cannot be chosen if you intend to choose either the Beast Slayer or Weaponmastery talents as well.

Leap of Fate

The Leap of Fate talent allows a player to re-roll three unsuccessful jumping attempts in the course of their adventure. This talent only applies to attribute tests that require Agility rolls.

Weaponmastery

A player who chooses weaponmastery will have a +1 increase to Combat Value for the length of their mission, but are limited in that they can only use the weapon they start the mission with. If at any time a weapon is lost or changed, combat value must be reduced to normal levels. Note: This talent cannot be chosen if you are intending to choose either the Beast Slayer talent or Drey’dim Bane.

Blessed by Providence

With this talent a player may re-roll any two failed luck tests in any single mission. This talent cannot be chosen if you intend to choose the Leap of Fate talent as well. Only one of these may be used by a character at any one time.

Character Skills:

Unlike talents that are based mainly upon a Brother’s innate capability, the skills developed by Brethren are acquired through years of training and practice. What follows is a selection of those skills. A Novice Brother may choose two skills, a Chartered Brother three, and a Venerable Brother four.

Stealth

This skill allows a Brother to move quietly through any terrain without sound or sign and provides automatic success for all luck or agility tests required to avoid detection by any creature or Hordim.

Evasion

Evasion allows a Brother to divert attention from their position and then make a quick escape. It provides automatic success for all Luck tests when avoiding foes.

Rappel

This skill allows a Brother to descend shafts, cliffs or chasms without need for agility or luck tests. Very useful in the deep ruins of the world.

Swim

It is a maxim of the Guild that a Brother does not live long if he takes to water in the deep ruins of the world. If you are forced to do so however, this skill will give you a 50/50 chance of surviving the experience.

Delve

On many occasions a Brother will be required to scramble through tight spaces and narrow tunnels. To do so safely requires skill and strength. Those who can Delve will not require to pass any form of Agility test to make it through.

Language

Many are the clues to be found scrawled in ancient languages upon the walls of the ruins of Arborell. To understand them puts a Brother at some advantage.

History

All Brothers understand the History of their world but those that study it closely have an advantage over those that might not be so attentive.

Lore

This skill provides a better understanding of EarthMagic and an appreciation of the power of the Sharyah. It is particularly useful if a Brother wishes to use these talismans to fend off the creatures of the deep ruins.

Hand to Hand Combat

In tight spaces the ability to kill with knife or hand is an advantage that can save your life. Provides +1 to Combat Value for duration of mission, and +2 to all combats using knife or fists.

Ranged Combat

Brothers who gain expertise in Ranged Combat can kill at distance and avoid hand to hand combat. This skill has advantages including a +2 to all ranged throws.

Lockpick

This skill provides knowledge of all locking and trap devices artified by either Man or Hordim. A very valuable skill indeed.

The Standard Toolkit:

Apart from mundane clothing all Brothers of the Deep Guild are issued with a standard toolkit. This set of equipment is available for a Brother to take into the Deep Ruins but is limited by its overall weight. Choose eight of the items listed below and include them as part of your mission equipment. Please note that the 3 torches and 5 rations count as one item each for the purpose of your mission toolkit.

- Knife
- Rations (5)
- Stove
- Mirror
- Rope and grapple
- Rations (5)
- Boot-spikes
- Slingshot
- Stove
- Knife
- Torches(3)
- Rations (5)
- Boot-spikes
- Lead Shot (10)
- Stove
- Mirror
- Safety Helmet
- Stone–pick
- Sword
- Lock picks
- Lead Shot (10)
- Leather Gloves
- Compass
- Short Spear
- Light Axe

Torch & Rations

When considering the equipment you wish to take on a mission it must be noted that Torches are the one item that is mandatory. A minimum of three are provided as a part of the Standard Toolkit and any mission you undertake will fail the moment you have used all the torches you take with you. A player can take more than 3 torches with them but each additional torch must be included as one of the seven other items you can choose for your mission.

Rations

Each ration carried is the equivalent of one meal and adds four points to endurance when eaten. Rations cannot be consumed during combat but can be used at any other time.

Giving Your Character a Name

Unlike the standard rule set a player in the advanced missions may record a Character name and use it for the course of their career within the Guild. Such a name should be forwarded to the Guild Registrar (the author) for permanent record.
Combat Resolution:
In the confines of the ruins of Arborell you will encounter creatures that will react violently to your presence. When you are required to fight the following rules apply:

- **Record the name, combat value and endurance of your opponent on your Combat Record Sheet.**
- **Roll 2d6 and add your combat value (CV) to the number you have thrown.** This is your combat strength for the round.
- **Throw 2d6 and add the number rolled to your opponent’s combat value.** This is your adversary’s combat strength for the round.
- **Compare both combat strengths.** The higher combat strength wins the round and an amount of endurance points must then be taken from the loser’s total endurance points. If the winner 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. A draw requires no change in endurance levels.
- **Repeat this combat process until either yourself or your opponent’s endurance points fall to zero.** At that time the combat has been resolved and one of you will be dead.
- **Please note that all the combats encountered in these adventures are compatible with the Windhammer Enhanced Combat System available from the Chronicles of Arborell at [www.arborell.com](http://www.arborell.com).**

Ranged Combat
Ranged combat within the close confines of the deep ruins of Arborell can be both restrictive and ineffective under most circumstances. Both crossbows and long bows are cumbersome in the deep ruins, and over the years Brothers have taken the slingshot as their ranged weapon of choice. With heavy lead shot a Brother can bring down both creatures and Hordim but such combat comes with risks. The following rules apply to Ranged Combat.

To attack an opponent at range:

- **The section reference you have landed on must provide the option to shoot rather than engage in close combat.**
- **To shoot at the creature or Hordim throw 2d6.** If you have the Ranged Combat skill you may add +2 to your throw total. A result of 7 or greater will be a hit, any less a miss.
- **If a hit, roll a further 2d6 and add your previous 2d6 roll to the total.** If this total is greater than that of the target’s CV you kill it outright. If your total is less, you wound the target for 2 endurance points but alert it to your presence. You will have the opportunity for one more shot before the creature or Hordim will be upon you. If you cannot kill it in this following attempt the combat must be resolved using the Combat Rules described earlier.
- **If a miss, you instead alert the creature or Hordim to your presence and it will attack.** You will have the opportunity for one more shot before the creature or Hordim will be upon you. If you cannot kill it during this next attempt the combat must be resolved using the Combat Rules described earlier.
- **You do have the option however, to not shoot at the target and instead take whatever directions are then provided by the relevant section reference.**

Terrain Rules
In the Advanced Rule Set terrain is divided into two classes – Stable and Unstable. Stable ground is any ground or incline that provides a firm footing. Such ground does not retard normal movement and does not modify combat or attribute tests. Unstable ground however, is any ground that by its nature would be expected to slow movement. This includes wetlands, mud, shallow waters, quicksand, snow and ice, broken ground, volcanic activity or areas of strong EarthMagic. If a player encounters unstable ground the following applies:

- **Movement is reduced from the standard 10 spaces per turn to 6.**
- **All combat requires a reduction in player CV by 3 points. This applies also to Hordim foes, but not to creatures resident to those areas or for that matter any of the Dreyadim swarm.**
- **All Agility tests must be conducted with a -2 decrease to all relevant Agility.**
- **Ranged Combat is not effected by terrain except where it interferes with line of sight.** The relevant section reference will adjust for any terrain modifiers.

Generally terrain found within the deep ruins is stable. Areas of ground subject to rockfall or subsidence will require specific skills or rules that will be described fully in the relevant section references.

Testing Attributes:
A character’s attributes can be tested with a throw of dice. For all attributes except Strength (which requires 2d6) a 1d6 should be rolled and the number compared to the value of that attribute. If the number thrown is equal to or less than the attribute’s value the test has been successful. The section reference concerned will indicate what action a successful or failed attribute test will require.

Restoring Endurance:
During this adventure you may be exposed to violent combat and the inevitable injury that follows such encounters. The rations you take with you on your mission will restore four points of endurance to your EP for each that you consume. Within the ruins of Arborell you may also find other items that will restore health to you. This has been shown to be far more advantageous to avoid conflict if possible. A Brother should, if circumstances allow, leave the denizens of the deep ruins in peace and instead find a way to skirt their notice and move on. It is a truth that many of the creatures that live below ground are powerful adversaries and if it is avoidable, a Brother should evade their notice. How this is done in the context of each adventure is provided for in the text of those relevant section references. It should be noted however, that these rules do not apply to the Hordim. Mong, Hresh and Joban are the mortal enemies of Men and should be confronted at any opportunity. This does of course, always remain at the discretion of the Brother. In regards to what can be taken from the deep ruins the Guild is very specific. All loose items no matter their size are fair game to the Brethren of the Guild but under no circumstances can a Brother deface or in any way damage the structure of any temple or shrine. Long experience has shown that a power resides within those ancient walls and any disturbance can lead to unexpected and deadly repercussions.

Flashcharges
Flashcharges are available to Brethren only on rare occasions but are invaluable when confronting large and powerful opponents. These small metallic grenades detonate with considerable force and can tear a foe to pieces if used properly. No specific rules apply to their use, the relevant section references will let you know if you can use them and the potential effects of that use.

Promotion within the Deep Guild
Active Brethren, those that delve the deep ruins of the world are ranked according to their experience and what they have acquired. Three ranks of Active Brethren have evolved – Novice, Chartered and Venerable. A Novice Brother is inexperienced and relatively unskilled but will be sent on missions of equal difficulty as his superiors. Whether such a Brother returns is a test of his value to the Guild. A Novice can rise to the status of Chartered Brother by completing five missions and in the course of each of those missions collect at least two items of Note. Such items of note will be described in each adventure. A Brother promoted to Chartered can then rise to the rank of Venerable Brother by completing at least a further five missions and collecting one of each of the different Sharyah known in the world. These magic talismans are rare to find and it may take more than five missions to acquire them all. Having them all however, ensures a Brother’s rise to the rank of Venerable.

A Chartered Brother may choose one extra skill, increase base endurance points by 5, add +1 increase to overall combat value and add +1 to their Agility and Luck attributes. A Venerable Brother may choose two extra skills plus one additional talent, increase base endurance points by 10, add +2 to overall combat value and find automatic success on all Agility and Luck tests.

Beyond the Active Brother ranks lies two further levels, those of Brother Adjutant and Guild Master. These levels are given to Venerable Brethren who have completed five and ten missions respectively at that level. Such ranks are ceremonial and provide no benefits to a Brother in extra skills or capability.

Promotions are not however, given easily. A Brother wishing to claim a higher rank must register with the Guild Registrar and await certification. Any Brother may do so by forwarding their claim to the author listing missions completed and items recovered. Only then can one claim promotion within the Guild.

Adventure Specific Rules
Although the rules provided in these pages cover most of what is needed to conduct missions for the Deep Guild each adventure may have its own specific rules as well. These mostly relate to navigating the maps provided and stating mission objectives, but a Brother should be careful to understand any adventure specific rules before beginning. To not do so could lead to an unfortunate and unwelcome demise.

