

Quest FOR the ORNCRYST



A Torchlight Adventure Gamebook
from the Chronicles of ARBORELL



Player's Manual

:INCORPORATING:
Game Rules
Section References
Appendices

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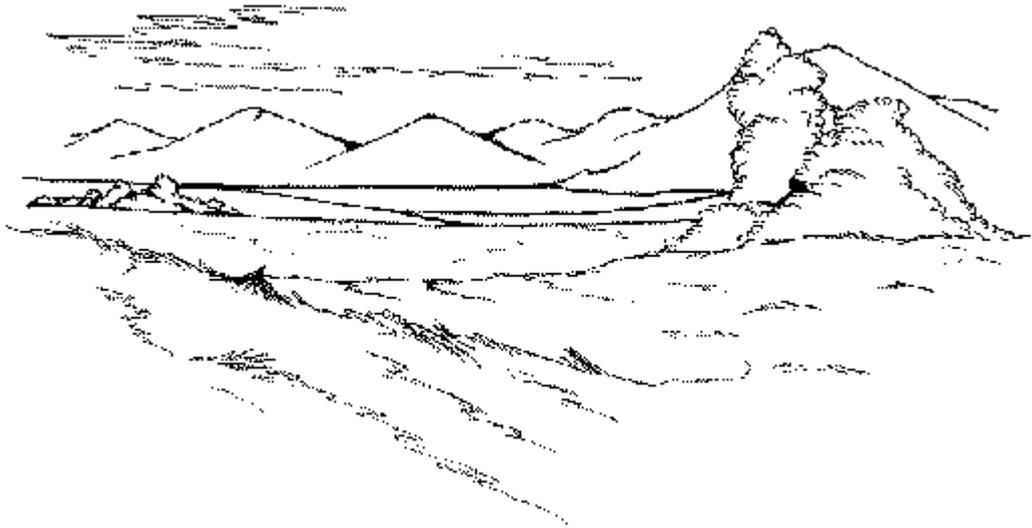
QUEST FOR THE ORNCRYST



Players Manual



2011 Edition
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:Incorporating:
Game Rules
Section References
Appendices

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Also available from the Chronicles of Arborell

At the time of release of this 2011 update the following titles were also available from Arborell.com. Please note that all titles are currently free and can be downloaded from the Chronicle's download page.

The Windhammer Core Gamebook

The Windhammer Enhanced Combat System

Shards of Moonlight Gamebook (HTML edition)

Shards of Moonlight Gamebook (PDF edition)

A Murder of Crows Gamebook

Warriors of the March (Strategy wargame)

Torchlight Text Editions - Quest for the Orncryst

The Complete Blood and Iron (HTML edition)

The Complete Blood and Iron (PDF edition)

Song of the Dromannion (HTML edition)

Song of the Dromannion (PDF edition)

Shards of Moonlight (Pbem edition)

The Inquisitors Lament

First Book of Haer'al

First Book of Haer'al (RTF edition)

The Book of Scars

The Atlas of Arborell

The Atlas of Arborell Mapset 1

The Sorrows of Gedhru and Aume

The Hammer and the Darkness

Hamulkuk and the Moon Dragons

Mythology of the Oera'dim

The Lexicon of Arborell

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Overview

This Torchlight gamebook is a solitaire role-playing adventure set within the ancient ruins of Arborell. The Quest for the Orncryst is the first game in this series, and the base set from which a number of other adventures are to be developed.

Quest for the Orncryst consists of three main components; a character generation and combat system drawn from the traditions of gamebooks and interactive fiction; a card-based labyrinth creation mode that allows for the generation of unique role-playing settings; and a manual-based set of section references that provide all the information needed to conduct your adventure.

This game can be played in two distinct modes. The first is by following a set of purpose-built quest objectives that allow the player to act as a Dungeon Crawler of the Deep Guild, commissioned to obtain a most prized artefact of the Ancient World. The second is a Free Play Mode that allows the player to create an unlimited number of unique adventures, each that can be conducted without the need for additional players.

Quest for the Orncryst is freely available for download from the Chronicles of Arborell website at www.arborell.com and does require some preparation before play. The following information will provide all the instruction required to begin your adventure.

Object of the Game

Here can be found a tale of centuries past, of how the Orncryst of the Trell'sara came into the possession of the Dwarvendim StoneKings. Do not think however, that this is a legend of Champions or Heroes, or indeed one of great deeds or potent magic. This is a story of one man alone, who braves the depths of a vast ruin to find a priceless artefact. In the world of Arborell that man is you.

It is the Year of Settlement 446, a time of peace in a world that has not seen war for more than a century. For you however, violence and death remain as constant companions, the world of your existence found far beneath Arborell's quiet surface, and far from the thoughts of your fellow citizens. You are a Dungeon Crawler, one of the Brethren of the Deep Guild, charged with the job of finding artefacts for those who seek them, but who do not dare go find them themselves. For you life is both dangerous and lucrative, and inevitably short.

Unlike your brethren in the Guild, who will take on any commission that will turn a silver coin, you have spent your years in the single-minded pursuit of one artefact alone, the Orncryst of the Trell'sara. Known amongst the Guild as the Dragonclaw it is an axe of remarkable age, fashioned in a time before the arrival of Men in the world by a race of Beings long since lost to history. It is said that the axe holds within its design a single Dragon talon. It is said it is the only weapon in the world capable of killing such a creature. For fifteen long years you have searched the dark places of the world, finding the clues that have led you to where you now stand, and now, finally, you believe you have found the hiding place of the Orncryst.

Before you spreads the vast ruined temple complex of Traebor. Ancient beyond the reckoning of Men, the ruins of Traebor hold the object of your long quest somewhere within its depths. It is your mission to enter this dark domain and find the Orncryst, so that it may be brought back into the light of day.

To start your game in Quest Mode you need only set up the game, determine your character's attributes and equipment, then turn to section 1 of the section references that can be found in this Players Manual. The following instructions will help you prepare.



Game Setup

Torchlight requires some preparation prior to play. As a downloadable game system you will need to print up a number of items and prepare the cards that you shall be using to play the game.

Before starting play you will need:

- a pencil,
- four six-sided dice,
- a copy of the character record sheet and combat record sheet that can be found at the end of this manual,
- a printed and cut set of the 77 Torchlight playing cards,
- this manual printed from its pdf format,
- a copy of the Torchlight Quick Reference card,
- a copy of the Draw Register, and
- your favourite Hero miniature to use as a Marker.

Of all these items the card decks will require the most time to put together. The decks have been provided as 10 sheets of A4 sized printing, each sheet containing 8 cards. These cards are approximately 6cm x 9 cm and comprise the following categories:

- 50 Map cards,
- 25 Modifier cards,
- Map deck and Modifier deck cover cards.

If possible they should be printed onto a thick card or gloss paper (230 gsm glossy photographic paper is recommended), cut into individual cards, and then organised into their respective decks. These card decks also come with an optional card deck box that can be made up as a handy storage for your cards when not in use.

It should be noted before we begin that this table-top adventure game is a part of a far wider range of gamebooks, novels, web serials and other materials that are also available from the Chronicles of Arborell website. A greater understanding of this world can be found at www.arborell.com.

Character Generation

The Torchlight gamebook system requires that you spend a small amount of time considering the attributes of the character that you will be playing in this adventure. In this game you are a member of the Deep Guild, known to all of the Four Nations as a Dungeon Crawler, a delver into the unknown places of the world. It is your calling that you expend your life far below ground, searching ancient ruins and avoiding the ever-present dangers of the creatures that reside there.

It will suffice to say that you are a man, and that in your life you have found no place that can be called home. Your life has always been the Deep Guild and all else you need to know can be found as you progress through this adventure.

You will find a character sheet provided with this game. (A printable sheet can be found with the Torchlight download file and also at the end of this manual). It is upon this sheet that you must determine your character's attributes, his strengths and weaknesses, and keep record of equipment taken and artefacts found on your journey. A separate combat record sheet is also provided so that a record can be kept of the encounters you will have within the subterranean ruins of Traebor. Most important to your preparation for this quest is the consideration of your character attributes.

Character Attributes

At the top of the sheet you will find a list of five character attributes; strength, agility, endurance, luck and intuition. Your character has fifty character points that you must distribute between these five attributes. You will notice that each attribute has a range of numbers given in brackets next to them. This is the minimum and maximum limits for points that can be ascribed to each. For example, the strength attribute allows for a minimum amount of 5 and a maximum of 11 character points. How strong you wish your character to be will be determined by the number of points you give him within this attribute. All fifty points must be used, but they must be spread within the limits given for each. Distribute these points carefully. It is not only strength and endurance that will see you through to this adventure's end.

Combat Value (CV)

Your character's combat value (CV) is one of his most important attributes. This value is determined by adding together the strength and agility values you have given to your character, and then adding to that number any armour or talent bonus you may have acquired. In this adventure three armour types provide a bonus to CV and they are listed in the equipment section that follows. As an example, if you have given 11 characters points to your strength attribute and 5 to your agility, and have chosen to equip yourself with leather armour your combat value will be $11 + 5 + 2 = 18$. Be mindful though that wearing armour comes with a loss of agility that can affect your character's ability to pass certain tests in the game. This penalty does not reduce your combat value, only your ability to pass some agility tests.

Character Talents

Once you have determined your character's attributes and combat value sub-total, you may also provide your character with specific talents. These talents enhance certain aspects of your character's ability to survive the ruins of Traebor and should be chosen carefully. If you wish to do so, you may choose two of the following ten talents. Write these talents into your character sheet and include in the notes section the specific rules of their use.

1) Strong Back

A player with the talent of Strong Back may disregard all carry limitations. You may carry as many rations as you wish, and as many items of equipment or found objects as you think you need. Once you have exceeded the normal carry limits a penalty of -1 to agility and combat value applies however. An additional bonus to the Strong Back talent is the ability to automatically pass all strength tests that will save you from falling to your death. Experience has shown that this is a handy talent indeed.

2) Heroic Confidence

How many times has a supremely confident fighter entered combat only to find his opponent more than a match for him? If you choose the talent of Heroic Confidence you will obtain the advantage of +1 to your Combat Value purely due to your faith in your own abilities. This advantage lapses in each combat you begin when you lose your first combat round. At this time your CV will return to its normal level.

3) Back to the Wall

A character who possesses the Back to the Wall talent may ignore the -1 penalty to CV if they are caught by a pursuing creature. This talent applies to all combats fought during your quest.

4) **Beast Slayer**

If you choose the Beast Slayer talent you will have a +1 increase to your CV when fighting all creatures that are not Dreya'dim. Note that this talent cannot be chosen if you have elected to use a dagger as your primary weapon, or intend to choose either the Dreya'dim Bane or Weaponmastery talents as well.

5) **Dreya'dim Bane**

A player who possesses the Dreya'dim Bane talent will enjoy a +2 increase to CV during all combats with these spectral creatures. The cost of this advantage is the physical fatigue that will follow such a combat. A -1 to your strength attribute applies once combat is ended until you have the opportunity to eat. This reduction will apply every time you enter into combat with a Dreya'dim. The Dreya'dim Bane cannot be chosen if you intend to choose either the Beast Slayer or Weaponmastery talents as well.

6) **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.

7) **Skin of the Teeth**

Choosing the Skin of the Teeth talent provides a character with the ability to survive a reduction of Endurance Points to zero or less. This talent allows a player to survive one extra combat round after being reduced to 0 endurance points during a fight. If an opponent can be defeated within that last desperate round the player will survive, and be given 1 endurance point to continue their quest.

8) **Shadar in the Making**

A Shadar in the Making exhibits unusual affinity to the magic of all Talismans. This ability allows a player to re-roll 2 failed intuition tests in the course of any single mission played.

9) **Weaponmastery**

A player who chooses weaponmastery will have a +1 increase to Combat Value for the length of their quest, but are limited in that until finding the Orncryst they can only use the weapon they start the quest 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 Dreya'dim Bane.

10) **Blessed by Providence**

If the talent Blessed by Providence is chosen, a player may re-roll any two failed luck tests in any single quest mission. This talent cannot be chosen if you intend to choose the Leap of Fate talent as well. Only one of these may be chosen in any single quest mission.

When you have chosen your character talents, and recorded their details on your character sheet, you must then consider the equipment you wish to take with you.



Equipment

A further fifty character points must also be used to equip your character with what items you believe will be needed on your quest. It is important to note that the ruins of Arborell are the domain of many creatures, all who will not suffer your presence quietly. For reasons that will become apparent later there are also many traps and devices that have been laid within these ruins as well. Choose your equipment carefully.



The equipment items available are:

Weapons: (at least one must be selected)

Dagger	Can only cause one point of damage	Cost: 5 points
Short Sword	All round weapon without special bonuses	Cost: 10 points
Long Sword	All round weapon with some advantages	Cost: 12 points
Short Spear	Has its advantages against some adversaries	Cost: 12 points
Axe	Has its advantages against most adversaries	Cost: 15 points
Warhammer	Excellent weapon for most adversaries	Cost: 25 points

Armour: (not essential but only one may be chosen)

Padded Armour	adds +1 to combat value	Cost: 10 points
Leather Armour	adds +2 to combat value, -1 to agility tests	Cost: 15 points
Light Chain-mail	adds +4 to combat value, -2 to agility tests	Cost: 20 points

Note: Minus penalties on armour items only apply to agility tests.

Miscellaneous items: (as many can be acquired as can be paid for)

Flash charges	When used will blind adversary for 2 combat rounds. -8 to foe's CV	Cost: 8 points (max 2)
Rope and Grapple	Useful item	Cost: 5 points
Shovel	Useful item	Cost: 5 points
Torches	Essential item (Minimum of 3)	Cost: 4 points
Rations	+4 to endurance when eaten	Cost: 3 points (max 6)
Nahla bread	+2 to endurance when eaten	Cost: 2 points

Note: Many of these items have special rules that apply to them. These rules are given further within this manual.