Regarding the Dreyadim:
These wraiths are the remains of Oerā dim (Hordim) 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 their welcome demise.
A BESTIARY OF ARBORELL

What follows here is an in-depth list of the most common creatures found within the deep ruins of the world. You will notice that each creature’s description is preluded with a list of specific characteristics, these relating to Aversions, Special Rules, Difficulty modifiers, and Creature motivation. Each is important to any encounter a Brother may have with such dangers and each is described in detail below.

Aversions
In the course of your missions into the deep ruins of the world you may be lucky enough to find one of the ancient talismans known as Sharyah. Apart from the specific properties these stones afford their possessor they also have a unique effect upon many denizens of the Underworld.
You will notice that many of the following creature descriptions list aversions to certain talismans. If a creature has an aversion to a particular Sharyah, and you have one in your possession the creature will not be able to stand the proximity of the talisman and will retreat from its potency. If you do not have such a Sharyah in your possession you must either fight the creature or attempt to withdraw from it. The rules regarding withdrawal from such contacts are listed in their own section below.

Special Rules
A number of the creature descriptions list special rules for contact. These rules are straightforward and relate mostly to combat. Any special rule listed applies only for the duration of the contact itself.

Difficulty Modifiers
Difficulty modifiers are specific rules that apply to where or how you encounter a creature. Small rooms, narrow corridors or unstable ground may all require a modifier that will make your contact either easier or far more difficult.

Creature Motivation
Creatures are generally classified into three classes of motivation: Ambivalent, Territorial and Persistent. Ambivalent foes do not move from their location and can be easily avoided if required. Territorial foes will attempt to chase you out of a specific location and can be aggressive in that pursuit. Persistent foes are creatures that will hunt you down if given the opportunity and are difficult to avoid. In all these cases the descriptions that follow will give details on how a creature’s motivation will affect your combat. If, of course, you decide to stand your ground then the combat resolution rules will apply.

Withdrawing from Encounters
A Brother may withdraw from any encounter before combat begins by following the Motivation rules given for the creature concerned. Once you have been discovered the rules provided in their information will give the means by which you can withdraw. This usually requires one or more consecutive Luck tests. If successful you may withdraw and find another way. If you fail these tests the creature will attack you and combat resolution rules will then apply. It should be noted however, that you can withdraw from an encounter only if it is evident that there is another way forward. If you see no other way forward then withdrawal will mean the end of your mission and failure.

CREATURE DESCRIPTIONS

Arachnari Scout
Aversions: Light stone, Shield stone
Special rules: -1 to player CV if fought with short sword or dagger
Difficulty modifiers: None
Creature motivation: Territorial
There is nothing more terrifying in the ruins of Arborell than to encounter an Arachnari foraging for food. These powerful spider-like creatures live in vast Hives, but regularly leave to search the tunnels and halls for food, whether it be carrion or the living. An Arachnari Scout is a difficult adversary at any time. Measuring some 2 metres in length the Arachnari have no fear of the dark, nor any hesitation in attacking any Dungeon Crawler they may find in the deep ruins. If possible they are a creature better avoided. This can be difficult however. These huge Arachnids guard their territory fiercely and will pursue you whilst you remain within it. If you choose to retreat rather than fight test your luck once. If you are successful the creature will let you leave, but you will have to find another way. If you fail the attribute test then the Arachnari must be fought.

Aversions: Light stone, Shield stone
Special rules: Can be dispelled with a Flash Charge
Difficulty modifiers: -2 to player CV regardless of weapon used in combat
Creature motivation: Ambivalent
There are no scholars in the knowledge of Men that can say what the Clinging Mists might be. First encountered within the halls of Askendis these mists envelop their victim and quickly suffocate them to death. Although nothing but vapours they can be harmed with normal weapons, however a -2 penalty to player CV applies during the course of the combat.

Clinging Mists have aversions to both Light and Shield stones. If you have either of these talismans in your possession it will force the Mists to withdraw. If you have neither of these Sharyah, but you do have a Flash Charge it may be used either before or during a combat to dispel the Mists. There are no special rules for this, the combat will simply end in your favour when you adjust your character sheet for the use of the charge.

Clinging Mists are ambivalent. If you choose to retreat from a room that has such an entity within you will not be pursued.

Cragwyrms
Aversions: None
Special rules: +1 to player CV if fought with any type of blade weapon
Difficulty modifiers: None
Creature motivation: Ambivalent
The Cragwyrms are a three to four metre long eel-like denizen of the deep ruins that hides in holes and wall cracks waiting for its prey. These Wyrm have been known to attack both Men and Hordim, and can kill their victim with a venomous bite if allowed to take hold of bare flesh.

Dire Cats
Aversions: None
Special rules: None
Difficulty modifiers: None
Creature motivation: Persistent
These large predatory cats are found mostly in the Western Mountains of Arborell. Growing up to two metres in length Dire Cats are identified most readily by their grey-white fur and short, stubbed tails. They are persistent foes that require two successful Luck tests to withdraw from.

Dweo'gora
Aversions: Light stone
Special rules: None
Difficulty modifiers: None
Creature motivation: Persistent
The Dweo'gora are shape-shifters born of the Ancient World that can still be found in these modern times. It is rumoured that these creatures were created by the Daughter-Of-Shadow Shabel to kill her sister Elanna, and since those elder times have hidden in the world, far from the knowledge of both Men and Hordim. It is not known what the true form of these creatures might be but the few vague sightings of Shabel’s Assassins in the wild report them as heavily muscled, moving upon all fours, and covered in a thick dark fur. One report in particular mentions the head of the Dweo’gora as being “not unlike a skull, one possessing rows of long, sharp teeth and dead soul-less eyes.” This report has however, been discounted by most scholars. Dweo’gora have an aversion to Lightstones and will retreat if you have one in your possession.

Hresh (Dreya’dim Swarm)
Aversions: Light stone, Healing stone
Special rules: None
Difficulty modifiers: None
Creature motivation: Persistent
The Hresh were created by the ancient Trell’s as weapons of war, and since the destruction of the ancients have maintained the discipline and rigour of their martial heritage. In the world above the Hresh are the mainstay of the Armies of the Horde. Humanoid in shape and size they are uncommonly proficient as warriors, and are more than a match for any Man they may encounter. In the confines of the great ruins of Arborell can be found the spectral remains of such warriors. Most find there way upon death to the Underworld and the fate that awaits them there. Those who do not become drawn to the dark places of the world and find no peace, wandering the halls and passageways of the world, looking for combat and a path to the Gates of Hallen’draal. As in life they are relentless combatants who will not stop until they see you dead, or are given the release that can be found in an honourable death.

Hresh of the Dreya’dim Swarm are persistent foes who require two successful Luck tests to be able to retreat from. They have aversions to both Light and Healing stones and will retreat quickly from your presence if you have either in your possession.
Hresh Grievous
Aversions: None
Special rules: None
Difficulty modifiers: None
Creature motivation: Territorial
Not known to the Men of the Four Nations until encountered in the mountains of the Lower Coldarai, the Grievious is a Hresh Warrior beaten and mutilated into madness. Such creatures are used by the Hordim as guards for important ruins and have proven themselves immensely strong and ruthlessly efficient killers.

Jotun (Dreya’dim Swarm)
Aversions: Light stone, Healing stone
Special rules: +1 to player CV if fought with spear
Difficulty modifiers: None
Creature motivation: Persistent
Of all the creatures of the Oer’dim it is the Jotun that are the most feared. These giants of the cold wastelands are both strong and intelligent and possess of great natural cunning. In life they stand more than 3 metres tall, sport ornate tattooing on their deep ochre skin, and adhere to a code of honour difficult for Men to understand. Their weapon of choice is the long handled warhammer and such weapons are highly prized amongst their number. The Jotun found below ground are the spectral remains of these creatures, somehow lost on their way to Haller’draul, and drawn by the powers of EarthMagic into the depths of the world. Jotun have aversions to Light and Healing stones, from which they will quickly withdraw, and are a persistent foe that requires two successful luck tests to retreat from. It has long been found also that the most effective weapon against these giants is the spear or cavalry lance. A player using such a weapon will have a +1 advantage to their CV for the duration of the combat.

Mantis Beast
Aversions: Calling stone
Special rules: +1 to player CV if fought with any type of hammer.
Difficulty modifiers: None
Creature motivation: Territorial
It is not only the spectral remains of the Oer’dim that find their way into the dark halls of Arbobrell. Many creatures become lost in the deep ruins, and once there are altered by the proximity of EarthMagic. The Mantis Beast is one such creature. It is believed that these gonganathan insects scorn the light, as well as the giants of the world, and are not averse to killing anything that may provide a satisfying meal. Most can grow to more than four metres in length and develop an especially colourful, and thick, exoskeleton. It is known that the Hordim prize the body plates of the Mantis Beast for use in the manufacture of armour and to this end have been seen hunting these creatures in the deep ruins. If you have no Calling stone you must either fight or retreat. To retreat a Luck test will determine if you can quietly slip away. If not you must fight.

Molgoth
Aversions: Light stone, Calling stone
Special rules: +1 to player CV if fought with spear of any type.
Difficulty modifiers: -1 to player CV for all attacks with axe.
Creature motivation: Territorial
The Molgoth is a bat-like monstrosity that finds its home in all the dark places of the world. Most Molgoth found below ground measure a wing-span of less than 6 metres, but there are some that can grow to more than 30 metres. The Molgoth is a Territorial creature that cares only if you remain on its ground. If you choose to retreat from its territory test your luck attribute once. If you are successful the creature has seen you off and will not pursue. If you are unsuccessful then the creature will run you down and you will be forced to fight.

Morg (Dreya’dim Swarm)
Aversions: Light stone, Healing stone
Special rules: None
Difficulty modifiers: None
Creature motivation: Persistent
In the world above the Morg of the Horde are known for their small, emaciated bodies and their ruthless cruelty. It is said that any creature who strays into their path can look forward to a long, tortured death. In the deep ruins of Arbobrell it is not the Morg however, but their entrapped spirit forms that will be encountered, and they are every bit as cruel in death as they are in life. The Morg are a pair of giant insects that find their way into the dark halls of Arbobrell. Once seen by a Dreya’dim the Morg of the Horde becomes a Dreya’dim. The Morg of the Dreya’dim Horde that does not find its way to the Underworld is inevitably caught by the Maid of the Dreya Tree and becomes a Dreya’dim. In the light of day a traveller of the wilds of Arbobrell will never encounter Needle Flies, but for those who must delve deep into the ruins of the Ancients these flying predators are a constant threat. Found in swarms of hundreds these fist-sized insects attack any creature unlucky enough to cross their path. Equipped with a long and jointed proboscis they stab at their victims with increasing needling. The venom of the Needle Flies is a poison that rapidly overwhelms them. If you must fight your way through such a swarm any lost combat round will result in a 1 point reduction in your CV. If you survive the fight the reduction in CV will apply for the remainder of your mission and will not return until after you have left the ruins. Needle Flies have aversions to Light, Shield and Force stones. If you have any one of these stones in your possession you can walk through the swarm and find your way out of the room or passage without harm. If you do not have one of these stones in your possession you will be forced to fight.