Carry limits

Apart from players who choose the Strong Back character talent there are limitations to how much can be carried during a quest. You may equip yourself with as much weaponry, armour or equipment as you can afford with your 50 point allocation, but you can only hold up to six additional items that might be found within the ruins themselves. It will be up to yourself to hold or drop items if you reach this carry limit.

There are a few exceptions to this general rule. All talismans found are counted as a single item no matter how many you hold, and any Nahla bread found can be disregarded altogether. All carry limits do not apply to players who have chosen the Strong Back talent. Such a choice allows you to hold as many items as you find.

Other Information on your character sheet

Once you have determined your character attributes and equipment this information should be recorded on your character sheet. Your character sheet records more than just your attributes and equipment. The following notes outline how each remaining section should be used.

Endurance points

Endurance points are the measure of how healthy your character remains as you progress through this adventure. When you have determined how many character points you wish to ascribe to this attribute it must be recorded on your character sheet. Because endurance points vary greatly in the course of an adventure a section has been provided specifically to record the ebb and flow of your character's health. It is important to note that although your endurance points will go up and down over time they must never exceed their initial value. They will however, fall as you are injured in combat, or become victim to the many traps and devices that litter the ancient ruins you will be travelling through. If your endurance points fall to zero you will have died and you must then look to another attempt to finish your quest.

Quest notes

Torchlight incorporates one major quest adventure, with specific objectives, directions and outcomes. For your convenience a section of the character sheet has been provided to keep an accurate note of what your quest entails, and what you must do to achieve its end. You will find also when you read the section references indicated on the playing cards that you will discover additional information of value to you. Such information can be recorded here.

Talismans found

The ruins of Arborell provide fertile ground in which can be found many artefacts and talismans created by the Ancients. Any of these items found should be recorded here. If you are lucky enough to find one of these powerful devices there is a section reference in this guide for each that should be read before continuing play. You will find also in the appendices for this guide a number of background references that give more information on why they were created and how they should be used. It is important to remember that talismans found can be kept by the player and used in any subsequent quest in the Torchlight game. It has been the experience of the Brethren that they are worth keeping.

Items found

Apart from the talismans mentioned above there are many other items that can be found within the dim corridors you will explore. Discarded equipment, stale food, old weapons and armour, all can be found and made use of if you so wish. When an item is found you will also find information relating to how it can be used, and the advantages it may provide. At any time however, you can choose to not take an item, or if you wish discard an item of your own. When this happens you need only record the change on your character sheet.

It is important to reiterate that a limit has been set on how many additional items a character may carry. After using your 50 points to purchase equipment you may only carry 6 further items that might be found on your quest. As mentioned before, this limitation does not apply if you have chosen the Strong Back talent.



Rations

Rations form the staple diet of a Dungeon Crawler on a quest. Each ration that you have in your possession can be eaten at any time except during combat. To eat a ration will return four points to your endurance level. It is wise to take as many rations as you can afford into a quest, but only up to a maximum of six.

Nahla Bread

Nahla Bread is the essential backup food for any traveller upon the wilds of Arborell. Light and nutritious, it provides a quick and effective meal for anybody who finds themselves far from habitation and fresh foods. Most Dungeon Crawlers always take a supply of Nahla Bread with them whenever they are at work. Each piece will restore two endurance points when eaten, and because of its light weight has no limit to how much can be carried.

Torches

The one essential tool for any Dungeon Crawler is their torch. Without light a man deep within the earth falls victim very quickly to the predators that can be found there. A good supply of torches is mandatory. A player who finds all his torches extinguished will die. It is the policy of the Deep Guild, and a rule of this game that a minimum of 3 torches must be taken on any quest.

Flash Charges

These devices are the most sophisticated tools used by the Deep Guild. Each is an apple-sized explosive canister designed to blind or stun a larger adversary. Such devices have saved many Dungeon Crawlers from a grisly end, and to have a few in your possession is a prudent move indeed.



Combat Resolution

There will be many times in the progress of your game where you will be required to roll dice to determine an Encounter, and confront creatures who will wish to do you harm. In the ancient ruins of Arborell these creatures are your main nemesis, and you will be forced to defend yourself against them. Combat is resolved in the following two stage process:

Stage one: Work out if you need to fight.

Determine if the creature has any "creature aversions". If you possess a talisman named as one of these aversions you have the choice of using it to force the creature to retreat. If this is your choice the stone will be activated simply by speaking its name and making an intuition test. If you are successful, the creature will retreat and the Encounter you have rolled can be ignored. If you are unsuccessful, the creature has resisted the power of the talisman and you will be forced to fight. Go to stage two of combat resolution if this occurs.

If you do not have one of the talismans listed, then you do have the opportunity to retreat yourself. How successful you will be will depend on the motivation listed at the creature's section reference. If you choose to retreat, a Persistent foe will chase you, and you must test your luck attribute twice. If you are successful both times, then you have avoided combat but must find another path. If your foe is listed as Territorial then it will chase you for only a short distance. Test your luck once. If you are successful you have avoided combat. If your foe is listed as Ambivalent you can back out of a fight without any need to make an attribute test. In all these circumstances however, you will be required to find another way.

If at any time you fail a luck test, it will mean that the creature has run you down and you will be forced to fight. For the remainder of that combat you must fight at a disadvantage of -1 to your combat value as the beast has gained a psychological advantage over you. There is no penalty for running from a fight except if you are caught.

Stage two: Kill it.

If you must fight the following rules apply;

- Record the combat value and endurance points of your opponent in one of the boxes provided on the combat resolution sheet. Take note of any special rules or difficulty modifiers listed on the creature's section reference. Adjust either your combat value, or the combat value of your opponent, according to that information.
- Roll two dice and add your combat value to what you have thrown. This is your combat strength for the round.
- Throw two dice 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.
- Combat continues 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.

It must be stated that combats may be fought that require special rules, or additional bonuses or deductions from your combat value. This will generally happen when you draw a modifier card or



gain additional items during a search. Any combats that are modified in this way will have full instructions given at the appropriate section reference in the Players Manual.

The Critical Hit Rule

A Critical Hit rule applies for a player who throws a double-six during any combat round. This throw immediately kills your opponent regardless of their remaining endurance level. This rule is limited only to foes with a combat value of 19 or less and does not apply to opponent combat rolls.

Using the Windhammer Enhanced Combat System

As with all other titles in the Chronicles of Arborell interactive fantasy series, Quest for the Orncryst is compatible with the Windhammer Enhanced Combat System. This system allows a player to use a sophisticated rule-set of attack and defence strategies whilst resolving hostile encounters. The WECS system works with the combat system previously described here. Stage one regarding the need to fight remains the same, stage two is replaced by the more adaptive rules found in the WECS. Any modifications to an encounter caused by directions given in section references, or because of Modifier cards, will take precedence over the WECS system and under those circumstances the standard rule system must apply instead.

If a player is interested in using the WECS system it can be obtained from the Chronicles of Arborell website's download page.

Creature Aversions

In the course of play 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 unique properties if you are required to combat the many denizens of the Underworld.

You will notice that many of the Encounter section references given during play will list a creature's aversions to certain talismans. If a creature has an aversion to a particular Sharyah, and you have one in your possession, test your intuition attribute before combat. If you are successful the creature cannot stand the proximity of the talisman and will retreat from its potency. If this is the case you may continue on and disregard the Encounter you have rolled. If you fail the test you must fight the creature. All other rules regarding combat resolution apply as usual.

Testing your character's attributes

There will be times during your quest that you will be asked to test one of your character attributes. Whether it be your strength, agility, intuition or just pure luck you will be required to roll dice against them to determine success or failure in a particular activity. It is a straightforward test. If you are required to test against your strength for example, you will be required to roll two dice and then compare the number against your strength attribute. If the number you have rolled is the same or less than your strength points then you have passed the test and can proceed according to the directions given. If you roll higher than your strength points then you have failed the test and another set of directions will be given. All attributes except endurance can be tested. Apart from your strength attribute all other attributes are tested with a single die.



Setting up the cards

Before play the cards must be separated into their individual decks and then placed face-down on the table. Deck cover cards have been provided that can be used to identify each of the decks. They can be placed on top of the separate decks so that you do not have blank white card staring up at you.

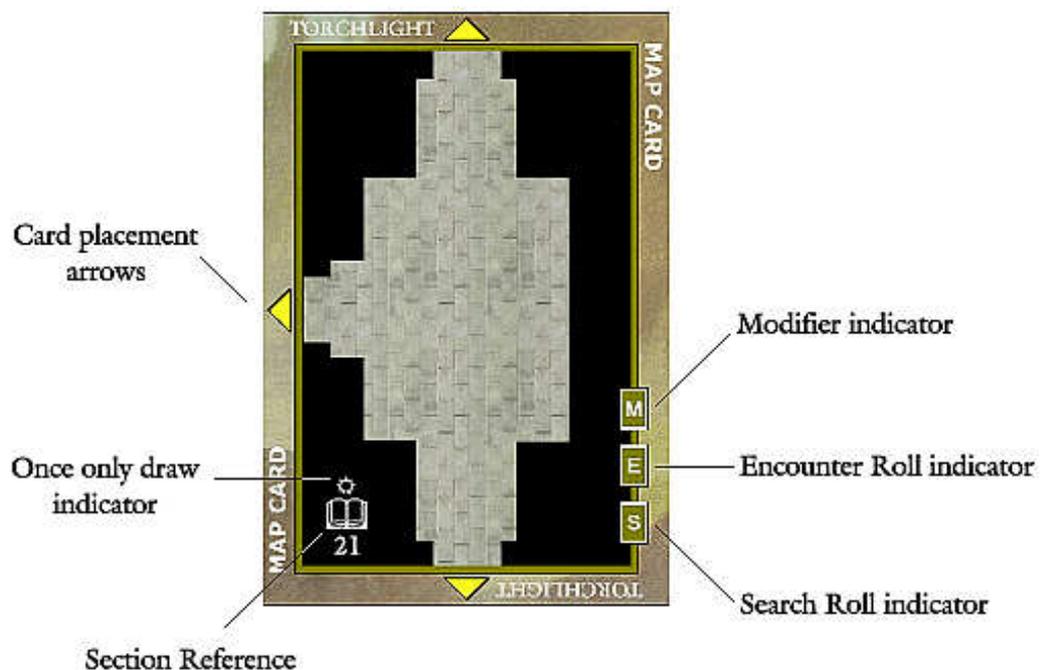
Before placing your Map Card Deck onto the table take the entrance card (card no. 1) from the pile and place it in a prominent place before you. The map that will be generated in the course of the game will stem directly from this card. Make sure that you have enough room before you as the map level you create may be quite large. After generating your character for the game, and making sure you have copies of the Combat Resolution sheet, Draw Register and the Quick Reference you can begin.

Process of Play

There are two card decks necessary to play Torchlight. These decks are:

- the Map Card Deck,
- the Modifier Card Deck,

Of these decks it is the Map Cards that are the most important. Everything that happens in the game stems from the information provided on these cards. All other cards drawn, and actions taken in the game, can be determined directly from the symbols given on the Map Cards. The following illustration shows exactly what the Map Card symbols mean and how they affect the progress of the game.



Map Cards

The game is divided into game turns, each beginning with the taking of a Map card from the top of the Map Card Deck and placing it upon the table before you. Although the Map cards provide a considerable amount of graphical information the most important part is the section reference that can generally be found in the bottom left hand corner. This number indicates a section reference within

the manual that describes what you have found, and continues the story that has been built into this quest. Read this section reference and take whatever action it requires. Only when you have finished with that card should you then draw another from the deck.

This new card is then placed against the previous card drawn so that the yellow arrows in the borders of these cards align. The card may be placed in any orientation to make a match, the only requirement being that a yellow arrow on the new card aligns with a yellow arrow on the previous one laid. You will find as the game progresses that a randomly generated dungeon map will begin to grow across the table. It is upon this map that the game proceeds.

Once a map card is drawn and placed on the table, the next part of the turn is to determine if the card carries any important symbols. If the card carries either an M, E, or S symbol then it is necessary that you also draw a card from the Modifier deck, or make Encounter or Search rolls respectively. These symbols will either be alone, or in conjunction with others, and will always be found on the lower right side of the card. If more than one symbol is present on the card then there is a strict order in which the symbols must be actioned. A Modifier card is always drawn first if indicated, followed by an Encounter roll, and always last will be a Search roll.

Modifier Cards

If a Map card requires you draw a Modifier card then that Modifier will change the environment of that hall or chamber in some significant way. This usually means that either an obstruction, or some type of difficulty can be found within that particular part of the level. The card has a section reference indicated that will give all information on what must be done to pass through, and continue with your quest. Importantly, a Modifier section reference may also give directions as to how combat is effected as well. For this reason a Modifier must always be drawn before an Encounter roll is taken if both are indicated on a Map card.

Any Modifier card drawn is never returned to the Modifier deck whilst a particular level is in play. Instead it is laid across the Map card to indicate the hall or chamber has special rules. This is important because you may find that the way may be blocked at some point ahead and you will need to retrace your steps. The same rules will apply to the room if you must subsequently re-enter it.

Note: You can choose at any time not to enter a room that has been modified. If you believe it too dangerous to proceed you can retrace your steps back to the first available junction on the level map, and then draw a new Map card to progress in a different direction. Whether you enter a modified room or not is completely your choice. If you choose not to enter a modified room or hallway you cannot roll for an Encounter or a Search if they are indicated. Simply leave the Modifier card on that Map card and retreat to a new path.