Needle Flies
Aversions: Light stone, Shield stone, Force stone
Special rules: -1 to player CV for every combat round lost
Difficulty modifiers: +1 to creature CV if fought in small rooms and passageways.
Creature motivation: Territorial
In the deep ruins of the Ancients these flying predators are a constant threat. Found in swarms of hundreds these fist-sized insects attack any creature unlucky enough to cross their path. Equipped with a long and jointed proboscis they stab at their victims with increasing needling. The venom of the Needle Flies is a poison that rapidly overwhelms them. If you must fight your way through such a swarm any lost combat round will result in a 1 point reduction in your CV. If you survive the fight the reduction in CV will apply for the remainder of your mission and will not return until after you have left the ruins. Needle Flies have aversions to Light, Shield and Force stones. If you have any one of these stones in your possession you can walk through the swarm and find your way out of the room or passage without harm. If you do not have one of these stones in your possession you will be forced to fight.

Oer’daaki Roots
Aversions: None
Special rules: +2 to all player attacks if using axe
Difficulty modifiers: Oer’daaki roots only attack if disturbed.
Creature motivation: Ambivalent
The Oer’daaki are huge vine-like entanglements that spread over wide areas of the world. In taking root they force powerful tendrils deep into the earth, and in doing so reach hundreds of metres below ground. The roots of the Oer’daaki are strong, prehensile limbs that reach out for any sustenance that might be found in the deep ruins. It is best that they be avoided. Oer’daaki have no aversions but are particularly susceptible to axe blows. If these roots are encounter they will attack only if you disturb them, The simplest way to avoid disturbing these roots is to try and pass beyond their tangle test your luck attribute first. If you are successful they have not been disturbed and you may continue on your way. If you fail the test the roots will strike out for you, and only a fight will see you free of them. Oer’daaki are completely ambivalent opponents. They cannot follow so if you choose to withdraw there is no requirement to test your luck attribute.

Reaver
Aversions: Calling stone
Special rules: +1 to player CV for all attacks with hammer. Instant kill on hit.
Difficulty modifiers: -1 to player CV for all attacks with axe.
Creature motivation: Territorial
The Reaver is one of the most widespread predatory creatures in Arborell. Found from the cold wastes of the north to the temple complexes of the Durn it is a foe oft encountered by the Brethren. These scorpion-like predators prefer the easy meal that comes from carrion or the infirm, but will fight if the need requires it. Most grow to more than 6 metres in length and have pinchers that can range from 1 to 2 metres. Unlike scorpions they do not possess a flexible tail and stinger. Instead their pinchers are weighted with outgrowths of bone that are rarely used in combat. The hammer is the preferred weapon for combat against a Reaver. The creature’s hard exoskeleton has only one real weakness, that being a soft area around its tentacled eyes between its pincer arms. A strike crushing these eyes renders the beast unconscious and it can then be easily dispatched. If you choose to run from such a creature test your luck attribute once. If you are successful the Reaver will let you go, content to have sent you on your way. If you fail this test however, the Reaver is hungry and sees you as its next meal. If this is the case you will have to fight.

Sand Lurker
Aversions: Calling stone
Special rules: +1 to player CV if fought with sword.
Difficulty modifiers: -2 to creature CV if fought in small room or passage.
Creature motivation: Territorial
Sand Lurkers are large slug-like beasts that hide within areas of loose ground and wait for their next meal to come their way. These creatures are ambush predators and will attack at the slightest provocation. Sand Lurker will not attack you. It will remain in its lair and you will be able to pass without it molesting you.
Sentinel
Aversions: Force stone
Special rules: +1 to player CV if using hammer
Difficulty modifiers: -1 to player CV if fought in large room or cavern
Creature motivation: Ambivalent

Unlike Temple Guardians that roam the halls of many ancient ruins Sentinels remain stationary, their prime motivation the security of something hidden close at hand. It has been the experience of the Guild that Sentinels possess the same characteristics as Temple Guardians but do not move from the proximity of their charge. They are almost as brittle as Guardians though slightly stronger, however a solid hit will usually bring one down.

Sentinels have an aversion to Force stones, and although they cannot retreat from their position, they will allow anyone holding a Force stone to pass unmolested. If you wish to retreat from a Sentinel there is no requirement for a luck test. Their nature will not allow them to pursue you.

Shambler
Aversions: None
Special rules: +1 to player CV for all attacks with axe.
Difficulty mods: -2 to creature CV if fought on uneven ground
Minor blows that cause only 1 point damage have no effect on creature EP.
Creature Motivation: Persistent

It is not only the spectral remains of the Oera'dim that find themselves drawn to the deep ruins of the world. There have been many Men, including Brethren of the Guild, that have found an unforeseen death below ground. Unlike the Hordim however, death finds Men who have tarried too long below ground caught within a twilight world, one where they can only linger in a state of mindless decay. Such Men are known as Shamblers, and history has proven them just as aggressive as any other denizen of these deep ruins.

As they are already dead they feel no pain or fatigue, and must literally be cut to pieces before they will end an attack. Because of this minor wounds have no effect on creature endurance points. Only a blow of 4 endurance points will bring you closer to winning combat. Within the Deep Guild such creatures are considered the hardest to overcome as they take a great deal of time and energy to subdue. It you wish to retreat rather than fight, you will find Shamblers are a persistent foe that require two successful luck tests to avoid.

Shondalak
Aversions: None
Special rules: +1 for player CV if fought with spear.
Difficulty modifiers: None
Creature motivation: Persistent

The Shondalak is one of the most powerful natural predators that can be encountered in the ruins of the world. These creatures are bear-like animals that stand up to three metres at the shoulder. Possessed of pure black hairy coverings, and remarkably tough armoured shoulders and neck, they attack their prey with a set of long razor-sharp claws that retract into thick muscular paws. It is considered by most that they are also intelligent and highly cunning. More than one of your brethren has been ambushed by a Shondalak and few have lived to tell the tale. The Shondalak has no creature aversions but is vulnerable to attacks made with spears. It would you retreat rather than fight, you will find Shondalaks are a persistent foe that require two successful luck tests to avoid.

Temple Guardian
Aversions: Light stone, Force stone
Special rules: Will shatter on first combat round lost.
Difficulty modifiers: +1 to player CV if fought with hammer.
Creature motivation: Persistent

It has never been determined how it is that the ancient Trell’zara were able to animate stone, but in the ruins of the world it is possible to encounter such wonders and rue the meeting. Temple Guardians were made many millennia ago for the sole purpose of protecting the sacred temples of the Ancients. Made of black crystal, and formed as hooded, robed warriors, they are mindless automations dedicated to the death of anyone they might find in their ruins. They cannot be reasoned with.

Temple Guardians are powerful foes, but the effects of extreme age have left them brittle and susceptible to the blows of normal weapons. If fought they will shatter at the first combat round lost, the trick to do so before they kill you. These stone warriors have aversions to both Light and Force stones and will retreat from any player who possesses either. It is important to note that these creatures are Persistent foes, and if you endeavour to retreat from them it will require two luck tests to be successful.

QuaqWyrms
Aversions: Light stone
Special rules: +1 to player CV if fought with bladed weapon
Difficulty modifiers: None
Creature motivation: Territorial

QuaqWyrms are found in the southern reaches of the world and mostly infest underground waterways and mud pools. Large in size these serpents reach up to thirty metres in length and are particularly noted as ambush predators. All areas of water encountered in the deep ruins should be treated with caution.

These Wyrms have aversions to Light stones and will withdraw from any player who possesses one. It should be noted that these creatures are territorial and if you endeavour to retreat from them it will require one luck test to be successful.

Velk
Aversions: None
Special rules: None
Difficulty modifiers: None
Creature motivation: Territorial

The Velk are large rodent-like scavengers that infest the cold mountains of Arborell. Weighing up to forty kilos the Velk are known for their aggressive nature but have proven a good source of meat for travellers low on food. These rodents are territorial and if you have need to withdraw it will require one successful luck test to do so.

Wild Dogs
Aversions: None
Special rules: None
Difficulty modifiers: None
Creature motivation: Persistent

One of the unforeseen consequences of human settlement in Arborell has been the spread of large colonies of feral dogs into the wilds of the world. Aggressive pack hunters these mongrels are fearless and persistent foes that require two successful luck tests to withdraw from.

A SHORT HISTORY OF THE DEEP GUILD OF DAS VALLENDOR

“It is recorded within the Library of the Administrators Guild that the first settlement at Vallendor began in the Year of Settlement 188. Commenced as a penal colony upon the shores of Elesmenedene it quickly grew into a trading port, and then as a way-station for those travelling into the far southern regions of Kalborea. Although it is unclear as to when the Deep Guild itself was formed, the town, and then city of Das Vallendor has always been known as a meeting place for those men and women that have come to know us as Dungeon Crawlers.

The history of the Deep Guild has been wrapped in secrecy and rumour since it first made its services known to the world, and since that time its Brethren have been highly sought after as a means of acquiring important artifacts and talismans from the deep ruins of Arborell. Whether this acquisition has been done legally, or by means of theft, is a point often debated amongst those who have either commissioned their services, or been the victims of their sometimes unsavoury practices.

If we are to understand the Brethren of the Deep Guild we must first appreciate who they are. From the inception of the Guild, Das Vallendor has been a focal point of all the under-classes of our society. Thieves and mercenaries, professional criminals and murderers have all found sanctuary within the sprawling slums and alleyways of the Outer City. Within the shadows of the shining walls of the Citadel of Vallendor can be found a cesspit of vileness from which all members of the Guild are founded. It is from such unremarkable stock that the Guild trains its members, turning the vilest of citizens into highly trained and proficient Brethren. How this training is conducted is a secret not known to those outside of the Guild.

It is known however, that the Brethren hold skills in weaponry, bush-craft and the lore of the Ancients. It is assumed that this training must also entail knowledge of the ruins of Arborell, and of the monstrous creatures that can be found within them. Indeed it has been recorded that not only can the living be found within the halls and chambers of this Underworld, but also the spectral remains of many Hordim as well. Such a prospect can only give rational men reason to pause, and let others take the risks necessary to delve those dark places.

In truth there are few outside of the Brethren that would wish to occupation they have been chosen for. To willingly descend into the lair of the Brethren is a task left only to the foolhardy or the insane, and it has been rumoured that all Dungeon Crawlers possess these traits in some measure. But no-one can dispute that the life of a Dungeon Crawler can be a lucrative one, for there are many willing to pay for the services the Guild provides. Whether the Dungeon Crawler survives the commission is a matter that can only be determined by Fate and a good measure of luck.”
THE SHARYAH OF THE ANCIENT WORLD

Sharyah Special Rules

The Sharyah are talismans of EarthMagic designed by the Ancients that have proven powerful tools when used by those who know how to harness them correctly. They are however, dangerous artefacts in the hands of the unwise and special rules do apply regarding their handling and use.

The most important of these rules, and something that must be minded by all Brethren, is that you can only hold one of each type and no more than three different Sharyah at any one time. For reasons known only to the Ancients themselves Sharyah become highly unstable when held close together and these rules cannot be disregarded. If you find a Sharyah of the same type as one you already have in your possession you must leave that chamber immediately. If it is necessary to traverse that chamber the Sharyah you have must be discarded in another part of the ruins before you can return that way again. To not do so will lead to a devastating explosion and the end of your quest.

For similar reasons you cannot hold more than three different Sharyah at any one time. To possess more than three will lead to the same explosive outcome.

The following descriptions of these talismans will give you all the information you need to identify these artifacts if they are found, and then return them to the Guild for further study. The Sharyah you find should be recorded as those found will count towards your ongoing promotion within the Guild.

Using the Sharyah

It is a truth that most Brethren cannot activate the Sharyah. It is the possession of these talismans that is useful to a Dungeon Crawler and whilst they are in hand can help in keeping away creatures to whom they have an aversion. Only a few of the Brethren have the natural affinity that allows the Sharyah to be used for their designated purpose but for all other Brothers these talismans are simply valuable items that are a true boon if found. For the purposes of these Advanced Rules Sharyah are important both as items of Note and tools of Aversion.

Light stone (Sharyah'ka)

The Sharyah'ka is the most common of the Sharyah talismans left by the ancient Trell'sara. Used in past millennia to light the way for their slaves the Light stones are invaluable tools for the Brethren of the Deep Guild. These are in fact the only Sharyah that can be used by all Brethren. Even without affinity they can be activated by simply speaking the Huer'Al word for light, "Ka". Upon the utterance of the command the talisman will come to life, its illumination inexhaustible until directed to deactivate with the same command word. A player who possesses a Light stone will find that many creatures of the deep ruins will retreat from its illumination. This is especially so for the spectres of the Dreya'dim Swarm. It should be noted that a Light stone is generally too hot to hold whilst activated. It is general practice amongst the Brethren to lash the talisman to an exhausted torch. In the course of your game you will find that even if you are using none of these stones the text will refer to your illumination as a torch because of this.

It is important to also note that if you come into the possession of a Sharyah'ka the normal rules regarding Torches do not apply. A properly functioning Light stone cannot be exhausted and therefore a Brother shall have light for the remaining duration of their quest.

Shield stone (Sharyah'durien)

The Shield stones of the Trell’sara were created to protect slaves whilst working under hazardous conditions. It is recorded that the Ancients cared nothing for their creations, but could not aside those slabs that came from having to continually train new miners and engineers. To protect their most valued assets the Ancients devised the magic of the Sharyah'durien to provide an impenetrable barrier between their workers and the hazardous conditions they were sometimes forced to endure.

Like every Sharyah there are many creatures that have an aversion to the power of the Shield stone. If you encounter such a creature the information previously given in the creature's description will show how you can use the talisman to your advantage.

Calling stone (Sharyah'theran)

Like the Scrying stone this talisman's secrets have been lost to the millennia that they have spent in the dust of these ruins. The scholars of the Guild have determined no specific use for this Sharyah but it is said to have the peculiar property of bringing some creatures under its command. Stories have been told of one Brother who had the affinity to harness this stone and in doing so control a Mantis Beast and use it to protect himself in the dark halls of Traebor. Such tales however, have not been fully documented or proven. For the rest of the Brethren however, this stone should be treated with caution.

Scrying Stone (Sharyah'caadis)

Of all the Sharyah the Scrying stones are the least understood, the reason for their creation, and the proper method for their use, lost to the knowledge of both Men and Hordim. Only one particular purpose has been determined for them, and that is the uncovering of illusions sometimes found within the deep ruins. The full nature of such talismans is currently unknown and because of this the Sharyah'caadis should be treated with considerable caution. You will find that some creatures encountered do have an aversion to this stone. For this reason alone it is worth keeping.

Healing Stone (Sharyah'ainad)

Healing stones are one of the more useful talismans that can be found within the deep ruins of the world. Unable to be activated by most of the Brethren they have been known to come to life if a Brother already has in his possession an activated Lightstone. If this is the case the Healing stone will seek out any injuries you might have sustained and heal them, taking you endurance points back to their maximum level. Such healing can occur only once however, then the Sharyah will fall silent.

If however, you do not have an activated Lightstone these talismans still have their advantages. The Healing stone is one of the more potent Sharyah and many creatures found in the deep ruins have a strong aversion to it. This can be said especially of any of the Dreya’dim Swarm. It is a stone well worth keeping.

Force Stone (Sharyah'ahrel)

It is recorded within the surviving records of the Trell’sara that the Sharyah'ahrel were created for the Jotun, their enslaved miners and engineers. Used within the ancient delvings of the world before the arrival of Men, they were designed as tools to clear fallen stone and gouge the deep trenches required for foundations and mining operations. It is not known as to the full power of these talismans for no living man has ever seen one being used, but it is recorded upon the walls of Allicaner'jir 382 that a Force stone will use whatever power is necessary to move whatever may be placed before it. With these Sharyah a Dungeon Crawler must exercise care. The Sharyah’ahrel have proven themselves to be very unstable, their powers sometimes activated by a hard impact, especially against stone. If this occurs it is best to drop the talisman and run.

It is known that some creatures found in the deep ruins hold aversions to these stones and for this reason alone should be kept. Caution must be observed in their handling however, for more than one of the Brethren has found an unexpected end as the consequence of a moment of inattention.

And finally a word about digging...

There can be no doubt that the subterranean world within which the Brethren of the Guild must ply their vocation is a dangerous one. It can be said however, that sometimes the greatest of dangers can be found as a consequence of the most mundane of tasks. Such it is when considering the use of shovels and hammers in the deep ruins.

As mentioned previously the Guild has learned through long experience that the walls of the ruins of Arborell hold a power that can be dangerous when awakened. None more so than when in proximity to the Murals of Meshaal. Although the name relates originally to a specific area of the ruins of Traebor'nar'dorum it is used in general practice within the Guild to describe any of the moving stone walls or murals of the ancient world. These murals cover vast areas of many temples and shrines and are powered by an energy that over the years has become unstable.

As far as can be determined that power flows through the stone structures but lies quiescent until activated by movement. It has been shown that any heavy impact against those ancient walls causes that power to begin flowing towards the murals and any distortion or crack in the stone can lead to bursts of energy leaping from the surface of the stone towards any close living thing. Many Brethren have died in such eruptions and hence the caution that must be displayed when undergoing any activity that might cause impact or damage to the walls you encounter.

The Rules of Conduct are specific in this endeavour. The use of shovels or hammers to move rock or debris to clear a path must be undertaken with extreme caution, and only to the extent that a sufficient path might be found forward. Smashing a hole through a wall to gain access to another chamber is prohibited by the Guild, and is prescribed not only for the safety of the Brother involved but also to safeguard those Brethren that might be sent to rescue him. Active breaches in a wall that feeds power to the Murals of Meshaal can remain open for years after the initial breach, and hence become dangerous areas for all Brethren that might follow.

The use of shovels and other implements to dig holes and trenches is a necessary activity allowed as long as the Brother is digging in areas of already loose earth and smashed stone. Clearing rockfalls and other debris piles should be conducted with equal caution however, as there are many ambush predators that use such barriers to corral prey. It is a truth that both caution and vigilance keep a Brother alive.
Character Attributes

Strength (5 - 9)
Agility (3 - 5)
Endurance (10 - 20)
Luck (2 - 4)

35 Character points must be applied here

Endurance Points

Rank Bonus + Total EP = Total EP

Character Name

Guild Rank

Equipment (AND ITEMS FOUND)

Chosen Talents/Skills

Weapon in Hand

Mission Notes

Rations

A maximum of 5 rations can be held at any one time

Items of Note

Torches

Flash Charges

Keywords
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## Legends of the Deep Guild
**Advanced Rule Set**

### Career Manifest

A new series of microgamebook adventures from the Chronicles of Arborell

#### Novice Missions

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#### Chartered Missions

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#### Venerable Missions

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#### Brother Adjutant Missions

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#### Sharyah Acquired

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Introduction

It is a truth that in these modern times we look back upon the empire ruled by the ancient Trell’sara and see only the cruelty and betrayal that littered its dark history. For one hundred millennia Aggeron the Great ruled Arborell with a ruthless efficiency that none of his fellow Guardians could withstand. No Being, whether they were high born or low, could consider themselves safe from his malice, and for long years both Trell’sara and Oren’dim alike felt the blunt force of his reign.

One Being however, Hallad of House Mortain, did not wish to live shackled in tyranny and conspired with Unfettered rebels to bring down his Emperor. Unlike his brethren Hallad had remained loyal to the Silvan Tree that had created him, lamenting her betrayal at the hands of his fellow Guardians, and judging the costs of Aggeron’s rule too painful, too destructive to the world for which they had been given custody.

With the resources of his Great House at his disposal he worked diligently against the interests of Aggeron and in doing so came under the notice of the Silvan Tree. Lost within the depths of the Mines of Mourning the Great Tree lay broken, too weak in those early years to rise against the power of Aggeron but able to see the machinations of Hallad and the Unfettered on her behalf.

As a reward for his loyalty Hallad’Mortain was bequeathed a talisman, a stave of pure blue Azuril known in these times as the Glyddenrod, and upon his death at the hands of Aggeron’s Hammer Guard, he was indeed betrayed by another of his House, was buried with it in the temple-city of Allas’prandor. In truth the talisman had been taken from him upon his death but was recovered by the Unfettered and placed within his tomb. From that day to this the Glyddenrod has remained hidden, lost within a complex maze of chambers beneath Allas’prandor. It is your mission to find the Glyddenrod and return it to the light of day.

Mission Objective

Somewhere within the Tombs of Hallad’Mortain has been hidden the Glyddenrod, a stave of pure Azuril, capped in solid silver and inlaid with polished iron. This stave has been lost since the death of Hallad ninety-five centuries before the arrival of Men in the world, and it is now your mission to find this great talisman and claim it for the Guild. Be warned however, such a prize is sought by many and not all who seek it are Men.

Special Rules

The Tombs of Hallad’Mortain makes use of the Advanced Rule Set for the Legends of the Deep Guild adventure series. For the purposes of this adventure there are no special rules except those relating to Map Navigation that have been set out below.

Items of Note

Within the Tombs can be found three Items of Note. These items include two hexagonal crystal rods that serve as keys and a Dirigecompass, a device of the ancient world highly prized by the Guild. Any of these Items of Note found should be recorded on your career manifest at the conclusion of your mission.