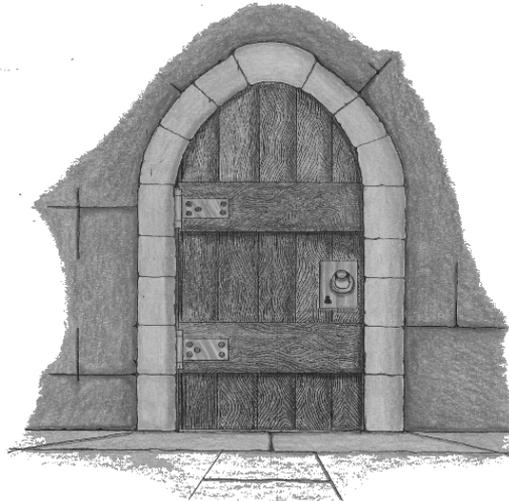


Example of a Modifier Card

A Note on Secret Doors

There will be times in the course of your adventure that your dungeon map may turn in upon itself, and you will find a passage or exit that you have chosen leading directly into another room or passage that you have already traversed. If this previous area of Traebor has an exit at this point then you have found your way back into a familiar part of the ruins and you have the choice to re-enter that room, or turn around and find another way. If however, there is no exit in that part of the room or passage then you have uncovered a secret door and this discovery comes with a small benefit that you can take advantage of. Secret doors are unusual constructs of EarthMagic, common in many of the ruins of Arborell, that allow a traveller to pass in one direction only into a room beyond. As with a normal exit you can choose to enter the room beyond, or turn around and find another way.

If you choose to pass through the secret door you are in fact walking through an illusion sustained by EarthMagic, and the effects of doing so can be very beneficial. If this is your choice you shall gain a +5 increase to your endurance points, but only up to the maximum level of your endurance, though you shall not be able to return again through that door. Exits such as these are only one-way portals and this should be considered before you step through. Having said this secret doors can be used at any time, however the +5 bonus can only be gained once per level.



Encounter Rolls

If a Map card indicates that an Encounter is likely in a particular passage or chamber it is necessary to make an Encounter roll. The ruins of Traebor are made up of three separate levels, and the number of dice you roll to determine an Encounter will be governed by where you are. If you are on the first level of Traebor you must roll only two dice. If you are on the second level you must roll three. If you have found your way to the third level it is necessary to roll four dice.

The number rolled should then be compared to the Encounter List found on your Quick Reference card. This list tells you the name of the creature you have found, and the section reference that will tell you all about it. The Encounter list gives all the information necessary to fight a creature that has crossed your path. The section reference provides details and combat info on the creature that must be defeated, and includes any special rules that might apply to that particular adversary. Many of the creatures that can be found in the ruins of Arborell have specific aversions to certain types of magic talismans, and the section reference will list these aversions and how they might affect combat. By going to that section reference within the Player's Manual you will find a full description of the beast, and everything you need to know to avoid it or put it down.

When an Encounter roll is made a player has the option to fight or to run. (See the rules on Combat Resolution for how this is achieved.) If you choose to fight you will conduct combat according to the

combat resolution rules and any other specific rules that may be in the section references. If you win the combat you can then move on and continue your quest. If you lose, and the creature is victorious, then your quest has ended. You will need to restart the quest and try your luck again.

Encounter Roll List

	1st level	2d6
	2nd level	3d6
	3rd level	4d6
No. rolled	Creature Name	Section ref.
2	Shambler	74
3	Needle Flies	78
4	Oer'daaki Roots	70
5	Mantis Beast	66
6	Shondalak	67
7	Molgoth	72
8	Morg Drey'a'dim	87
9	Arachnari Scout	82
10	Warbeast	85
11	Hresh Drey'a'dim	80
12	No Encounter	Roll 2d6
13	Sand Lurker	65
14	Jotun Drey'a'dim	83
15	Reaver	64
16	No Encounter	Roll 2d6
17	Clinging Mist	71
18	No Encounter	Roll 2d6
19	Guardian	61
20	Sentinel	63
21	Drey'a'dim Thrall	89
22	Water Elemental	62
23	Drey'a'dim Thrall	89
24	Water Elemental	62

Note: If a No Encounter is rolled, roll 2 dice and compare the number thrown to the No Encounter List. The indicated section reference will describe what has transpired.

No Encounter List

No. Rolled	Section Ref.	No. Rolled	Section Ref.
2	91	8	97
3	92	9	98
4	93	10	99
5	94	11	100
6	95	12	100
7	96		

Search Rolls

Only after an Encounter has been properly dealt with can a player make a Search roll if it is indicated. Roll four dice and tally the number thrown. The number you have thrown should then be compared to the Search List given on your Quick Reference card. Each item that can be found also has its own unique section reference and will give all the information you need to action what you have found.

A Search roll will show if something of value may be hidden away within the hall or chamber, and making such a roll will show you what you may, or may not, have found. Search rolls will give you access to special items and discarded but useful objects. A Search may however, also uncover some nasty adversaries, and in some cases trigger one of many types of traps that infest these ruins. You have the choice to search or not. If you choose to do so make a Search roll and follow the directions given. If you choose not to search then the game turn has finished and you must take another Map Card.

Search Roll List

To make a search roll you must throw 4d6

No. Rolled	Object found	Section Ref.
4	Discarded object	132
5	Healing Stick	127
6	Trap	135
7	Discarded object	131
8	You find nothing	146
9	Discarded object	130
10	Healing Stick	142
11	Trap	134
12	Talisman	139
13	Temple Guardian	126
14	You find nothing	141
15	Talisman	148
16	Discarded object	129
17	Temple Guardian	125
18	Trap	133
19	Discarded Object	149
20	You find nothing	145
21	Talisman	138
22	Healing Stick	128
23	Shard of Stonewood	143
24	Trap	136



Talisman Rolls

If you are very lucky your search will uncover a talisman. If a Search roll indicates that a talisman may have been found you must roll a single dice, and then compare the number thrown to the Talisman List on your Quick Reference card. The Talisman List will show you what you have found and give the appropriate section reference for that item. It is important that you read the information given. Talismans can be extremely useful, but only one of each type can be held by a player in any one quest and then only to a maximum of three. All Sharyah however, may be kept by the player for as long as that character survives in the underworld of Arborell. Whether playing in Quest or Free Play mode all talismans may be carried on into following adventures. Any talismans found should be recorded on your character sheet.

Talisman Roll List

To make a Talisman roll you must use 1d6.

No. rolled	Talisman	Section Ref.
1	Force stone	51
2	Healing stone	52
3	Scrying stone	53
4	Shield stone	55
5	Calling stone	57
6	Light stone	59

Using Sharyah

There is the chance if you conduct a search that you shall find one of these Sharyah discarded within the dark passages of Traebor. These talismans were designed by the Ancients for very specific purposes and are powerful tools when used correctly. They are however, dangerous artefacts in the hands of the unwary and special rules do apply regarding their use.

As mentioned in the previous section the most important of these rules 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 too 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 section references for these talismans will give you all the information you need to use these artifacts if they are found, but their use does rely on succeeding in an Intuition roll to do so. A high Intuition attribute can be very useful if you wish to harness the power of these devices.

More information regarding the nature of the Sharyah can be found in the Appendices section of this adventure and at the Chronicles of Arborell website.

Traps and Discarded Objects

Search rolls may also uncover traps, and if you are lucky, discarded objects that can be of great value to your quest. If a trap, or a discarded object is uncovered you must roll two dice to determine what type of object or trap you have found. Each object or trap has its own rules, benefits or tests that must be undertaken. The following tables outline what each roll of the dice will uncover and the section reference for each. These lists can also be found on the Quick Reference card.

Trap List

Dice Roll	Trap Name	Section Ref.
2	Hanging Portcullis	152
3	Rockfall	153
4	Impaler	155
5	Trap malfunction	156
6	Impaler	155
7	Pitfall	157
8	Volley Trap	160
9	Toxic Gas	161
10	Iron Claw	163
11	Volley Trap	160
12	Trap Malfunction	156

Discarded Objects List

Dice Roll	Object Name	Section Reference no.
2	Helmet	175
3	Arm Greave	165
4	Axe	166
5	Shovel	167
6	Rope (10 metres)	169
7	Ration pack	177
8	Torch	170
9	Stale Nahla Bread	171
10	Shield	172
11	Flash Charges	174
12	Flash Charges	174

Once you have determined the outcome of a search everything that can be done has been done in that hall or chamber. If you have been able to pass through that Map card successfully you must draw another, and place that card on the table so that it connects to the last card drawn. If you have run from the room, or chosen not to continue in that direction, you must retrace your steps back along the Map cards until you find a corridor that will take you another way. Draw a Map card and continue in that direction.

Retracing your steps

When you believe it is important to retrace your steps most of the rules for moving through rooms still apply. Modifier cards that have been previously drawn still apply to those Map cards, but any previous search or encounter rolls can be ignored. Such actions have already been played out and those rolls do not need to be re-made. If you are retracing your steps there is no need to re-read the section references for the cards if you are playing in Quest mode. Only when you draw a new Map card, and take another way, will all the rules regarding Encounters and Search re-apply.

Level Down Cards

Within the Map card deck can be found three Level Down cards. When drawn from the deck these cards indicate that the player has reached a point on that subterranean level that allows a descent to the next level below. When such a card is drawn the player can choose to immediately go to the next level down, or continue to search the halls and chambers of the level they have already mapped. If you choose you can return to this card once you have explored enough of the level.

If you decide to go down to the next level then all the Map cards and Modifier cards currently arrayed on the table must be collected up and returned to their respective decks. Only the Level Down Card can remain on the table. Like the Entrance card used on the first level the Level Down card you have drawn becomes the starting point for the next level's uncovering. The Entrance card should be put aside at this time and will not be used again until the player decides to restart an entire game.



Quest and Free Play Mode

You will notice that every card used in Torchlight has a small book icon inscribed with a number in the bottom left hand corner. These numbers indicate the section reference in the Player's Manual that provides information necessary to the completion of the game. If you are playing in Quest Mode then all the section references given are necessary to play the game. As each card is laid on the table you will need to consult the appropriate reference to determine what you have uncovered. It is very important that these references are read and acted upon. Your quest to find the Orncryst depends upon it.

Free Play mode is essentially different. If you wish to play an adventure in this mode then the objectives of your quest are your own. You complete the character sheet as normal, but determine a set of objectives for yourself. It might be anything from finding a particular chamber on a particular level, to collecting as many of a specific item as you can in a predetermined number of levels, to seeing how far you can descend into the Underworld of Arborell before you are killed. A number of Free Play objective ideas have been given further along in this manual. Whatever you choose as your objective should be written onto your character sheet and the game is then yours to play. The section references regarding Map cards can be disregarded if you choose (See the special rules below for Free Play Mode for the one exception to this rule), the cues for action to be taken in any room taken directly from the symbols on the cards themselves. Modifier Cards, Encounter and Search rolls will still need to be actioned in the same way, however any reference to the Orncryst can be disregarded.



One specific rule does apply in Free Play Mode. The number of dice used for Encounter rolls remain the same, but if a player descends beyond the third level a further single dice roll must be made with each encounter. This dice will determine the number of opponents you will face. Rolling a 1, 2 or 3 will indicate you face only a single opponent. Rolling a 4, 5 or 6 will indicate that you face two of the same creature. Whatever the number rolled they must be fought one at a time until all are defeated.

Both modes of play are available, but it is recommended that a Player first complete the game in Quest Mode so that the process of play is fully understood.

Draw indicators

You will notice as you refer to each of the section references that they begin with a small amount of text in brackets. This is a draw indicator. All the Map cards used in the deck will more than likely be drawn more than once in the game. As each level is finished the Map cards must be taken up and reused for the next level down. The draw indicators show you which part of the section relates to your current progress in the game. First draw means the first time you use that card in the game, and the text beneath it should be read and acted upon. If the card is subsequently drawn again the second draw text must be used. In the event that the card is drawn for a third time the third draw text should be used.

Many of the cards will show the term (All draws). This means that the text relating to that card will not change no matter how many times the card is drawn. Simply act upon the information given regardless of whether the card has previously been used.

A few of the cards show the longer draw indicator, (Draw only once then remove from game). This means that the Map card can only be used once, and then should be retired from the Map deck when that level has been completed. At the end of the level simply put it aside until your quest to find the Orncryst has ended. To aid in the identification of these cards when you are returning cards to the Map deck a sun symbol has been placed above the book icon on the card themselves. If any card with this symbol is drawn from the deck it will need to be put aside at the end of the level.

If you are playing in Free Play Mode then the section references and draw indicators are not so important as the game's progress is determined completely by the player. See the section below on Free Play Mode for more information.

Please note that this first Torchlight quest to find the Orncryst is to be followed by a number of additional Quest adventures that will allow a thorough exploration of all the great ruins of Arborell. As a Dungeon Crawler of the Deep Guild there are many dark places in the world to explore, and just as many great treasures to be found.

The Draw Register

To help you keep track of how many times you have drawn a particular card in the game there has been provided a Draw Register. This is a sheet that lists all 50 map cards and provides three boxes against each that can be ticked off as you proceed. Using this register will mean that with each card you have drawn you will be able to accurately determine which part of the section reference should be used. This register is only mandatory for Quest Mode play, the Map Card section references being optional for the Free Play Mode.



Completing the Game in Quest Mode

In Quest mode Torchlight will be complete when you hold the Orncryst in your hands. Your game starts at Section Reference 1 and continues as you explore the many levels that lay between yourself and your mission's end. It is very important that if you play Torchlight in Quest Mode that you follow the instructions given in Section Reference 1, and write the quest objectives carefully onto your character reference sheet. You will find that the successful completion of the quest will lead you to many challenges, and new section references that will explain further tasks needed to finally bring the Orncryst within your grasp. When you have it your quest will be complete.