Using these Section References:

The section references that follow correspond to numbered grid squares found upon the map provided on the last page of this mission and in most cases need only be read once. The exception are sections 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.

Map Navigation

The map used in this adventure is presented as a jigsaw of disconnected chambers and corridors, each a small part of the multi-levelled labyrinth that must be navigated to find the final resting place of Hallad. This has been designed to mask the true path that will take you to the Glyddenrod. A Brother may move between chambers, each being on different levels of the Tombs. It should be noted that any set of chambers encountered within the map are counted as five grid squares for the purposes of movement within any single turn.

The Advanced Rule Set

As mentioned previously the Tombs of Hallad’Mortain utilises the Advanced Rule Set developed for the Legends of the Deep Guild series. Please read this rule set beforehand so familiarising yourself with the rules in the current adventure. This set is mandatory for this mission. The Advanced Rule Set also provides a Character Sheet, Combat Record and Career Manifest. When ready your mission begins on the grid reference marked 1. Good luck and may Glory and Renown follow all who are successful.

SECTIONS

1. The messenger found you in a tavern in Graemor, the raucous sounds of the White Horse Inn a pleasing backdrop for a night that you had anticipated for some time. As you sit down at your table with a large glass of fine drinking Guld song runs through your veins. The young woman before you is looking at you with a mixture of curiosity and attention within the busy revellery and before you could turn fully upon your bench his message had been delivered, its contents pushed towards you within a stiff waterproof envelope. The novice did not wait to talk just motioned to the briefing papers then left, his twitch back upon his hip and with apparently no orders to answer. For only a moment you watched him go then turned towards the envelope. Opening the letter you read carefully what lay within and had to smile. Providence had indeed laid a kind hand upon you.

But that had been a fortnight before. It had taken a week to cross the Colderal and a further two days to reach the temple-city at Allas’prandor. Another three days had been spent in an earnest search for the indescribable ruin that now stood before you. No more than twenty metres on a side it seemed of no great account amongst the sprawling ruins that surrounded it, its columned walls and domed roof unremarkable amongst hundreds of larger structures that spread out upon the flat plain. This temple however, stood alone in the vast expanse of Allas’prandor. Upon the lintel at its entranceway there had been set an intricately carved representation of wheat sheaves, the House Crest of Mortain. According to the mission brief this could be the entrance to the legendary Tombs of Hallad’Mortain and it was now your task to prove it so.

With no reason to tarry you move carefully inside, the entrance opening into a small chamber. For a moment you wait as your eyes adjust to the sudden gloom and quickly you see a dark opening in the floor. It is the threshold to a narrow staircase, one that spirals downwards into darkness. In the half-light at the entranceway you can see that it extends as a series of declines and landings, each new set of steps reaching deeper into the earth beneath you. This is the way you must go, the object of your mission somewhere in the depths below. Quickly you light a torch and take to the stairs. (This staircase is the equivalent of five grid squares in this first movement turn. Find the corresponding grey square marked 2.)

The ground is a fractured landscape of jagged stone that spreads along the trench for its entire length. Ahead you can see another incline of broken stone and a further passage beyond. From the north you can hear more sounds of impact, a hammer is being worked upon cold stone but the muffled echoes that ring out from the passages ahead seem more distant now, Whoever might be working in the shadows has moved further into the ruins and in this dark place the sounds are an ominous reminder that you are not alone. The trench however, is a more pressing concern, proving quickly to be a treacherous path that requires a careful choice of footfalls. Within this morass of crushed rock and desiccated earth you are forced to pick your way carefully, the ground beneath you unsure and prone to further collapse. It is only as you step over a large, uneven piece of rock that you forced to pick your way carefully, the ground beneath you unsure and prone to further collapse.

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3: A distant noise echoes down the passageway. It is the sound at first of a heavy impact followed quickly thereafter by laughter. In the shadows you wait and hear voices, the laughter turning quickly to earnest conversation and then to argument. You cannot tell what it is the voices are arguing about, all you can be sure of is that they are not human, and that they originate somewhere to the north. With weapon in hand you move on.

4: At the base of the stairs you look out upon a long chamber, one supported along its central line by two rows of enormous columns. In this huge space you can only see so far, the curious yellow light generates an ethereal edge to the chamber but looking down to the area about the stairs and the chamber’s near walls. Curious indeed.

5: The smell of water is strong here, and curiously a faint breeze wafts along the corridor. There is something ahead but you do not know what it is.

6: Upon the wall you find a series of scratch marks, each only a few centimetres in length, carved into the stone in the face of the ruins. The depth of the scratches is remarkable in themselves but only recent in their creation. Even more curious is a set of bootprints upon the floor and the mark of a bag or satchel dropped at their side. Someone else has been here and like yourself they are looking for something.

7: You decide to stay quiet and you stand quietly in the dark and listen but can hear nothing. Quietly you move on.

8: In the corner stands a large statue formed of black granite. Standing some four metres tall, and carved as a hooded, robed warrior it stands stoic and defiant in the shadows. You can see nothing of its face but it holds tightly in its grasp an enormous iron long-sword. For a moment you consider its purpose then move on.

9: After a quick and uneventful descent you find yourself standing in a small room, empty but for a single iron-clad box. This is certainly not the larger level you were expecting but the room poses some interesting questions nonetheless. It has no exits and appears to be completely isolated from the rest of the ruins. It is only the shape of the manhole in the stone that has afforded any access here and it begs the question on what the chamber was used for, and how access might have been gained for its construction. Throughout these ruins you have had a suspicion that the levels, and indeed many of the chambers are connected by secret doors or passages. The fact you can find none of them has indeed begun to vex you. The box however is all that resides here and if you wish to investigate it more closely you should do so.

10: To the north the ground has subsided, the passage floor having fallen away five metres into a long trench of unstable broken ground. If you wish to go further you will need to be very careful. If you would climb down into this trench turn to section 11.

11: Carefully you wipe away an accumulation of rust and grime and find the word clearly displayed. It is indeed written in Haelfur and is unambiguous. It says “Danger”. Stepping away from the chest you consider what you should do. Such warnings are never given lightly and it is reason enough to leave it well alone. If you would leave it alone you should turn round and continue with your mission.

12: In the dirt you find the remains of a simple meal, discarded crusts of bread and a portion of crushed bone. The bread is hard and covered in a layer of dust, and could have been dropped up to a week before. Someone else has rested here.

13: As you move closer you see that the floor you find two distinct set of bootprints, both no more than elongated scuff-marks in the dust but recognisable by the impossible length of their strides. For a short time you pause and wonder at the added danger of having two of these giants somewhere in the ruins ahead. It gives you cause to hesitate but only for a moment.

14: A scatter of falling stone brings you to a sudden halt. Carefully you survey the chamber ahead and think you see movement. It is indistinct, no more than the suggestion of trees bending to the breeze. The air itself carries a scent from the boughs along its upper surfaces. It is indeed a curious thing. Hallad was known for his loyalty to the Silvan Tree but to openly display such fealty must have been a dangerous course to follow. As you stand and consider the artifice of the archway you notice something else. There is a small hole in your sourfaint, but definitely something moving. It is not outside but within this room and if you wish to follow it you must wait.

15: Within the shadows you can hear something moving, the passageway filled with a smell that you recognise. The subtle sounds of chitinous armour scraping against solid stone only reinforces that recognition. Ahead, somewhere in the gloom there lurks a Mantis Beast and it has not yet seen you. If you wish you can try and open the chest to what lies within. If you do not wish to open the chest and move on.

16: The chest is intricately carved as two trees bending towards each other before entangling their tree boughs twisting about its circumference. What it is used for is not apparent. It is covered in dust but you can see an intricate patterning of intertwined vines and branches across its carved surface. It intrigues you. More than four metres in diameter it stands upright upon a platform of smooth basalt and appears to be made from perfectly carved obsidian. This one is covered in dust but you can see an intricate patterning of intertwined vines and tree boughs twisting about its circumference. What it is used for is not apparent. It is covered in dust but you can see an intricate patterning of intertwined vines and branches across its carved surface. The smell of stone and dirt is strong here and curiously a faint breeze wafts along the corridor. Both the chest and the wall poses some interesting questions nonetheless. It has no exits and appears to be completely isolated from the rest of the ruins. It is only the shape of the manhole in the stone that has afforded any access here and it begs the question on what the chamber was used for, and how access might have been gained for its construction. Throughout these ruins you have had a suspicion that the levels, and indeed many of the chambers are connected by secret doors or passages. The fact you can find none of them has indeed begun to vex you. The box however is all that resides here and if you wish to investigate it more closely you should do so.

17: As you move closer you see that the floor you find two distinct set of bootprints, both no more than elongated scuff-marks in the dust but recognisable by the impossible length of their strides. For a short time you pause and wonder at the added danger of having two of these giants somewhere in the ruins ahead. It gives you cause to hesitate but only for a moment.

18: From this chamber a narrow passage reaches into the stone. If this is to be your chosen path take it quickly.

19: Carefully you search the edges of this chamber, your purpose to find any sign of hidden doors or other exits. All you discover is thick, undisturbed layers of dust. It is possible that the old room had been abandoned long ago.

20: Searching the edges of this room you find a large unlocated chest, formed of iron and rusted to the point of collapse. Its hinges are rusted tight but it seems possible that with a measure of force you might be able to open it. Stepping back to look at its surfaces and find a single word engraved in the Elder Tongue of the Ancients. If you have the skill of Language go to section 11. If you do not go to section 107.

21: Within the shadows you move quickly and quietly. Here the ground is covered in bootprints, a sure sign that others have been here before you.

22: You have encountered these stone rings before and you must admit they intrigue you. More than four metres in diameter it stands upright upon a platform of smooth basalt and appears to be made from perfectly carved obsidian. This one is covered in dust but you can see an intricate patterning of intertwined vines and tree boughs twisting about its circumference. What it is used for is not apparent. It is covered in dust but you can see an intricate patterning of intertwined vines and branches across its carved surface. If you would ignore the warning and try and open it anyway turn to section 119. If you do not this door cannot be opened. If this is the case then you must withdraw without need of a Luck test but you should do so now before it notices you. If you have no wish to withdraw turn to section 111.

23: In this northern wall you find a small stone door, surrounded by a border of dark obsidian and possessing two escutcheons. The keyholes are shaped as hexagons and are set within borders of blue Azuril. If you have two crystal keys you can turn the escutcheon to section 120. If you cannot then you must withdraw and return to the previous chamber.

24: From this chamber a narrow passage reaches into the stone. If this is to be your chosen path take it quickly.

25: Within the shadows you can hear something moving, the passageway filled with a smell that you recognise. The subtle sounds of chitinous armour scraping against solid stone only reinforces that recognition. Ahead, somewhere in the gloom there lurks a Mantis Beast and it has not yet seen you. If you wish you can try and open the chest to what lies within. If you do not wish to open the chest and move on.

26: Here you find a shaft cut crudely into the solid floor. Against its rim you can see a simple rope ladder anchored with large iron pegs, and about it evidence that the ladder has recently been used. Looking into the opening you can see there is a considerable descent but one that leads to another level below. If you wish to use this ladder and descend to the next level do so. If you would rather find another way turn around and continue your mission.

27: At a half run you head down the corridor, but must again come to a halt. From here you find that you cannot go any further. The air itself carries a scent from the boughs along its upper surfaces. It is indeed a curious thing. Hallad was known for his loyalty to the Silvan Tree but to openly display such fealty must have been a dangerous course to follow. As you stand and consider the artifice of the archway you notice something else. There is a small hole in your sourfaint, but definitely something moving. It is not outside but within this room and if you wish to follow it you must wait.

28: You find an exit to the south and upon the ground more of the Jotun’s bootprints. He has taken this way southwards and if you wish so may you.

29: The stairwell proves to be very deep and when you reach its end you must pause. In the quiet shadows you wait and listen. You can hear nothing that might indicate danger ahead, but as is the case with many of these old dwellings you can hear the sound of the earth itself moving. The slow grind of stone upon stone as if something is being dragged. It rings clear in the passage then stops, the corridor quiet once again with its passing. If you do not wish to continue in this direction you can turn around and find another way. If you wish to continue on do so quickly.

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34: You find an exit to the south and upon the ground more of the Jotun’s bootprints. He has taken this way southwards and if you wish so may you.
Carefully you move away from the entranceway you can feel something coming to life and it is only a short distance to where the Oak and the Sentinel are standing. Oer'daaki roots and they are alive. Playing your torch over the plant's tendrils you can see that the entire tangle has been dragged across the floor, and only recently at that. Carefully you lift the edge and discover a hole in the stone, the roots used as a passage to the chamber beyond. As you run from the Sentinel you can feel the Forcestone still generating just enough force to keep it at bay. It is a stand-off that Sharyah will always win and with the talisman now in your hand you use it to break the statue away from the entrance and back towards the northern end of the chamber. You can feel the Forcestone's radiance diminishing as you reach the larger chamber beyond. As you run from the Sentinel you can feel the Forcestone still vibrating. With distance however, the talisman becomes quiet once again.

Carefully you walk about the Taal, your intention to inspect its surfaces for any writing that might lead you to the tomb of Halliad. What you find instead is a smaller chamber hidden behind the tree's imposing platform. If you wish to investigate this new chamber you should move on. The Taal however, provides no clues that will help you with the location of the Glyddenrod. One way or the other it is time to continue your search.

To the east you can see another passage. In this direction you can feel a power underlying the air that seems to tickle your skin with a prickling sensation against your skin, one that proves uncomfortable yet intriguing. Everything else you have found in this ruin has indicated that EarthMagic has fled, but as you stand in this entranceway you can feel something coming to life and it is only a short distance to where the Oak is standing.

The way forward is hard but you have no choice. The ground is unstable and in the play of light and shadow thrown by your torch you pick your way through the debris. It is here that you notice something glinting in a mound of earth to your left. Curious, you carefully brush away the dirt and find buried a Dirge-compass. It is a wondrous device, one that proves comfortable yet intriguing. Everything else you have found in this ruin has indicated that EarthMagic has fled, but as you stand in this entranceway you can feel something coming to life and it is only a short distance to where the Oak is standing.

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but it is not all this chamber has to offer. High overhead the great mural reaches into a further vista of the night sky, the twin moons of Arborell glimmering through a high cloud cover as a multitude of stars glint in the shadows. Speechless you wonder at the skill and knowledge that must have been brought to its creation but your reverie can last only so long. A noise to the west catches your attention and reluctantly you move on.

52: For a time you move along the corridor, the only sound within this vast space the muted echo of your footsteps upon the cold stone floor. There is little to be remarked upon here, the Dark Water silent and mysterious, the huge columns that enclose the space overhead. Determined you search the northern surface of the chest for any sign of the luminous mould, only in small patches but adding to the ethereal presence of the chamber about you. There is something else though. About you there is only gloom and silence but as you make your way forward you come to sense that something is indeed watching you.

53: In the lee of the wall is a pile of discarded tools and clothing. Oversized and too heavy for the use of Men you carefully pick through their number, looking for any clue to their origin. It is indeed Hordim-made and you discover the colour marks of Knaad Oldemai embazoned upon each piece. This tells you two things and gives you reason to pause and consider if there may be something of value. As you lift the lid of the chest however, you uncover a plain wooden box. It is handed in silver and has upon its upper surface a symbol of a dragon inlaid in blue Azuril. The box is in as bad a state as the chest itself and as you lift it carefully from the chest it falls apart in your hand. What remains is the remnants of the silver and Azuril decoration and a pile of hollow bone fragments. But in the hollow space within the chest you found in these ruins left as traps for the unwary, but within this cloth you can feel something heavy. Cautiously you unwrap the cloth and discover what hides within.

54: Flanked by huge columns the passage leads south towards what appears to be a four way junction.

55: Spread across the floor you discover a thick tangle of Oer'daaki roots. Quietly you step back and study carefully what you have found. These plants are a danger not easily overlooked but as you survey the tangle of thick, desiccated tendrils you realise that they do not pose a threat. You examine the root as a potential ladder. Following the roots to their source you can see that the plant has broken into this chamber from another part of the ruins. If nothing else it is a warning that more of the Oer'daaki roots may well be found elsewhere. Carefully you step over the tendrils and continue on.

56: Carefully you search through the contents of the chest. It contains mostly scattered scraps of clothing and dirt. To your right is a small box hidden under the debris. Taking this you examine its surface. It is a rough hewn stone and as you lift it carefully from the chest it crumbles in your hand. Carefully you step over the debris of the chest however, you uncover a plain wooden box. It is handed in silver and has upon its upper surface a symbol of a dragon inlaid in blue Azuril. The box is in as bad a state as the chest itself and as you lift it carefully from the chest it falls apart in your hand. What remains is the remnants of the silver and Azuril decoration and a pile of hollow bone fragments. But in the hollow space within the chest you found in these ruins left as traps for the unwary, but within this cloth you can feel something heavy. Cautiously you unwrap the cloth and discover what hides within.

57: The chamber here appears as no more than an annexe to the main corridor opposite. The walls are mostly smooth and apart from the scattered debris, nothing of any note. Carefully you search through the contents of the chest. It contains mostly scattered scraps of clothing and dirt. To your right is a small box hidden under the debris. Taking this you examine its surface. It is a rough hewn stone and as you lift it carefully from the chest it crumbles in your hand. Carefully you step over the debris of the chest however, you uncover a plain wooden box. It is handed in silver and has upon its upper surface a symbol of a dragon inlaid in blue Azuril. The box is in as bad a state as the chest itself and as you lift it carefully from the chest it falls apart in your hand. What remains is the remnants of the silver and Azuril decoration and a pile of hollow bone fragments. But in the hollow space within the chest you found in these ruins left as traps for the unwary, but within this cloth you can feel something heavy. Cautiously you unwrap the cloth and discover what hides within.

58: As you enter this chamber you raise your torch above your head and consider what you have uncovered. It is a large foyer, roughly square in structure with a sweeping balcony. To your right is a wall of white marble. To reach its water there has been raised a narrow flight of steps, the faces of the steps carved in colossal Corinthian form. As you step forward you can see, etched in the marble, the marks of Kraal Oldemai emblazoned upon each piece. This tells you only two things. The chamber does not reside upon the northern edges of the world and why they should be here is a mystery. Carefully you replace the equipment as you found it then move on.

59: As you enter this chamber you raise your torch above your head and consider what you have uncovered. It is a large foyer, roughly square in structure with a sweeping balcony. To your right is a wall of white marble. To reach its water there has been raised a narrow flight of steps, the faces of the steps carved in colossal Corinthian form. As you step forward you can see, etched in the marble, the marks of Kraal Oldemai emblazoned upon each piece. This tells you only two things. The chamber does not reside upon the northern edges of the world and why they should be here is a mystery. Carefully you replace the equipment as you found it then move on.

60: This chamber has a lightly lit ceiling and a large wooden chest situated against its northern wall. As you approach the chest you can see in the dim light that it is a large chest. Its northern and southern faces are inlaid with the symbols of the secret societies of the world and the entrance is from its eastern side. As you lift the lid of the chest you discover a thick tangle of Oer'daaki roots. Quietly you step back and study carefully what you have found. These plants are a danger not easily overlooked but as you survey the tangle of thick, desiccated tendrils you realise that they do not pose a threat. You examine the root as a potential ladder. Following the roots to their source you can see that the plant has broken into this chamber from another part of the ruins. If nothing else it is a warning that more of the Oer'daaki roots may well be found elsewhere. Carefully you step over the tendrils and continue on.

61: You choose, do it quickly.

62: In this chamber the hard impacts of metal upon stone are clear, their origin a shaft dug into the floor at its centre. Carefully you move to the edge of the hole and find another pole ladder descending to a chamber below. The sounds are very close, and interspersed between the crash of breaking stone you can hear the movement of a large creature. If you have done everything you wish to do here you can take to the ladder. If not, this chamber may hold secrets of its own. Whatever you choose, do it quickly.

63: Here you find a large pool of stagnant water situated within a raised wall of white marble. To reach its water there has been raised a narrow flight of steps, the faces of the steps carved in colossal Corinthian form. As you step forward you can see, etched in the marble, the marks of Kraal Oldemai emblazoned upon each piece. This tells you only two things. The chamber does not reside upon the northern edges of the world and why they should be here is a mystery. Carefully you replace the equipment as you found it then move on.

64: If you have already a Forcestone in your possession, or you have more than two Forcestones, you are not able to acquire this one. For the moment however you have no choice but to continue on.

65: The chamber here appears as no more than an annexe to the main corridor opposite. The walls are mostly smooth and apart from the scattered debris, nothing of any note. Carefully you search through the contents of the chest. It contains mostly scattered scraps of clothing and dirt. To your right is a small box hidden under the debris. Taking this you examine its surface. It is a rough hewn stone and as you lift it carefully from the chest it crumbles in your hand. Carefully you step over the debris of the chest however, you uncover a plain wooden box. It is handed in silver and has upon its upper surface a symbol of a dragon inlaid in blue Azuril. The box is in as bad a state as the chest itself and as you lift it carefully from the chest it falls apart in your hand. What remains is the remnants of the silver and Azuril decoration and a pile of hollow bone fragments. But in the hollow space within the chest you found in these ruins left as traps for the unwary, but within this cloth you can feel something heavy. Cautiously you unwrap the cloth and discover what hides within.

66: Suddenly the pool near you erupts in a spray of viscous fluid, the sinuous, serpentine form of a QuagWyrm rising upwards out of the Dark Water. For a moment you are transfixed, unable to identify your assailant, but then recognition dawns. It is a Trippet-Leach.

67: For a time you move along the corridor, the only sound within this vast space the muted echo of your footsteps upon the cold stone floor. As you approach a four way junction you stop for a moment and listen hard for any sign of movement ahead. If this is a final proof that there are Jotun ahead you will have to be very careful indeed.