Completing the Game in Free Play Mode

The Free Play Mode is a simpler but no less challenging way to play Torchlight. The game is played in exactly the same way as for Quest play, except that you determine your objective yourself. You start at the entrance card (card no.1) and do not stop play until that objective has been completed, or you have perished in the attempt. The following special rules apply only to this mode of play:

Free Play Mode Special Rules

In Free Play Mode a player has the choice to use the Map Card section references or not. This rule does not apply to cards however, that have the sun symbol printed above the book icon. Such cards represent very specific challenges to the player, and have rules as to how those challenges must be overcome. These rules still apply in Free Play Mode. As a general rule all cards with the sun symbol, except the Entrance card no.1, should be used the same in both modes of play.

- The Entrance card has a section reference that is specific to the Quest for the Orncryst. If you are playing in Free Play Mode this information is unnecessary and does not need to be read.
- No Map Cards need to be retired from the game in Free Play Mode except for cards 21, 34, 43 and 44. These cards contain information relevant only to the Quest adventure, and need not be kept in the Map deck in this mode of play. Remove them from the deck prior to beginning.
- If you wish to use the section references in Free Play Mode and find yourself descending beyond the third level of the ruins, use the Third Draw references even if that card has not been drawn from the deck twice before.
- Rules relating to Level Down cards remain the same, except that information regarding the third level down can be disregarded. Because of this you may find yourself delving many levels further than you might in Quest play.
- The number of dice used for Encounter rolls remain the same, however once a player descends beyond the third level a further single dice roll must be made with each encounter. This dice will determine the number of opponents that will be encountered. Rolling a 1, 2 or 3 will indicate you face only a single opponent. Rolling a 4, 5 or 6 will indicate that you face two of the same creature. Whatever the number rolled, they must be fought one at a time until all are defeated.



Free Play Mode Objective Suggestions

If you wish the following suggestions for mission objectives can be used for Free Play Mode:

- Attempt to map out the entire first level of Traebor. To meet this objective a player must use all 50 cards from the Map Deck and survive to tell about it.
- Descend as far as possible into the unknown levels of this ruin until you die.
- Search the second level of Traebor until you have found 3 different Sharyah.
- Engage and defeat 12 creatures that you find in the Deep Ruins.
- Locate and slay a Water Elemental, and live to tell the story.
- Find the Ancient Gardens of Traebor.
- Recover a single Stonewood shard.
- Collect both a Healing stone and Oera'dim Healing stick.
- Find the Shrine of the Dreya Tree on the fifth level of Traebor. (Keep card 34 in the Map deck for this mission objective.)
- Locate the Helmet and both Greaves of a famous, but deceased Brethren of the Guild that have been lost in the ruins.
- Find and destroy the Pillars of Dissolution with a Force stone. (Keep card 43 in the Map deck for this mission objective.)
- Stand before a Taal on the sixth level of these ruins.

These mission objectives can be achieved using the materials provided with this game. If they are used you will find that many of them will prove to be quite challenging.

Beginning Your Game in Quest Mode

If you understand all that has gone before you are ready to start. Print up a character sheet, combat record sheet and draw register, and then turn to section 1. It is there that your quest begins.



Section References

1 Somewhere in the darkness...

(Draw only once then remove from game)

It is said in the lands of the Faeyen that in darkness can be found all the fears of Men. As you hesitate at the entrance to Traebor you can feel keenly the potent truth of those words. The dark maw that reaches into the weathered stone before you stands as a impressive entranceway to the Temple ruins, but it beckons as a silent and menacing threshold to the underworld that slumbers beneath, its shadowed interior laying patiently in wait for whomever may be foolhardy enough to enter.

For a moment you stand unmoving and consider what lies within. Somewhere beyond the darkness of this ruined archway can be found the Orncryst, and it is a prize you covet above all others. For more than a decade you have searched the temples and ruins of Arborell, your one goal the recovery of the Dragonclaw; and now you believe you have found it. Within the third subterranean level of this complex, situated in a chamber known as the River of Time it can be found. All you need is the courage to go look for it.

In the late afternoon haze you glance for one last time at the world above ground and then move towards the gaping arch. Above you towers the crumbled ruin of Temple Traebor, but to scale this great edifice is not your goal. It is the Deep Ruin that will be your challenge, a vast subterranean labyrinth that must be traversed if you are to find the Orncryst. At the threshold to the ruin you hesitate, listening carefully for any sign that danger lurks within the gloom. All you can hear is the bluster of a growing wind at your back, and the screeching of birds as they flock in the wetland that surrounds the temple. With your heart pounding in your chest you move purposefully into the shadows.

Some twenty metres down a long corridor you emerge into a large chamber. Once it must have been a ceremonial hall, a wide vaulted space capable of accommodating many hundreds, but now it lies ruined, its interior stripped of any decoration or artifice it might have once held. In the dim afternoon light that streams through the entranceway you can see that it is a desolate place, its stonework cracked and eroded, its tiled flooring barely visible beneath a blanket of dust and debris. You cannot linger here though. Before you opens three exits from this hall and if you are to begin your quest you must choose one of them.

Take a Map Card from the deck and begin...

Quest Objective: Find the chamber that contains the River of Time on the third level of Traebor. There will be found the Orncryst.



2 A choice of four ways

(All draws)

Out of the shadows you move, following the passage towards a junction of intersecting corridors. In the lightless passageways you choose which way you will go but are brought to a halt by movement ahead. Out of the gloom you can hear something coming towards you, and it does not sound friendly. Make an Encounter roll and decide whether you will fight or run.

3 The Cells

(All draws)

In the gloom ahead you find the remains of a long corridor. On either side have been carved small chambers, and within their shadows you can see the remains of metal grills, now broken and rusted with age. Carefully you move forward into the midst of the cells and wonder at who might have been imprisoned here. Within the shadows you can see some of the spaces have been cluttered with old boxes, and you get the distinct feeling that something might lay hidden here. If you wish you may search these dusty rooms. Who knows what you might find?

If it is your choice make a Search roll and determine what you have found.

4 The Tangle

(First draw)

You have seen many strange things in your career as a Dungeon Crawler but nothing quite like this. Before you is a medium-sized room, an apparent dead-end that contains the desiccated remains of a huge Oer'daaki plant. Across the walls and ceiling the deadly plant had spread its venomous vines, and over the years had grown huge within the confines of the chamber. All about you is the tangled, twisted remains of the plant, long dead but holding a number of secrets firmly within its withered grasp. Amongst the tangle of dried vegetation lay the remains of several corpses, as dry as the plant itself, but fully clothed and equipped. There is a chance that some of their possessions may still be serviceable.

If you wish make a Search roll. There may be something of value here, but be careful for such plants as these do not die easily, and something has killed this one.

(Second draw)

The passage is cold and dark, the air heavy with the smell of rotting vegetation. Carefully you move forward and find an overgrown chamber, its interior cluttered with the remains of a dead Oer'daaki plant. You have seen such a thing before, in one of the rooms of the upper level, and you can only surmise that it is part of the same monstrous plant that has somehow found its way into these darker, deeper chambers. With some trepidation you steal into the room and look around. Amongst the tangled limbs of the Oer'daaki you spy the glint of something man-made and move towards it for a closer look.

If you wish to find out what it is make a Search roll. If you would rather back out of this room and continue with your quest then do so quickly.

(Third draw)

On this deep level of the ruins of Traebor you find the last desiccated remnants of the Oer'daaki plant. Within this small alcove you discover the furthest extent of the huge plant-creature. Dead and withered tendrils hang from the ceiling, elongated fingers extending from cracks in the stonework that have been shattered by the power of the once-living roots. For a moment you consider how large the Oer'daaki must have been to extend through all the levels of the ruin, but it is not the dead plant that holds your attention however. Only slightly covered by the clinging roots are an assortment of barrels and sturdy wooden crates. Some have been crushed, and most appear empty, but perhaps there is something here of value to your quest.

If you wish to search the contents of this room make a Search roll. If you would rather continue on with your journey turn around and find another way.

5 A Junction of Three Paths

(First draw)

Quickly you come to a junction of three passages, and a chamber cluttered with piles of broken statuary and tiling. In the light thrown by your torch you can see that the debris has been placed here, a dumping point for some purpose that had long ago been abandoned. Slowly you draw your weapon and edge towards the centre of the room. If ever there was a perfect setting for an ambush this is it, and your eyes follow the contours of the debris looking for any sign of danger. Such an attack does not come, and in the gloom you find that your greatest difficulty is negotiating a path through the rubble that does not require climbing the mounds of fractured stone. It is as you are moving past a large pile of rock that you see something jutting from the debris.

If you wish to see what the object is throw two dice and check the number thrown against your Discarded Objects table on your Quick Reference card. If you have no wish to disturb the piles of debris move on and choose an exit from this room. Either way you should move quickly.

(Second draw)

In the darkness you stand quietly on the threshold of the passage and look out into a large chamber. It is clear of debris, but unlike most of the other rooms you have passed through it has been built with two lines of pillars running down its length. In the gloom you can see that the pillars reach high into the air, before spreading in wide arches across the roof. Between the pillars you can discern two other exits, both of which give little hint as to which way you should go.

For a short time you stand in the shadows and listen for any sign of approaching danger. You can hear little except the steady drip of water coming from somewhere in the hall, and after a few minutes decide to move on. There is nothing here.

(Third draw)

It is not long before you find yourself in another large chamber. Within this level of Traebor the heat is starting to take its toll upon you, and although you feel you are close to your goal the air is becoming oppressive. Carefully you look about the hall and find it empty, but there is something here that strikes you as unusual. Upon the centre of the floor you find a huge symbol etched into the stone. It is the silhouette of a leaf-less tree crowned by two suns and two moons, and in the shadows it shimmers faintly like moonlight on water.

Carefully you move out into the chamber and inspect the carving more closely. It is large and cleanly cut, but as you move closer you can feel a heat radiating outwards. Tentatively you move your hand through the air and sense the warmth of a rising current swirling between your fingers. Within moments it is an unbearable scorching column of air that forces you backwards. There is no point remaining here. Before you can find out what the purpose of the symbol might be the temperature rises to a level that forces you out of the chamber. Quickly you pick a passage and leave.



6 A long passage

(All draws)

The corridor ahead is long but you do not take it immediately. Instead you come to a halt and consider what you should do. The light of your torch only reaches so far, and this path could prove harder than you might have hoped.

Take a Modifier card from its deck and decide if you really want to go this way.

7 Something is watching you

(First draw)

From the cramped confines of the passage you emerge into a wide natural cavern. At one side you can see another exit from the chamber, and you sense amongst the intervening shadows that there is something waiting, lurking in the darkness. Slowly you ready your weapon and consider if it is worth continuing on.

If you choose to traverse the cavern make an Encounter roll and stand ready for a fight. If you are fortunate enough to survive the battle there is an opportunity to search this cavern. Others have passed this way before and some have not survived the experience.

(Second draw)

Out of the darkness you move into a large natural chamber, its walls glistening with flowing limestone cascades and huge crystalline outcrops. For a moment you come to a halt, and watch as the light of your torch plays about the hall, reflecting off a myriad of brightly coloured surfaces. It is a display that holds your attention, but only for a short time. A noise from somewhere within the gloom pulls you back to the imminent dangers of your quest, and almost before you can react one of those dangers reaches out for you...

Whether you wish to traverse this cavern or not you must fight the creature that now hungers for your life. Make an Encounter roll and begin combat. If you are fortunate enough to survive the battle there is an opportunity to search this cavern. Others have passed this way before and many have not survived the experience.

(Third draw)

Your quest has taken much from you, and as you stand at the entrance to this wide cavern you take a moment to recover your breath. It is a pause that will give you little respite. Before you can properly recover a shadow emerges from the gloom and hits you violently in the side. Thrown out into the open you roll back to your feet and thrust your torch into the ground beside you.

Make an Encounter roll and stand ready to fight. If you roll a No Encounter disregard it and roll until you have a creature to fight. There is something here and it wants your blood. You cannot avoid this combat, and 1 endurance point must be taken from your total due to the force of the blow. If you survive you may search the cavern. Such a place can hold many secrets and some may have value to your quest.

8 Large chamber

(All draws)

Before you opens a large chamber, a long hall of carved stone that extends beyond the reach of your feeble illumination. Above you the roof curves into a series of arched vaults that disappear into shadows. It is a dark and forbidding space, one that provides no hint as to its ancient purpose. Overhead you hear the urgent flutter of bats as they jostle for a purchase upon the stone arches and it gives you pause to hesitate. For a moment you consider what you should do next for there is more to this wide space than first meets the eye...

Take a Modifier card from the Modifier deck. It is your choice if you wish to proceed any further.



9 A dark way forward

(All draws)

Along the corridor you make your way carefully, using what light you have as you search the darkness for danger. With your torch spluttering in the damp air you emerge from the passage into a huge natural cavern, carved into the rock by the inevitable action of water and time. On two sides you can barely see other exits, but the ground between them presents you with unforeseen difficulty.

Take a Modifier card and consider carefully if you wish to move forward.

10 A broken wall

(All draws)

At a turn in the passage you come to a halt. Across your path a fall of stone and dirt has partially blocked the way through. Annoyed by the need to pull away a good deal of debris to find a path forward you begin digging, and find quickly that the passage has collapsed in upon itself. There is something here though. In behind the debris is a small alcove, and even in the dim light you can see something glinting in the dark.

If you wish you may make a Search roll. Whatever you find will be yours to keep. If you do not wish to search here, and have a shovel in your possession, then you may attempt to dig your way through. Test your strength attribute. If you are successful an attempt to clear the passage will prove successful as well. It will take a bit of time, and take two points from your endurance, but you will be able to move on. If you are not successful the fall of stone and earth is beyond your strength to overcome. You will need to turn around and find another way.

If you decide to make a Search roll you will need to account for what you find and then consider if you want to try and find a way past this debris. If you have a shovel you can try and dig your way through as well. The previous rules apply for this attempt. If you do not feel like expending the energy you may also turn around and find another way.

All these options may be disregarded however, if the Player is in possession of a Force Stone. Such a talisman can be used to sweep away whatever lays before you but it comes at a cost. The Sharyah'ahrel will force a path but in the process destroy anything that might be found in making a Search roll. If you choose to use a Force Stone you will be unable to make any subsequent Search roll.

If you choose to use this talisman whisper its name and test your intuition attribute. If you are successful turn to section 189. If you are unsuccessful then it is not within the talisman's power to move the debris. In this case you must find another way.

11 A three-way junction

(All draws)

Quickly you approach a junction of three passages, and in the gloom see a small chamber that connects them all. In the darkness you can see little, but the air is heavy with the odours of old blood and death. Carefully you peer into the shadowed space, and it is only then that you see the indistinct form of something moving silently towards you.

Make an Encounter roll and ready yourself...

12 Something lies ahead

(All draws)

Carefully you move forward, following the passage as it reaches into the darkness. About you the air is stale and damp, and your torch flickers in the faintest of breezes as you brush aside thick tangles of dust-heavy webbing. In the gloom you can see little, however you can hear the muffled sounds of movement coming from beyond a turn in the passage ahead. You cannot be sure of where the sounds originate, but it gives you pause to take even greater care.

13 A long corridor

(All draws)

In the dim light you can see a long corridor extending out before you. It is clear of debris and without apparent danger. Without hesitation you increase your pace.



14 Darkness and danger

(All draws)

Out of the narrow confines of the passage you pause at the entrance to a huge vaulted hall. In the vast space that confronts you there is little that can be seen, but you can feel the presence of something waiting expectantly in the darkness. Carefully you ready your weapon and take a step into the echoing chamber. It is then that you come to a stop. This great hall will not be as easy to traverse as you might have hoped...

Take a Modifier card from its deck. Consider whether the environment that confronts you will help in the battle that you know is about to come. If you wish to progress any further into this chamber make an Encounter roll and discover what it is that awaits you.

15 The long bridge

(Draw only once then remove from game)

In the ground ahead you can see a wide rift. It is a dark line of fractured earth, spanned by a long stone bridge that extends into the darkness before you. Carefully you approach the span and consider how safe it might be to cross. The bridge has not been built across the wide gap in the earth, rather it has been carved from the solid rock, and it appears as sound as the day it was first formed. The rift itself is deep, and as you peer over the edge of the chasm you know that the bridge can be your only path forward. For a moment you listen intently, sniffing at the air as you search for some sign of danger. You can sense nothing, but your gut feeling tells you that there is something in the shadows ahead...

If you wish to make your way across the bridge throw an Encounter roll and decide if the risk of combat is worth going this way.

16 A rift lies before you

(Draw only once then remove from game)

A short hallway extends out before you but you cannot continue any further. Coming to a halt you see in the gloom a wide rift that cuts across the hall and fractures the rock itself upon both walls. For a moment you consider whether there is some way to cross. The rift is six metres in width and descends far into the earth below.

If you have a grapple and rope there is a chance that you can find a purchase in the rock overhead and swing across. If this is your choice you must test your agility attribute, but as you are using equipment to ease your passage you may add +1 to your agility attribute for the duration of this crossing. If you are successful you make it across and can continue on. If you are not successful you must then test your luck attribute.

If you are lucky you swing out across the rift, but then arc backwards and land heavily on the side you started from. If you wish you can try to swing across again and the same rules will apply.

If you are unlucky however, you fall into the rift and it is a fall you will not survive. If you fall your quest ends here, and you will need to restart your adventure if you are to find the Orncryst.

If you have no grapple and rope, but believe you can simply jump the rift then you must take both an agility and strength test. If you pass both you make it across the gap and can continue. If you fail either of these tests you will fall to your death and it will be here that your quest will end. You will then need to look to another life to find success.

You can of course, not risk an attempt, and return back the way you came. It is your choice to make.



17 The Taal

(First draw)

It is not long before you emerge into a large hall. Overhead you can see the roof disappearing into the darkness, its high vaults reaching beyond the power of your illumination to uncover. Carefully you inspect what you have found but there is no danger here. The chamber is empty except for a shrine at its far end, and it is unusual to say the least.

With no apparent danger at hand you move closer and find a high stepped platform, upon which stands a perfectly carved representation of a leaf-less tree, glistening white in the flickering of your torch. On both sides of the tree stand statues of the same white stone, Beings cloaked in heavy robes, praying silently at the altar. Such a shrine you have heard of, but have never seen yourself. It is a Taal, created by the ancients for some purpose that is unknown to Men. It is said that if you stare at such a stone Tree for long enough it will begin to move, but you have no time to test such rumours. Quickly you adjust the pack on your shoulders and turn to the exit.

(Second draw)

For a moment you stare into the dim recesses of this hall and realise that you have seen such a chamber before. At its end stands a Taal, a shrine of the ancient world, and at either side of its stepped platform there stands two high statues. Carefully you enter the open space and consider again the unknown purpose of such places, but there is something subtly different about this one. The statues are not engaged in a pose of prayer. These two stand alert, each with a weapon in hand, almost poised for a fight.

As with the previous Taal there is little of interest that might aid your quest, and no reason to tarry any longer. Quickly you make for the other exit and once again disappear into darkness.

(Third draw)

It is a curious thing that you should happen upon another of these strange shrines. You know that the object of your quest is close, but there is more to this Taal than you have previously encountered and it gives you reason to pause. The stone tree stands immense within the high vaulted hall, and unlike those that you have seen before the silent statues that guard this edifice glow with an inner light, illuminating the hall in dull shades of blue.

In the light of the statues the darkness falls back, and the true nature of the hall is revealed. Long and high, you can see pillars and arches that curve up into the heights overhead. Huge murals in carved stone cover all the walls, and the vaulted ceiling is an expanse of intricately cut pieces of green crystal that give the impression of a forest canopy reaching overhead. It is too dim to see exactly what story the murals tell, but more than one of the panels depicts the battles of a great war, one in which the faces of the combatants are hidden.

You do not have much time but you spend some of it watching the distant reflections of torchlight on the high forest canopy before turning to the other exit.

Test your luck attribute. If you are successful turn to section 168 before continuing. If you do not succeed turn to section 186.

18 A dangerous intersection

(All draws)

Quietly you make your way down the passage until you come to a three-way junction. Ahead lay two possible exits from a large chamber, but as you emerge into its open space you are given little time to consider what you should do next. Out of the darkness comes the rush of something moving quickly towards you. In the confines of this ruin it can only be an attack.

Make an Encounter roll and determine what you should do. If you choose to fight then stand your ground. If you believe it prudent to retreat then follow the rules for doing so. If you defeat this creature, or use a Sharyah to force it to retreat, there is an opportunity to search the chamber. The junction appears bare, but you can never tell exactly what you might find.



19 One beast's lair

(Draw only once then remove from game)

Out of the darkness you emerge into a large natural cavern. In the flickering light of your torch you see a cavernous space opening up before you, a vast cathedral of flowing coloured stone and glimmering crystal. For a few moments you search the boundaries of the cavern and see that there lies another exit at its furthest reach. Carefully you make your way forward but there is danger ahead, you can feel it in your bones.

Take a Modifier card from its deck and determine if you wish to continue on. Consider also that danger lurks here as well, waiting for you to move closer. If you decide to traverse this great cavern in spite of its environment you must also make an Encounter roll. Whether you fight, or flee, will be your choice.

20 A junction of four ways

(All draws)

Quietly you make your way into a large square chamber. In the darkness you can see that it is a junction of four passages, each reaching out into the surrounding stone. With your light in hand you peer into the gloom, and discover that this junction will not be as easy to traverse as you might have hoped.

Take a Modifier card from its deck and decide if it is worth going forward.

21 The River of Time

Special note: To find the River of Time on the third level of Traebor is your main objective if you are playing in Quest mode. The First and Second draw descriptions below only apply if you encounter the River of Time on the first or second levels. When you find this chamber on the third level of your quest disregard the following and instead turn to section 191.

(First draw)

There have been many rooms that you have delved in your career as a Dungeon Crawler but none have been as strange as this. Before you stands a wide cavern, three exits on each side and one long wall that extends across the farthest side of the chamber. Although the chamber is completely bare of artifice or design, the wall shimmers as if it is a river of crystal clear water rushing from edge to edge. Quietly you stand in the midst of the apparition and wonder what it could possibly be, and stare mesmerised at the constantly changing surface of the surging liquid.

In the darkness you look into the wall and are drawn closer to it. As you approach you notice the light of your torch reflecting against the surface of the rushing fluid, and in those reflections you begin to see images. At first they are indistinct, nothing but shadow and light melding in quick flashes, that trick your eyes and make you turn to see if anything is moving behind you. But then the images focus and you stand transfixed.

Before you the history of the world unfolds in a stream of image and sound. Without comprehending what you see the wall unleashes its gift. Great wars flash before you and monstrous beasts fill the wide expanse of the waters. You see empires rise and fall, great civilisations pull themselves from barbarism and then fall into dust. You see the struggles of the enemies of Man and the arrival of your own peoples in the world. But it does not end there.

Before you the future explodes in a tortured river of flowing images. Even greater empires rise before you, and within the tumult of war and decay you see strange devices, and to your amazement the most wondrous of flying machines, all flashing past your eyes in a numbing procession of rushing imagery.

It takes a conscious act of will to turn your eyes from the wall and edge away. Exhausted by the few seconds that the visions held you in their grasp you stagger towards the nearest exit and do not look back. Only in the dark of your chosen passage do you feel the effects of the flowing apparition pass from you.

(Second draw)

It takes only a few seconds for you to realise that you have stumbled into one room you do not want to enter again. Before you flows the wall of water, a rapid torrent of moving liquid. Quickly you turn to go, but a sound pulls your attention back to the streaming waters. To your amazement the entire wall is filled with a moving vision of yourself, an unnatural echo of both light and sound. Carefully you raise your arm and watch as the image reflects your movement, copying in exact detail every nuance of your action on a vast scale. Again the wall of water captures your attention, but this time it

is only the novelty of seeing yourself larger than life that holds you. When you have finished you leave the room and continue on your quest.

22 A long passage

(All draws)

The corridor ahead is long, but you do not take it immediately. Instead you come to a halt and consider what you should do. The light of your torch only reaches so far, and in its flickering illumination you can see that this passage will be a harder path to follow than you might have hoped.

Take a Modifier card from its deck and decide if you really want to go this way.

23 The Six Monk Quarter

(First draw)

Before you a long passage reaches out, a series of small rooms occupying both sides of the corridor. A quick look at the first room shows that they were once used as sleeping quarters. Each has the remains of a stone bench against one wall and a rudimentary desk against the other. All is ruin and there appears to be little to find, but you have a feeling that something lies hidden here.

If you wish you may make a Search roll. Be careful though. More than once a Dungeon Crawler's curiosity has been rewarded with a quick and unlooked for death.

(Second draw)

For a short time you look down the long rows of small rooms and wonder who might have inhabited such a gloomy quarter. You are now deep underground, and the air is thick with the damp of a millennia of dripping stone. Carefully you pass down the corridor, quickly surveying each room as you pass. There is nothing to be found until you reach the last of the dingy chambers. Pushed back against a wall is a long flat box, made of rotting wood, and easily as long as a man lying upon the ground. In the darkness you consider if you should take a quick look.

If you wish you may make a Search roll and see what the box contains. If you do not wish to do so you should move on.

(Third draw)

Out of the darkness you stumble into a long corridor, its length bordered on both sides by a line of small alcoves. You have seen such chambers before and decide quickly to move on, but your way is barred by a clutter of furniture, personal belongings and long rolls of rotting tapestry. None of it should be here, all of it seems too recent to have been a part of the ancient purpose of this Temple. A quick survey of the debris shows you that it is plunder, a collection of items from the outside world that have been thrown here and never returned for. In the shadows you can see little of value to your quest but it does block your way.

If you wish to take the time to pull some of the clutter out of the way do so by making a strength test. If you are successful, you find the debris easy to pull aside. To your surprise there is more here than you expected. If you wish to search the scattered items you can make a Search roll, for there is a chance that within the debris you may find something of value. If you are unsuccessful in your strength test the debris proves too difficult to move and you will have to find another way forward.

If this is the case, or you would rather return back the way you have come anyway, then do that instead.

24 The Hall of Winds

(Draw only once then remove from game)

From the shadows of a light-less corridor you peer across the threshold of a huge chamber. Within this cavernous hall you can see an open polished floor, and at each corner stands a tall statue, carved in glistening obsidian. For a moment you consider the possibility of danger here. The hall appears empty, and apart from the presence of the four crystalline statues there seems little reason to delay moving on. But still you cannot help but pause. The statues are beautiful pieces of ancient sculpture. Tall and black; they stand as robed figures, their heads obscured by large hoods, their arms outstretched as if in greeting. Yet there is something about them that shouts you should not go forward. In the shadows you consider if you should risk traversing the chamber, or return down the passage and find another way.

If you wish to take your chances here turn to section 197. If you would rather turn around and find another way then do that instead.

25 A difficult turn in the road

(All draws)

Ahead lies a small room, obscured by darkness. In the half-light thrown by your torch you can see the shadowed entrance to another passage ahead. For a moment though you hesitate. This way will not be easy.

Take a Modifier card from its deck and consider whether you should continue on. It may be that there are easier paths to follow.

26 A four-way junction

(First draw)

You are determined to find the object of your quest and make your way forward into the darkness. Quickly you come to a four-way junction, where you find three possible exits and evidence of a previously sprung trap. Against one corner there is a pile of debris, a jumble of stone and dirt from which extends the desiccated remains of a skeletal arm clawing at the air. Some poor soul has met a swift end at this intersection, but there may be something useful to be found on the body.

If you wish to risk a search of the debris make a Search roll and consult your Quick Reference card.