68: Here you discover the threshold to a long flight of stairs. It serves as a decline into another vast space to the south. You wait for a moment and listen hard for any sign of movement ahead. If this way do so now. If you would rather find another way do that instead.

69: If you step forward carefully you can see only shadows but it does extend into another level below. If you wish to go further into this chamber you raise your torch above your head and consider what you have uncovered. It is a large foyer, roughly square in structure with a sweeping balcony. To your right is a wall of white marble. To reach its water there has been raised a narrow flight of steps, the faces of the steps carved in colossal Corinthian form. As you step forward you can see, etched in the marble, the marks of Kraal Oldemai emblazoned upon each piece. This tells you only two things. The chamber does not reside upon the northern edges of the world and why they should be here is a mystery. Carefully you replace the equipment as you found it then move on.
hear the Jotun, swinging a huge hammer as it breaks through the obsidian. In that moment it all comes clear, the Hordim is indeed after the Glyddenrod and it has killed to ensure the artefact remains his alone.

Carefully you move about the southern-most coffin and from that vantage obtain a glimpse of the giant. And it is indeed a giant. Standing a good three metres tall the Hordim wields an enormous hammer and is using it ruthlessly upon the nearest sarcophagus. Pieces of crystal shatter with each blow, spraying a multitude of glass shards across the floor. Two of the sarcophagi have already been breached, their western edges crushed by hammer blows. The personal wealth of Hallad lays scattered upon the floor, unrecognisable. Some claim that the ancient only be uncutable because of its age.

With a satisfied grunt the Hordim drops his hammer and pushes a huge arm into a hole he has made in the last coffin. In the shadows you watch as the giant searches then pulls a long stave from its interior. Glistening in the half-light you know that the Hordim has indeed been successful, he has the Glyddenrod. Turn to section 80.

60: Cut into the floor you find another hole, a deep shaft similar to those you have found before. This hole however, has no ladder provided and will require a rope and grappling hook if you wish to venture below. If you have this equipment and wish to see where this shaft may lead turn to section 113. If you do not have this equipment any descent here will be impossible and you will need to find another way.

61: Suddenly a noise ahead brings you to a halt. At first you believe it to be no more than a light fall of stone, perhaps a flow of dust and rock from a wall somewhere in the shadows ahead. When you hear it again however, you recognise the subtle scrape of claws again. There you are, something lurking the further south.

62: Moving quickly you find yourself beneath a wide archway, one that serves as a short passage before opening once again into another long hall. For a moment you colossal arch and think that somewhere within, the passage, is at least sixty metres wide and extending far beyond the reach of your torchlight to the south. In this place the air is fresher, but tinged with the smell of still water.

71: The chest is unlocked but rusted and very old. A quick survey shows no visible locks though its hinges are completely frozen. Upon its upper lid is a single, inscribed in the Elder Tongue of the ancients but undecipherable because of its age. For a moment you stand in the gloom and consider if it is worth forcing the chest open. It is true that such boxes can just as easily be traps than troves and to try it seems a shame but is something you can do nothing about. Quietly you move on.

72: Standing quietly you consider the unusual nature of the yellow light. All about you the glow glimmers from every surface: covering the walls, columns and ceiling above you in an aura of colour that does not seem quite natural. There does seem however, to be little harm in it so you move on.

73: Upon the walls you find a remarkable mural carved in stone. It stands as a representation of the Silvan Tree, standing upon a tumbled hill, the vast forests of the ancient world surrounding it. In the dark you cannot see any movement in the stone, only a sense of the enormous power of the Tree and the deference given by the woodlands about it. Across this tableau however, someone has dug a deep gouge along the curve of the trunk. A moment later you see him on his knees, his hands at his eyes when the last is broken. For a moment you stand in the gloom and consider if it is worth forcing the chest open. It is true that such boxes can just as easily be traps than troves and to try it then be dragged across. On the floor you can see the product of this vandalism, small chunks of broken stone littering the floor. You wonder how many millennia this great carving might have remained un molested before being damaged. It seems a shame but is something you can do nothing about. Quietly you move on.

74: As you walk deeper into this corridor you discover the strange luminous mould spreading across most of the walls. It grows as a thin film upon everything, the spores might do your any harm but you think it prudent to keep the cloth in a safe place until you leave these long corridors.

80: As you walk deeper into this corridor you discover the strange luminous mould spreading across most of the walls. It grows as a thin film upon everything, covering the walls and ceiling in a glimmering yellow veil that lights the hall ahead. It is not however, completely benign. In the more enclosed volume of the passage the air is heavy with spores, each new breath you take more laboured as you move carefully forward. Tearing a piece of cloth from your shirt you wrap it about your mouth and find it effective in filtering the dank air. You can tell if the spores might do any harm but you think it prudent to keep the cloth in a safe place until you leave these long corridors.

82: You are a turn of the road above and below you you can see the edges of a high barrel-vaulted ceiling, the columns that line the walls rising up then spreading as tree branches might to form huge intertwined arches overhead. You see also however, a number of long, visible cracks in the stone, the roof itself deforming slightly under some enormous pressure. You are no engineer but it seems certain that the roof here is close to collapse.

83: At the base of these stairs you find another corridor, this one extending far into the north. Here the voices grow louder, but there is a subtle change in their discord. As you wait quietly you hear argument, angry words thrown between two Beings that become harsher and more violent. When the words cease you hear instead the echoes of violence; a dull, scuffling contest that ends with a sickening thud and the recognisable crush of a body hitting a table then falling to ground. In the silence that follows you do not move. For a time you hear nothing further then there comes a grunt and the clear scrape of a heavy metal tool upon stone. This noise endures for a moment then ceases. You have all the time you need to make your decision. Your only reason to pause. If you would continue going north do so. If you think it more prudent to find another way then turn around and do so quickly.

84: Moving further into the gloom you find nothing of interest except a long shaft dug to the floor south. At this time you can explore more of the chamber below. Turn to section 126. If you wish have a closer look at the shaft. The choice is yours.

85: Carefully you move into this new chamber and to your surprise find a camp, one well established and long used. At its centre is a large tent, equipment and heavy crates stacked at strategic intervals about two large tables. Upon these table you find long rolls of paper and a number of precise drawings inscribed upon them. They are obviously more clues. If you have a closer look at the scrolls or if you wish have a closer look at the shaft. The choice is yours.

86: From the shadows a Dreymid Morg (CV12, EP6) rushes forward. The Morg holds a rusted scimitar in its withered hand, its deformed frame clothed only in scraps of torn cloth. The spectral being is too close to exercise any ranged options but you think it prudent to keep the cloth in a safe place until you leave these long corridors.

87: From the shadows a Dreymid Morg (CV12, EP6) rushes forward. The Morg holds a rusted scimitar in its withered hand, its deformed frame clothed only in scraps of torn cloth. The spectral being is too close to exercise any ranged options but you think it prudent to keep the cloth in a safe place until you leave these long corridors. The Morg is carrying a large tattered grey cloth which you see just as it rushes forward. The cloth is not enough to allow a man's fingers to gain a reasonable purchase you pull it taut and find it secured firmly to the stone beneath it. The box itself however, is slightly ajar. Just wide enough to allow a man's fingers to gain a reasonable purchase you pull it open and find nothing but another smaller chest within. A box carved in a circular pattern cut with footholds serves as a ladder and still appears usable. If it is your wish to use this ladder and explore the lower level do so now. If you would rather not, find another way.

89: What you find within this smaller chamber is a large metal box and a statue of Hallad himself, his loyalty to the Great Tree and his betrayal at the hands of his younger brother. Resident within these carvings you see a Being holding a shining staff in his hands and your heart jumps at the sight. It is the Glyddenrod.

92: Here you find another shaft carved into the stone. It is a roughly hewed hole that extends for some distance into the rock and no ladder has been left to traverse it. To the east you hear noise, and as you look towards a small door you see a body too large to be human. The Hordim has indeed been successful, he has the Glyddenrod. If you have no such Sharyah you will have to fight. If you win this contest the Dreyadim will fade into nothingness, its fate to once again stand before the Gates of Hallen'draal and have its worth measured. If you lose this contest it will have no such Sharyah you will have to fight. If you win this contest the Dreyadim will fade into nothingness, its fate to once again stand before the Gates of Hallen'draal and have its worth measured. If you lose this contest it
As you place the crystal key in your pack that you sense a movement in the shadows behind you. Turning you see the stone warrior step down from its platform and pull a wicked-looking sword from beneath its cloak. This Sentinel (CV-15, EP-1) has been placed to protect the key and its mindless duty must be fulfilled. Looking to the way out you see an opening but the Sentinel is quick, covering the exit before you can take your first step forward. If you have a Forcystone in your possession turn to section 46. If you do not this automaton must be destroyed if you are to continue. The only advantage you have here is that the warrior is brittle, one good blow enough to shatter it to crystal shards. Victory in this encounter will increase your reputation and the Force of your Country. However, if it is the Sentinel that overwhelms you it will be here that you will die.

90: In the gloom you play your torch above your head and discover that this chamber is indeed a dead-end. Before its far wall you can see a curious ring of standing stone, set upon a low platform and furnished with a shallow flight of stone steps. You cannot fathom the purpose of this strange monolith and decide instead to leave such questions to scholars that have the time to do so. Quietly you move on.

91: The Dark Water is pitch black, its volume a fathomless liquid that reflects no light or image. It stands within its raised pool quiet and mysterious, but it is not without its secrets. Carefully you continue on.

92: Coming to a halt you find yourself in a small chamber, edged upon three sides with ornate columns and fitted with a domed roof. Upon the roof has been carved a clouded sky, layers of cumulus stacked beneath a ragged umbrella of thin cirrus. In the play of your torch it is a remarkable sight, one that throws shadows and reflected light about the room. This chamber however, is indeed a dead-end. There are no exits further, the room empty but for a huge iron chest in its center. You cannot fathom the purpose of the raised pool of brackish water, nor do you dare to approach it. In attempting to open the chest turn to section 114. If you would rather leave it alone, turn about now and find another way.

93: To the south extends a wide staircase, beyond which lies another large chamber. Standing at its threshold you play your torch above your head but can see no further. The passage is covered with a layer of an enormous, sticky, black goo. Beyond the reach of your torchlight however, you can see something you cannot yet identify. It is a soft, yellowish glow emanating from the walls, the light no more than that cast by a crescent moon. What you can hear however, is something far more immediate and dangerous. There are sounds within the gloom, furtive noises in the shadows that belie the quiet the chamber would have you believe. You can see nothing but you ready your torch. If the passage is too heavy and you will die here. If this test is passed, the debris is too heavy and you will die here.

94: In the dark you find yourself in a small chamber, an exit leading to the east. Here the air is oppressively stale, rank and dust filled. There is something else here as well. Through the exit you can hear faint sounds of movement though it is difficult to discern exactly what it might be.