(Second draw)

Carefully for peer out from the shadows and consider the gloomy recesses of a small chamber that opens before you. The room is a meeting of four corridors, and in the light of your torch you can see that one wall has collapsed, pushed out onto the floor by the pressures of a mass of withered plant roots. You know that you are deep underground, and the presence of the decaying root system gives you pause to wonder at how far such tendrils might have spread within the Temple. It is a curiosity however, that cannot be allowed to delay your quest. For a short time you consider which of the exits you should take, but in the gloom you realise that there is more than just rotting vegetation here. Inset into one of the walls is a small plaque of rusting bronze no bigger than a playing card. Upon its tarnished surface is a single phrase, ":thella ophar:". The meaning of the words are unknown to you, but prior experience has taught you that it is a marker indicating something is hidden within the room.

If you wish to search the room first before moving on make a Search roll. If you find something of value record it on your character sheet and continue your quest. If however, you find something else it will be to the Fates that you will need to look for help.

(Third draw)

In the darkness you find yourself stumbling out into a small room, an intersection of passages that gives you no hint as to where you should now go. In one corner you can see a small pile of debris, some fallen stone and a curious hole that has been dug into the wall. The hole is only large enough for you to reach into, but although it is dark you can see that something has been placed within.

If you wish to see what might be there make a Search roll. If you do not it is time to move on.

27 A bridge ahead

(Draw only once then remove from game)

Ahead lies a small stone bridge that spans a wide fracture in the earth. In the gloom you can see little except that the bridge is old, and that the rift glows red as if there burns a great fire somewhere within its depths. Carefully you approach, your eyes following the contours of the structure as you try to determine if the span is safe to cross. It appears solid, but as you move closer you begin to sense that there is something more here, something hiding in the darkness, waiting for you...

Make an Encounter roll and consider your next move.



28 A dead-end, literally.

(First draw)

At the far end of the passage you find a small shadowed chamber, and no further way forward. Even as you approach the entrance to the room you can feel the damp closeness that tells you the air ahead is stale and unventilated. Quickly you confirm that you are at a dead-end, but there is a presence here and it guards something valuable.

If you choose to enter this room make an Encounter roll and decide if you wish to stay and fight, or retreat. If you decide to fight, and by some act of providence you are victorious then make a Search roll. Whatever has called this place home has secrets hidden in these shadows.

(Second draw)

Out of the dark corridor you emerge in to a small room with no other exit. In the gloom there is little that can be seen, but as you raise your torch above your head you sense movement in the shadows. Something is waiting for you.

There is something to be found here, but it is coveted also by whatever lurks in the shadows. Make an Encounter roll and decide if the fight will be worth the risk. If you fight and are successful make a Search roll. Otherwise retreat will be your only option.

(Third draw)

Carefully you make your way forward. Ahead you can see an opening into a small chamber, but a noise draws you to a halt. In the confines of the passage you are not sure if the sound arose from ahead, or echoed from some other part of the temple. For a moment you wait, listening hard for any

further noises and in the gloom you hear it again. It is the sound of dirt moving, trickling down a slope as if dislodged by a careless footfall. It is definitely coming from the small chamber ahead.

With your weapon drawn you move to the room's threshold and peer into the darkness. The chamber is cluttered with piles of debris, and the remains of a collapsed wall that has heaped broken stone and dirt over a large wooden chest. In the shadows you can see that the weight of rock has crushed the chest and there is the glimmer of something within.

If you wish to enter make an Encounter roll and see whether there is indeed anything in the room. If there is, and it is a fight worth having to see what's in the chest, conduct the combat according to the combat resolution rules. If you win you may make a Search roll and reveal what is there. If you lose then your quest ends here, and it will be to a latter life that you must look for better luck.

29 An intersection of ways

(All draws)

Before you extends a passage and the choice of two possible ways forward. In the gloom you come to a halt and take a moment to pause and think on what you should do. In the close confines of the corridor you can feel a chill in the air, and the unmistakable smell of decay. Noises seem muffled within the dank atmosphere, but you can hear the unmistakable sounds of something ahead. You are not alone in this ancient delving. Carefully you consider the passages that reach out into the stone about you and then move on.

30 A long passage

(All draws)

Carefully you take the exit and find yourself at the beginning of a long corridor that extends into the darkness ahead of you. The passage reaches deep into the stone, but it is no easy thoroughfare. You move forward and find all too quickly that it is not just a simple passageway.

Take a Modifier card and decide your next move.

31 An unfinished hall

(First draw)

In this hall you are suddenly confronted by a wall of rough rock and piles of dust and broken masonry. The tool marks etched into the stone show this to be a passage that remains unfinished, and a dead-end that will serve you no purpose. Just to be sure you check the walls and rock face for any sign of secret door or lock mechanism, but the solid rock is what it seems. There is no way forward here. Your path lies elsewhere. Turn around and find another way.

(Second draw)

In the darkness you come to a solid wall of broken stone. It is impossible to tell if the passage has not been completed, or if it has been subject to a complete collapse of the rock above. Carefully you move to the edge of the debris and consider what you should do. As you ponder the chance that there may be some other secret way here you hear a low groaning sound emanating from the ceiling above you. In the light of your torch you see a large crack appear in the stone, and then a jagged web of smaller cracks spreading along the roof. Instinctively you turn on your heel and run, the roof collapsing behind you in great shudders of pounding stone.



Test your Agility attribute. If you are successful then you make it out of the passage, covered in dust and sweat, but able to continue your quest. If you fail this test then Fate has not been that kind. In this melee of falling stone you will have found a quick death beneath tonnes of rock. It will be to another life that you will need to look for better luck.

(Third draw)

The passage comes to an abrupt halt, and in the darkness you are confronted by a wall of broken stone and dry earth. Frustrated by the solid barrier of rock you turn to retrace your steps back down the corridor, but pause for a moment as you notice something unusual. In the gloom of the passage your torch throws a feeble light, but the shadows it casts are long. One of those shadows reaches through the rockfall as if it wasn't there.

Quickly you return to the edge of the debris and consider what you should do. The wall of fallen stone appears solid, but you hold your torch before you and play the shadow of your hand along the rock. Wherever your shadow falls you can see the hint of a passage beyond the broken stone. This rockfall is an illusion.

Carefully you put your hand against the barrier and feel the slightest of shocks as your hand passes right through. Next you push your torch through and find the illusion to be a veil that disguises a corridor reaching far into the rock. There is a way ahead if you wish to take it.

Although there is no yellow arrow on this card you may progress directly ahead if you wish. The Map card should be treated as a normal long passage and your next Map card drawn may be placed as if the yellow arrow exists.

32 A rift lies before you

(Draw only once then remove from game)

A short hallway extends out before you but you cannot continue any further. Coming to a halt you see in the gloom a wide rift that cuts across the hall and fractures the rock itself upon both walls. For a moment you consider whether there is some way to cross. The rift is six metres in width and descends far into the earth below.

If you have a grapple and rope there is a chance that you can find a purchase in the rock overhead and swing across. If this is your choice you must take an agility test, but as you are using equipment to ease your passage you may add +1 to your agility attribute for the duration of this crossing. If you are successful you make it across and can continue on. If you are not successful you must test your luck attribute. If you are lucky you swing out across the rift, but then arc backwards and land heavily on the side you started from. If you wish you can try to swing across again and the same rules will apply. If you are unlucky on this second attempt however, you fall into the rift and it is a fall you will not survive. If you fall your quest ends here, and you will need to look to your next life to find better luck.

If you have no grapple and rope but believe you can simply jump the rift then you must take both an agility and strength test. If you pass both you make it across the gap and continue. If you fail either you will fall to your death, and it will be here that your quest will end.

You can of course not try, and using your better judgement return back the way you came. It is your choice.



33 A turn ahead

(All draws)

Without looking back you continue on along the corridor. Ahead lies a sharp turn in the passage, and as you approach you can hear the sounds of movement ahead. Quickly you ready your weapon and edge up to the turn. For a moment you wait in the darkness, listening for any further sign of danger, but there is nothing but the shadows ahead. Carefully you peer around the corner and then move on.

34 Hall of the Dreya Tree

(Draw only once then remove from game)

From the shadows of a narrow passage you look out into a wide hall and marvel at what you see. In the dim chamber you can see a shrine and two lines of statuary that lead to its base. Upon a raised platform is a representation of a huge leaf-less tree, but this tree is not the same as others of its type that you have seen before. This tree is as black as a moonless sky, glimmering with a multitude of dancing red points of light that send flickering ruddy shadows across the walls of the chamber.

In this ethereal glow the Hall is alive with movement. Across the walls you can see carved stone that shimmers in the darkness, somehow alive as it tells a horrifying story of death and torment, of Beings scourged of their existence in a bloodbath of pain and torture. As you watch you see endless lines of Hordim making their way into the openings of a vast gate, and then step back aghast at the cruel fate that awaits them beyond its arches. You cannot understand what it is you are seeing, but you know that it is the Dark Tree's doing. It is a vision you can only stand for a short time.

Turning from the relentless cruelty of the Hall you consider if you should continue forward or find another way.

If you wish to brave the unknown, and try to make for one of the other passages, you will find something waiting for you in its dark recesses. Make an Encounter roll and determine if you will stand your ground and fight, or consider it better to retreat. What happens to you will be determined by Fate. If you would rather leave this dread Hall and find another way then do so quickly, before the power of this place reaches out to take you as well.



35 The Pit Room

(Draw only once then remove from game)

From out of the darkness you stumble into a wide cavern, your light barely able to touch its near edges. Quickly you move to the nearest wall and listen intently for any sign of danger. You can hear nothing, but the floor is covered in tracks and drag marks, as if something has only recently passed by. As your eyes adjust to the light you realise that a huge hole lays dark upon the floor, and from its depths there arises a putrid fume that hazes the air and lingers overhead as a roiling fog.

For a moment you wait and listen but you cannot pause here for long. Carefully you move out into the chamber and it is then that you sense something in the darkness behind you...

Make an Encounter roll and prepare for an attack. Disregard any No Encounter rolls you might make. Whatever it is that covets your flesh has been watching you for a while and will not let you escape. This is one combat you cannot withdraw from.

36 A small chamber

(All draws)

Carefully you make your way down the passage and find yourself at the entrance to a small chamber. On the other side of the room is an exit but you stay where you are and consider what now confronts you.

Draw a Modifier card from its deck. Whether you go any further in this direction is a choice you must make.

37 A T-intersection

(All draws)

Quickly you come to an intersection that provides two possible ways forward. For a moment you wait in the darkness listening carefully for any clues as to what might lay ahead. In the distance you can hear the scrape of something large moving across bare stone, but it is impossible to tell from which direction it comes. You have no choice but to move on.

38 Here can be found danger

(All draws)

From out of the gloom you emerge into a large square chamber, an exit cut into each wall. It is dark here, your illumination a flickering dance of light across stone walls that seem curiously reflective. You have little time to wait but halt nonetheless. Across your back you feel the first tingles of a chill, and then realise you are being watched from one of the other passages. In the darkness something is reaching out for you.

Make an Encounter roll and consider whether it is best to stand and fight, or run so that you might fight another day.



39 The collapsed cavern

(Draw only once then remove from game)

Before you spreads a wide natural cavern, its rough walls arching up to a point high overhead. In the faint light thrown by your torch you can just see a collection of huge stalactites at its apex, hanging down as distorted fingers grasping out into the darkness. For a short moment you watch as your light reflects as tiny points of glistening reflection in the gloom, but you cannot linger here. Ahead the entire floor of the cavern has collapsed in a series of stepped levels down into the earth. There is no practical way of safely climbing into the vast subsidence and making it out the other side, though you may be able to find a way around its narrow, crumbling edge.

If you wish to try and find a way around, and you are in possession of a rope and grapple, you will need to test your agility attribute. As you are using equipment to help in your progress you may add +1 to your agility attribute for the duration of this crossing.



If you are successful then you have found a way through, and you can continue on with your quest. If you are unsuccessful then at some point in your crossing you have lost your footing and have fallen into the subsidence. Luckily you have hold of your rope and you do not fall too far. Conduct a strength test. If you are not successful you shall fall to your death and your quest will be over. If you are successful you climb back out and may take another test of your agility to continue on. Any further failure of agility will leave you falling into the hole, your grasp upon your rope gone. If this happens you will not see the light of day again, and it will be here that your quest will end.

If you wish to try and find a way around the fringes of the cavern, but you do not have a rope and grapple, then it will be a far more precarious course you must take. Conduct a test of your strength and agility attributes. If you are successful with both you will make it through and may continue with your quest. If you are unsuccessful on either the skill needed to edge your way around the collapsed floor was not yours to exercise. Without anyone to hear your screams you will fall into the depths and your quest will be over.

Considering the possible outcomes of traversing this collapsed cavern you may also decide that there are easier ways, and if that is so you should turn about and go find them.

40 A long passage

(All draws)

Ahead you can see a long passage that reaches far into the distance ahead. With the light of your torch you are able to see some of the way forward but in the flickering illumination the corridor is nothing but a long, dark tunnel. Quickly you move off and find that it will not be an easy path to follow.

Take a Modifier card and consider if you should still pass this way.

41 A three-way junction

(All draws)

From where you stand you can see a junction ahead. In the darkness there are two possible ways forward but it will not be easy. Carefully you move forward and find that the ruins of Traebor hold many surprises.

Take a Modifier card from its deck. If the Modifier card allows a passage forward you may search for hidden items if you choose before moving on. If the Modifier gives the junction too dangerous an environment then it may be better to find another way.

42 A cross-roads

(All draws)

Before long you come to a crossroads, a junction of two passages that extend out into darkness. For a short time you listen for any clue as to which way you should go, but there is nothing except the interminable gloom and a hint of ash on the air. You must go somewhere however, and in the shadows move on quickly.



43 The Pillars of Dissolution

(Draw only once then remove from game)

In the darkness you come to a halt and listen. From directly ahead you can hear a terrible grinding of stone upon stone, and the flicking slash of metal as it slices air. It is difficult to tell what the sounds are, but as you move closer the noise increases in volume, the grinding clatter becoming a tremor that you can feel growing in the floor beneath you. Soon the noise is a deafening cacophony, and as you stand at the entrance to a long hall you see why.

The light of your torch reaches out, illuminating a vast hall, within which you can see two long lines of pillars. It is from these that the raucous melee of sound originates. All are huge, extending to the roof high above, and all are rotating upon stone platforms that spew clouds of stony grit into circles of dust at the base of each. Fastened to each of the revolving columns are a multitude of metal chains, upon the end of each a long metal blade. In the grinding shudder of the hall it is these swinging blades that focus your attention, the light of your torch reflecting off each in a strange glimmering dance that seems to have no purpose.

For a short time you stand transfixed, unsure as to what you should do. The slicing blades make an easy traverse of the hall impossible, but there is enough clearance at the base of the pillars to crawl through to the other side if you can avoid the mounds of grit.

If you wish to continue through the Pillars of Dissolution turn to section 195. If you think that it will be best to turn back and find another way then do so.

44 The Murals of Meshaal

(Draw only once then remove from game)

Before you the passage opens out into a large square room. In the centre of each wall lies a darkened exit, and overhead the chamber is capped by a high barrel-vault of cleanly cut stone. Upon all the surfaces of the room has been carved exquisitely detailed murals of the forests of Arborell. In the surprise of your discovery you stand quietly, considering the verdant landscapes that have been wrought upon the walls. Only as you stare into the vista of high trees and thick undergrowth do you see the first glimmer of movement, and you step back as you realise what is happening.

By some unknown power the scene before you begins to move. Stone trees start to sway in an unfelt breeze, and at the corner of your eye you see the faintest of movement, of animals scurrying through branches, and barely identifiable shadows disappearing into dark hollows. About you the forest comes to life; you begin to hear the sounds of the woodland echoing within the room, and the smell of damp earth and mosses permeates the air. It is a wondrous apparition, but one you cannot afford to spend time considering. Rather than watch any more of the unfolding wonder, you turn to the gloomy exits that open silently around you and decide which one you should take.

45 A sharp turn

(First draw)

About you the corridor is narrow and layered in water puddles and algae. Through this slippery morass you move carefully, trying to keep the sounds of your passage soft against the background noise of the temple. Slowly you come to a sharp bend in the passage and then move on. From out of the dim unknown ahead you can hear the indistinct hints of movement. You cannot tell if there is something there, or if it is simply the muffled echoes of your own footfalls. Whatever the cause you move forward all the more carefully.



(Second draw)

Carefully you make your way down the passage until you encounter a sharp bend. The path you have been following has been dry, your steps stirring a fine spray of dust and desiccated webbing. At the turn in the corridor you wait for a moment before moving off once again.

(Third draw)

There can be little doubt that you are now deep underground. About you the passage has narrowed, the heat palpable against your skin. In the air there is the smell of ash and the stone about you is hot to the touch. Carefully you make your way forward until you come to an abrupt turn. It is there that you wait for a short time before peering down the passage. In the darkness you can see nothing, but you can feel the power of the Orncryst permeating the air as keenly as the ash that lingers about you. Somewhere ahead is hidden the object of your quest, and you will not stop until you have found it.

46 Level Down

(All draws)

Within a large chamber you have found an entry to the level below. Placed in the centre of the room, it is a wide staircase that descends in a series of steps and landings deep into the earth. The light you hold cannot fathom the dark recesses that slip away into the gloom below and you pause for a moment, gathering your resolve. Before you now lies a choice. If you wish you may continue to explore this level by taking one of the exits, or you may decide to take the stairs into a deeper part of these subterranean ruins. The choice is yours.

If you decide to take the stairs you must gather up all the Map and Modifier cards arrayed before you and return them to their respective decks. Reshuffle all the card decks but leave this Level Down card on the table. This will be your starting point for the next level of your adventure. This is also the point where you will need to relight a new torch. The one you have been using is exhausted and flickers out even as you consider taking the stairs. If you have no torches or a sharyah'ka turn to section 187.

Note: There are only three Level Down cards in the Map deck. Whatever choices you make whilst on this level you must take the stairs when the third Level Down card is placed on the table.

Please note the following also:

If you are in search of the Orncryst and have decided to leave the first level, turn to section 151 before you take the stairs to the second level. Other Dungeon Crawlers have been here before and one of them has left you a message.

If you are in search of the Orncryst and at this time have decided to leave the second level turn to section 159 first. Your ability to explore the third level of Traebor will depend on what this section says.

If you draw a Level Down card on the third level of Traebor all the above instructions must be disregarded. There is no further levels to explore, the rest of the ruins having succumbed to age and flooding. You may however, take any of the four exits to continue your quest.



47 A Collapsed Hall

(Draw only once then remove from game)

Before you spreads the remains of a wide Hall. In the light of your torch you can see that for its entire length the ceiling has collapsed, huge pieces of stone slamming into the floor-stones and subsiding the floor into some depthless abyss below. It is possible that there is no way forward here but you move onto what remains of the floor, and peer over the edge of a dark chasm that disappears into shadow. All is not lost though. There is only one other exit from the Hall, and that lies upon the other side of this huge hole, but a way may be found to reach it.

As you hold your torch over the edge you see that a number of stone pillars have been dragged across the hole with the collapse of the floor. Four of these pillars lay jammed upon the upper edge of the chasm and provide a precarious bridge to the far side. If you wish to go forward this is the only way.

To traverse this collapsed Hall you will need to make four agility tests. Each test denotes a point where you must cross the length of each pillar. If you succeed with all four tests you have made it across and should turn to section 194. If however, you fail any one of these tests the following applies:

A failed agility test leaves you slipping off one of the pillars, your life hanging in the balance. In this circumstance test your luck attribute. If you are unlucky then Fate has not been kind to you and you plummet into the depths, your quest over. If you have been lucky then you have found a hold upon the pillar and have stopped your slide into oblivion. You must now pull yourself to safety and this can only be done through a strength test. If you are strong enough you find a way to safety and continue to make your way across the pillars. If you fail this test you will be lost to the dark chasm and your quest will be over.

You do have the choice to not try, but that is something you must decide for yourself.

48 A Small Chamber

(First draw)

Ahead the passage opens into a small chamber which then exits into another corridor beyond. For a moment you come to a halt and hold your light above your head. The walls are covered in carvings, the sculpted relief of a long dead language flowing as an intricate mural around you. Such carvings you have seen before, and they almost always are a sign that something lies hidden within the chamber. You look around and see a number of cunningly concealed alcoves at each corner. Perhaps there is something to be had here?

If you wish to search these alcoves make a Search roll and consult your Quick Reference card. If not it is time to move on.

(Second draw)

Shortly you come to a small room, bare except for a number of pedestals that sit one to each corner. It appears that at some point the small stone platforms would have been the base for a metal statue, but rough hands have torn them from their mounts, leaving only the shreds of a few iron fittings. There is little to see, except you do notice that one of the pedestals has been moved slightly, and that there is a space in the floor beneath it.

If you wish to see if there is anything in the floor-space you will need to move the pedestal far enough to allow a better inspection. Test your strength attribute. If you prove strong enough make a Search roll. If the pedestal is too heavy leave it and continue on your way.

(Third draw)

Before you the passageway opens into a small room before continuing on ahead. The chamber is devoid of decoration except for a number of wells that lay at each corner. Three of the wells are dry but one contains clean, but very warm water. It is not surprising as the air has become oppressive, and you consider for a moment if you should drink before moving on. Carefully you move the surface of the water with your hand and notice the glimmer of something just below the surface.

The water may contain something of interest. If you wish to find out what it is make a Search roll. Whether you search or not you may take a drink from the well before you move on. The water may be warm but it is refreshing so restore one endurance point to your endurance level before continuing.

49 Level Down

(All draws)

Within a large chamber you have found an entry to the level below. Placed in the centre of the room it is a wide staircase that descends in a series of steps and landings deep into the earth. The light you have cannot fathom the dark recesses that slip away into the gloom below and you pause for a moment, gathering your resolve. Before you now lies a choice. If you wish you may continue to explore this level by taking one of the exits, or you may decide to take the stairs into a deeper part of these subterranean ruins. The choice is yours.

If you decide to take the stairs you must gather up all the Map and Modifier cards arrayed before you and return them to their respective decks. Reshuffle all the card decks but leave this Level Down card on the table. This will be your starting point for the next level of your adventure. This is also the point where you will need to relight a new torch. The one you have been using is exhausted and flickers out even as you consider taking the stairs. If you have no torches or a Sharyah'ka turn to section 187.

Note: There are only three Level Down cards in the Map deck. Whatever choices you make whilst on this level you must take the stairs when the third Level Down card is placed on the table.

Please note also:

If you are in search of the Orncryst and have decided to leave the first level, turn to section 151 before you take the stairs to the second level. Other Dungeon Crawlers have been here before and one of them has left you a message.

If you are in search of the Orncryst and at this time have decided to leave the second level turn to section 159 first. Your ability to explore the third level of Traebor will depend on what this section says.

If you draw a Level Down card on the third level of Traebor all the above instructions must be disregarded. There is no further levels to explore, the rest of the ruins having succumbed to age and flooding. You may however, take any of the four exits to continue your quest.



50 Level Down

(All draws)

Within a large chamber you have found an entry to the level below. Placed in the centre of the room it is a wide staircase that descends in a series of steps and landings deep into the earth. The light you have cannot fathom the dark recesses that slip away into the gloom below and you pause for a moment, gathering your resolve. Before you now lies a choice. If you wish you may continue to explore this level by taking one of the exits, or you may decide to take the stairs into a deeper part of these subterranean ruins. The choice is yours.

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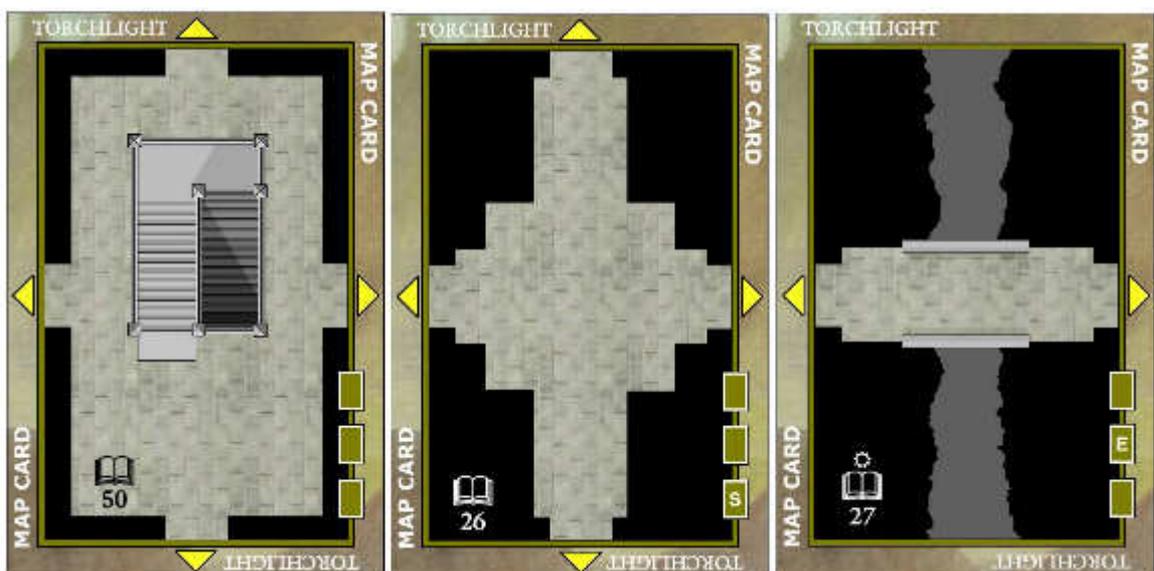
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51 Force Stone (Sharyah'ahrel)

It is recorded within the writings of the Trel'sara that the Sharyah'ahrel was 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 long experience has shown that a Force stone will use whatever power is necessary to move whatever may be placed before it. In this a Dungeon Crawler must exercise care. A Sharyah'ahrel can cause great damage if used improperly.

A player who has possession of a Force stone may use it to clear passageways of debris and rockfalls, and sweep away some forms of gas that may be encountered in modified rooms. Many of the Modifier cards will have options for the use of this talisman. Follow the instructions given if you wish to make use of this Sharyah.

52 Healing Stone (Sharyah'ajnaal)

Healing stones are one of the most useful talismans that can be found within these ruins. Imbued with a spark of EarthMagic they can heal all wounds once per quest undertaken, no matter the endurance points you have lost. Additionally the use of this Sharyah in conjunction with a Healing Stick will add +2 endurance points to your recovery when used.

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.



53 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 having been lost to the knowledge of both Men and Hordim. Only one particular usage has been determined for them, and that is the uncovering of illusions sometimes found within the deep ruins. The use of this stone is governed by the circumstances described in the section references for those Map cards that give options for its use. The full nature of such talismans is unknown and because of this 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.

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55 Shield stone (Sharyah'durien)

The Shield stone of the Trell'sara was created to protect slaves whilst working under hazardous conditions. It is recorded that the Trell cared nothing for their creations, but could not abide the delays that came from having to retrain skilled miners and engineers. To protect their most valued assets the Ancients devised the magic of the Sharyah'durien, its purpose to provide an impenetrable barrier between their workers and the dangerous conditions they were forced to endure.

In these modern times a full knowledge of the workings of the Shield stone is unknown, however a measure of protection can be found in uttering the stone's name and testing your intuition attribute. If you are successful the Sharyah will activate and provide protection from any room modifiers except Flooding and Fractured Ground. If you draw a room modifier, and have a Shield stone in your possession, you can generally disregard the modifier and continue on your way. If you are unsuccessful then the talisman cannot be used in that particular setting and it will be to another time that you may try again. Please note that the Shield stone can only be activated twice in the course of any quest. It is best that it is used sparingly.