95: Carefully you move along the passage, this one narrower than most you have found within these ruins. It appears to have no decorative fittings and seems more a utilitarian thoroughfare than anything else. Here the smooth polished walls reflect your torchlight, its flickering illumination throwing elongated shards of light along the passageway. Within this light you see something glint momentarily in the distance, but before you can reach it, the passage is blocked by a massive piece of glass gathered in a wrapping paper. It is Hordim-made and you can smell the heady odour of Nahli upon it. For a moment you consider what you have found and recognise that the Jotun you have seen sign of previously have indeed been searching the ruins. It appears that you have found something of value, but it might be too heavy to carry.

96: About you the walls are slick with water, the damp promoting a thick black mould that extends across the breadth of the passageway. You can smell the dank odour of brackish water in the air as well, and as you move forward you can only imagine what might lay ahead.

97: Carefully you move out into the chamber. Within this wide, open space your footsteps ring out clearly, echoing upon the far walls as you walk further into the west. You move only a short distance before you hear a growing hum rising from the roof above you. Looking up you can see nothing at first but quickly you discern its source. From out of the shadows a greenish light begins to thicken, slowly forming into a swirling vortex. Before the insects can set upon you, they are territorial and in this circumstances will leave you alone. However, you fail this test, or indeed you decide to stand your ground and fight anyway, the Needle Flies (CV-16, EP-12) will fall upon you and you will have to trust to skill and courage to fight your way out. If you prevail over them you can continue with your mission. If you are overwhelmed it will be here that you will die.

98: In the shadows you reach for another torch and find that you have no more. Sweating in the cool arcs of your torchlight, its flickering illumination throws elongated shards of light about the room. This Jotun has what you need and will not give it up whilst he still lives. If you win this battle turn to section 104. If the Jotun prevails then your mission here is over and it must then be in another life that you will have to look for greater success.

101: When the Jotun falls it hits the ground with such force that you feel the impact tremor through the stone beneath you. Dropping to one knee you try and regain your breath, the pain from your wounds only partially numbed by the relief you feel that the Jotun is actually dead. In the flickering torchlight you survey the remainders of the chamber but can see no further dangers here. Regaining your feet you move over to the sarcophagi and take up the Glyddenrod. It is now yours by right of conquest. You are now on trial of combat and even the Guild could not take it from you if you so desired. You are however, a loyal Brother and it will, in time, be delivered to Das Vallendor. Looking about the chamber however, you find that you have another problem to deal with. The Clinging Mist may be seen from the door. It is a thick, smog-like cloud of dankness, and a clouded sky, layers of cumulus stacked beneath a ragged umbrella of thin cirrus. In those moments the Lightstone dissolves away, retreating from its brilliance. In those moments the Lightstone does its work and then flicks off, the dark descending about you. The Dreyadim have gone, at least for the moment, and with their departure you must yourself move on.
The descent does not need rope or grapple but requires care nonetheless. Test your Agility. If you are successful make it into the trench without difficulty. If you fail this test you slip and twist your ankle. It is not a major injury but is enough to make you uncertain of the remainder of your mission. Upon reaching the broken ground you continue northwards.

108: The chest is unlocked but its rusted hinges require force to open. Bracing yourself against the side of the box you lever open the lid and find inside a collection of artefacts and scrolls, all as old as the ruins themselves and just as brittle. Most of the items fall apart in your hands but one piece catches your eye. It is a green crystal, hexagonal in cross-section and as clear as purified glass. You hadn’t noticed it before but now you recognise it as a key, though whether it will fit any lock here is yet to be discovered.

109: The descent does not need rope or grapple but requires care nonetheless. Test your Agility. If you are successful make it into the trench without difficulty. If you fail this test you slip and twist your ankle. It is not a major injury but is enough to make you uncertain of the remainder of your mission. Upon reaching the broken ground you continue northwards.

110: With the Clinging Mist dragging at your feet you jump for the rope and attempt to haul yourself out of the chamber. The Mist however, will not let you go inside. Were a passage to be no more than large squares of rough brown cloth but as from the rope and lashing hold of your arm and shoulder. Unable to escape you have only one alternative left to you, and that is to fight. The Clinging Mist (CV-13, EP-8) cannot be killed but can be harmed enough to force it to withdraw from its attack. If you can reduce the Mist to zero endurance it will disengage and retreat. If this is the outcome you can make for the rope and escape. If however, the Mist prevents it will completely envelop your body and suffocate you to death. In this happens your mission in the Tombs of Hallad’Mortain will be over.

111: You need to move forward and this Mantis Beast (CV-14, EP-9) stands in your way. If you have a Callighting turn to section 117. If you do not you must kill this giant insect before you can move on. As you consider your options the Mantis Beast sees you and scurries out of the darkness towards you. If you defeat this insect you can move on. If it is the Mantis that prevails then that will be a better life that you will have to look for better luck. In this life however, your mission will be over.

112: Immediately the Jotun sees you and laughs. Placing the Glydenrod upon the broken remains of the nearest sarcophagus the giant reaches for its hammer and takes up a fighting stance. It is ready and it is a lot bigger than you. It is time to even the odds here. In one well-practised move you take up your sлинk and fill its pouch with a single lead shot. Before the Hordim can move forward you draw back on the sлинk and fire the shot directly at his chest. Within the limits of your options the Mantis Beast sees you and scurries out of the darkness towards you. If you defeat this insect you can move on. If it is the Mantis that prevails then that will be a better life that you will have to look for better luck. In this life however, your mission will be over.

113: At the edge of the shaft you jam the grapple into a fixture in the stone and pull out the full length of your rope into the dark hole. From beneath you can hear the mutter of the giant beast. With your hand you clench the rope and you feel that a good third of your strength is lost. When you add the extra force you find you can’t even pull it over the edge. Take a Strength and Agility test. If you are successful with both you make it to the bottom without difficulty. If you fail on either the descent does not go as well as you and you injure your ankle. Take 1 point from your CV for the duration of the mission. If you have the Rappel talent there is no requirement to take either test and you make the descent without difficulty.

114: For a moment you consider whether you should open the chest but your curiosity gets the better of you. It is an ornate box a metre in width and half that in depth. It is however, unlocked and with only minimal force the chest opens. Inside are a pair to be no more than large squares of rough brown cloth but as you rummage your hand about its interior you feel something hard wrapped within one of the bags. Taking it from the chest you lay the cloth upon the ground.

115: In the dark chamber you stand transfixed as the deadly insects fall upon you. Taking up your weapon you stand your ground, waiting for the swarm to come within arm’s reach but in this dull gloom you feel the Shan’t as its claws dig into your skin. Your warning. There is no concussion of power, only a slight release of energy and in that release the Needle Flies withdraw, swirling first about your person then retreating back into the high ceiling. Only a few attempt to attack again but these cannot close upon you, the presence of the talismen a barrier they cannot penetrate. With the insects neutralised you gesture crudely in their direction then consider your next move.

116: For a moment you consider the heavy construction of the chest and realise that it cannot be easily prised open. The lock is secure and the chest banned with iron straps that preclude most forms of forced entry. You do not notice however, that the chest has one weakness, its domed lid is secured with iron studs and a number of them have rusted away on one of the straps. With the right impact you should be able to spring the strapping and force open the left hand side of the lid just enough to gain access to the chest’s contents. Taking your hammer (or crowbar) in your hand you turn the knob and blow with all your strength, forcing the lid open. You hear it snap and feel it move, but never hear the lid hit ground. In a blinding explosion the chest detonates, its iron form splintering into thousands of pieces of razor-sharp shrapnel. Caught within this maelstrom of tearing gashes and tearing metal you are blown apart, your body lost in a vapourising mist of blood and torn flesh. In this life your mission is over. Perhaps in another life you shall find better luck.

117: Along the passage the Mantis Beast advances but then stops, its limbs grasping out towards you but unable to move within arm’s length. You have your weapon in hand but can feel the Callighting at your neck reaching out towards the insect, a subtle vibration resonating in the air as the air in the upper part of the Sharyah. Cautiously you move closer and find the creature immobile, its viciously spined forearms withdrawn as it leans weakly against the stone passageway. You could kill it but there is little point. Whilst you have the Callighting in your possession the beast is no threat and instead you move on, the rest of the ruins beckoning.

118: Carefully step over the first of the thick roots and continue forward. The Oer’daki spreads out upon the cold stone, but it remains quiescent as you pick a path across its matted roots. Your luck however, does not hold. Stepping over a root you feel a sudden pain in your leg and fall. In an instant a root latches upon the tendrils with the edge of your boot. It is all the Oer’daki needs. In an instant a shiver runs through the plant and from the north you hear something heavy hit the ground. It is one of the plant’s roots dislodging from the wall and it is followed quickly by others both large and small, all attempts at gaining a hold upon the roots is thwarted as they are disturbed. If you can do enough damage to the plant you can escape the plant a tendril snags your boot and immediately other roots wrap themselves about your leg. Dragging yourself back onto your feet another root falls from the walls and grapples at you free arm. With only one arm free you must fight this monstrous plant. The Oer’daki (CV-15, EP-8) is an ambush predator that is impossible to kill. If however you can do enough damage the plant will release you. Continue the combat until either you are dead or you reduce the plant’s EP to zero. In this case the plant will release you and you can move on. Otherwise your mission here will be over, your body sustenance for a plant that has killed many of your fellow Brothers.

119: Somebody has taken the time to place this chest here and your curiosity will not allow you to leave it unopened. Carefully you test the edges of the lid and find a purchase against which you can force the chest open. One good pull is all it takes and the hinges break, but you never hear the lid hit ground. In a blinding explosion the chest detonates, its iron form splintering into thousands of pieces of razor-sharp shrapnel. Caught within this maelstrom of tearing gashes and tearing metal you are blown apart, your body lost in a vapourising mist of blood and torn flesh. In this life your mission is over. Perhaps in another life you shall have better luck.

120: Carefully you take the two keys from your pack and check them against the chest. They are indeed a match and you do not hesitate. As the second is pushed home you hear an audible click and the activation of an ancient mechanism within the door. Standing back you wait, the door sliding sideways into the stone. Beyond its threshold you find a small chamber, and another iron chest. This one however, is different from all those that you have previously encountered here. This box is millennia old, its iron structure rusted and broken to the point that a good third has fallen away. If you would investigate its contents move forward now. If you would prefer to leave it alone you should turn about and see what else the larger room might have to offer.

121: Along the passage the giant beast advances but at a standstill. It is too quick. You have taken something the statue has been left to guard. Carefully you step over the first of the thick roots and continue forward. The Descent is locked but the rusted hinges require force to open. Bracing yourself against the side of the box you lever open the lid and find inside a collection of artefacts and scrolls, all as old as the ruins themselves and just as brittle. Most of the items fall apart in your hands but one piece catches your eye. It is a green crystal, hexagonal in cross-section and as clear as purified glass. You hadn’t noticed it before but now you recognise it as a key, though whether it will fit any lock here is yet to be discovered.