Like all the Sharyah there are many creatures that have an aversion to the power of the Shield stone. If you encounter such a creature the information given on the creature's Encounter section reference will show how you can use the talisman to your advantage. The use of the stone to discourage the aggression of some creatures is not counted as an activation and in this context can be used as many times as the circumstances warrant.



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57 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. There has been determined no specific use for this Sharyah but it does have the peculiar property of bringing some creatures under your command. In very specific circumstances a Calling stone can be used to control the minds of beasts such as the Mantis, but only for short periods, and then for purposes that may not suit your needs. If you can use a Calling stone to control a beast, the creature's Encounter section reference will show you how. Be careful with this stone.

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59 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. Inexhaustible under all conditions they provide light to those who know how to use them, but unlike other Sharyah they do not require an intuition test to activate, and will provide light upon utterance of their name alone.

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. Rules regarding how the Sharyah'ka can be used during encounters can be found within the information given on each creature's Encounter card. Please note 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 one of these stones that the text will refer to your illumination as a torch because of this.

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61 Temple Guardian

Combat value:	20
Endurance:	1
Aversions:	Light stone, Force stone
Special rules:	Will shatter on first combat round lost.
Difficulty modifiers:	+2 to player CV if fought with hammer.
Creature motivation:	Persistent

It has never been determined how it was that the ancient Trel were able to animate stone, but in the ruins of Traebor 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 automatons 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 is 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.



62 Water Elemental

Combat value:	20
Endurance:	50
Aversions:	Shield stone, Force stone
Special rules:	-2 to creature CV if fought in small rooms or passages. +1 to creature CV if fought in large room or cavern.
Difficulty modifiers:	None
Creature motivation:	Territorial

It is said that Water Elementals are survivors of the ancient world, of a time before the Trel'sara or the Oera'dim. Why they still inhabit the dark places of the world is unknown to mortal Beings, but to be confronted by one is to court an almost certain death.

Water Elementals are constituted mostly of water, but absorb huge amounts of dirt and debris into their forms to provide themselves with the means to kill their intended victims. In the height of their ferocity they take on a grotesque humanoid shape equipped with oversized arms and hands and thick, formless legs. For all their power however, they are susceptible to the normal weapons carried by the brethren of the Deep Guild, and can be defeated if one has both skill and luck on their side.

These creatures of the ancient world have aversions to both Shield and Force stones and are Territorial foes. It is best that a Dungeon Crawler thinks twice about combating such an adversary. The opportunity to retreat, or to use a talisman to force them to retreat should not be discounted.



63 Sentinel

Combat value:	20
Endurance:	4
Aversions:	Force stone
Special rules:	+3 to player CV if using warhammer
Difficulty modifiers:	-1 to player CV if fought in large room or cavern
Creature motivation:	Ambivalent

Unlike Temple Guardians that roam the halls of Traebor at will 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 but are slightly stronger, however a solid hit will usually bring one down.

Sentinels have a creature aversion to Force stones, and although they cannot retreat from their position, they will let anyone holding an activated Force stone to pass by them 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.

If you do defeat a Sentinel you may search for what they have been guarding. Throw a single dice. What you find will be dependant on the following table:

Number thrown	Item found
1	Trap. Throw two dice and consult the Traps list on your Quick Reference card.
2	You find nothing.
3	Healing stone. Record this and refer to section 52.
4	Scrying stone. Record this and refer to section 53.
5	Calling stone. Record this and refer to section 58.
6	Force stone. Record this and refer to section 51.

If you find one of the Sharyah read the information given for that talisman in the Player Manual. All of these stones have their uses in the game and will prove valuable under the right circumstances.

64 Reaver

Combat value:	17
Endurance:	30
Aversions:	Calling stone
Special rules:	+1 to player CV for all attacks with warhammer. Instant kill on throw of double six. +1 to player CV for all attacks with axe.
Difficulty modifiers:	-2 to creature CV if fought in small room or passage
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 frequent foe for Dungeon Crawlers. 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 pincers that can range from 1 to 2 metres. Unlike scorpions however, they do not possess a flexible tail and stinger. Instead

their tails are weighted with outgrowths of heavy bone that are rarely used in combat.

The warhammer 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. Any throw of a double-six during combat will have achieved this aim and the victory will be yours immediately.

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. As is the rules for such combat you must fight at a disadvantage of -1 to your combat value for the duration of the combat.



65 Sand Lurker

Combat value:	14
Endurance:	18
Aversions:	Calling stone
Special rules:	+1 to player CV if fighting with sword. +2 to player CV for all attacks with axe.
Difficulty modifiers:	+1 to creature CV if fought in small room
Creature motivation:	Ambivalent

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 it is their nature to use long tentacled limbs to grasp out for their prey. A Dungeon Crawler caught within this grasp only has one option. They must cut themselves free and for that purpose a sword is best. Any player who loses a combat round to one of these creatures is considered to be entangled within its grasping limbs and must cut themselves free. Any following combat round won by a player will release the Sand Lurker's hold and the player may then continue the fight or retreat. To get past the Sand Lurker however, will require killing it. These creatures are ambivalent and require no luck test to retreat from.

Creature aversions include the Calling stone. If you have one of these Talismans, and are successful in using it, the Sand Lurker will not attack you. It will remain in its lair and you will be able to pass beyond it without molestation.

66 Mantis Beast

Combat value:	15
Endurance:	18
Aversions:	Calling stone
Special rules:	+1 to player CV if fought with warhammer.
Difficulty modifiers:	None
Creature motivation:	Territorial

It is not only the spectral remains of the Oera'dim that find their way into the dark halls of Traebor. 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 gargantuan insects scavenge the corridors and chambers of Traebor, 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. The armour plates that can be taken from the body of

these creatures are highly prized by the Oera'dim, and are considered valuable as personal adornment.

The Mantis Beast has a striking aversion to the Calling stone. If you have one in your possession and decide to use it, the Beast will retreat to a distance but then follow you for as long as it remains unmolested. The advantage to having a Mantis Beast in tow is that during the next combat you must fight the Mantis will instinctively defend the Calling stone. For the duration of that combat the Player's CV will be increased by 10 points. The Mantis will however, make a hasty retreat after the fight is done, and the insect will not be seen again.

If you do not have a Calling stone then you must either fight or retreat yourself. All the normal rules apply in determining the success of your chosen course.

67 Shondalak

Combat value:	18
Endurance:	12
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 Traebor. Unlike all other creatures it is immune to the powers of EarthMagic and due to its size and speed is a formidable opponent. These creatures are bear-like animals that stand between two 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.



68 Shondalak

Combat value:	18
Endurance:	14
Aversions:	None
Special rules:	+1 for player CV if fought with spear.
Difficulty modifiers:	None
Creature motivation:	Persistent

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69 Oer'daaki Roots

Combat value:	14
Endurance:	30
Aversions:	None
Special rules:	+2 to all player attacks if using axe
Difficulty modifiers:	Oer'daaki roots only attack if disturbed. See below for special encounter rules.
Creature motivation:	Ambivalent

The Oer'daaki are huge vine-like entanglements that spread over wide areas of swampland. In taking root they force powerful tendrils deep into the earth, and in doing so sometimes 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 encountered they will only attack if disturbed. If you choose 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.

70 Oer'daaki Roots

Combat value:	14
Endurance:	30
Aversions:	None
Special rules:	+2 to all player attacks if using axe
Difficulty modifiers:	Oer'daaki roots only attack if disturbed. See below for special encounter rules.
Creature motivation:	Ambivalent

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Oer'daaki have no aversions but are particularly susceptible to axe blows. If these roots are encountered they will only attack if disturbed. If you choose 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.



71 Clinging Mist

Combat value:	18
Endurance:	4
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 fought with normal weapons, however a -2 penalty 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 you may use the aversion rules to 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 it you will not be pursued.



72 Molgoth

Combat value:	16
Endurance:	14
Aversions:	Light stone, Calling stone
Special rules:	+1 to player CV if fought with spear of any type. +1 to player CV for all attacks with axe.
Difficulty modifiers:	-1 to creature CV if fought in small room or passageway.
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. Luckily for you the one you have found is not nearly that big. With a wing-span of 9 metres, and standing 3 metres tall it is a formidable opponent nonetheless, and one you should consider carefully before fighting.

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 has run you down and you will be forced to fight.

As a natural denizen of the deep ruins, the Molgoth has aversions to Light stones and Calling stones. The usual creature aversion rules apply.

73 Shambler

Combat value:	15
Endurance:	16
Aversions:	None
Special rules:	+1 to player CV for all attacks with axe.
Difficulty modifiers:	-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 Traebor. There have been many Men, including Brethren of the Deep Guild, that have found an unforeseen death in the dark halls of this delving. 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 have proven just as aggressive as any other denizen of these deep ruins.

Shamblers take a -2 penalty to CV if fought on uneven ground. As they are already dead and feel no pain or fatigue, they 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 energy to subdue.

If you wish to retreat rather than fight, you will find Shamblers are a persistent foe that require two successful luck tests to avoid.

74 Shambler

Combat value:	13
Endurance:	20
Aversions:	None
Special rules:	+1 to player CV for all attacks with axe.
Difficulty modifiers:	-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 Traebor. There have been many Men, including Brethren of the Deep Guild, that have found an unforeseen death in the dark halls of this delving. 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 have proven just as aggressive as any other denizen of these deep ruins.

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75 Shambler

Combat value:	14
Endurance:	20
Aversions:	None
Special rules:	+1 to player CV for all attacks with axe.
Difficulty modifiers:	-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

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If you wish to retreat rather than fight, you will find Shamblers are a persistent foe that require two successful luck tests to avoid.

76 Hresh (Dreya'dim Swarm)

Combat value:	15
Endurance:	10
Aversions:	Light stone, Healing stone
Special rules:	None
Difficulty modifiers:	None
Creature motivation:	Persistent

The Hresh were created by the ancient Trell'sara 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 their 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 these ruins, looking for combat and a path to the Gates of Hallen'draal. As in life they are merciless 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 such talismans can be used against them if either are in your possession.



77 Arachnari Scout

Combat value:	16
Endurance:	18
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 of Traebor. If possible they are a creature better avoided. Avoiding them 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. It has caught you and only its death will see you safely on your way.

Arachnari have an aversion to Light and Shield stones. Before any combat with such an opponent apply the creature aversion rules. If you are lucky the Arachnari will retreat of its own accord.

78 Needle Flies

Combat value:	13
Endurance:	14
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 light of day a traveller of the wilds of Arborell will never encounter Needle Flies. 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 needle-like proboscis they stab at their victims, injecting a quick working toxin 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 that level within the ruins.

Needle Flies have aversions to Light, Shield and Force stones. The creature aversion rules apply as usual to Light stones, but if you have a Shield or Force stone you may use it to keep the swarm at bay. If you have such a talisman in your possession you can attempt to activate it. If you are successful you can walk through the swarm and find your way out of the room or passage without harm. If you are unsuccessful you will be forced to fight.

Needle Flies are territorial insects. If you decide to retreat rather than fight your way through you will need to test you luck attribute. A successful test will see you finding another way. A failed test will put the swarm upon you, and it will be a fight you will not be able to avoid.



79 Hresh (Dreya'dim Swarm)

Combat value:	15
Endurance:	12
Aversions:	Light stone, Healing stone
Special rules:	None
Difficulty modifiers:	None
Creature motivation:	Persistent

The Hresh were created by the ancient Trell'sara 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 their 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 these ruins, looking for combat and a path to the Gates of Hallen'draal. As in life they are merciless 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 such talismans can be used against them if either are in your possession.



80 Hresh (Dreya'dim Swarm)

Combat value:	14
Endurance:	13
Aversions:	Light stone, Healing stone
Special rules:	None
Difficulty modifiers:	None
Creature motivation:	Persistent

The Hresh were created by the ancient Trell'sara 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 their 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 these ruins, looking for combat and a path to the Gates of Hallen'draal. As in life they are merciless combatants who will not stop until they see you dead, or are given the release that can be found in an honourable death.

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81 Hresh (Dreya'dim Swarm)

Combat value:	15
Endurance:	8
Aversions:	Light stone, Healing stone
Special rules:	None
Difficulty modifiers:	None
Creature motivation:	Persistent

The Hresh were created by the ancient Trell'sara 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 their 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 these ruins, looking for combat and a path to the Gates of Hallen'draal. As in life they are merciless combatants who will not stop until they see you dead, or are given the release that can be found in an honourable death.

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82 Arachnari Scout

Combat value:	16
Endurance:	18
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 of Traebor. If possible they are a creature better avoided. Avoiding them can be difficult though. 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 for it has caught you and only its death will see you safely on your way.

Arachnari have an aversion to Light and Shield stones. Before any combat with such an opponent apply the creature aversion rules. If you are lucky the Arachnari will retreat of its own accord.

83 Jotun (Dreya'dim Swarm)

Combat value:	17
Endurance:	14
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 Oera'dim it is the Jotun that are the most feared. These giants of the cold wastelands are both strong and intelligent, and possessed 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 that will be found within the ruins of Traebor are the spectral remains of these creatures, somehow lost on their way to Hallen'draal, and drawn by the powers of EarthMagic into the depths of the ruins. Jotun have aversions to Light and Healing stones and are a persistent foe that will require two successful luck tests to withdraw 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.

84 Jotun (Dreya'dim Swarm)

Combat value:	16
Endurance:	14
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 Oera'dim it is the Jotun that are the most feared. These giants of the cold wastelands are both strong and intelligent, and possessed 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.

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85 Warbeast

Combat value:	16
Endurance:	20
Aversions:	Light stone, Healing stone
Special rules:	+2 to player CV for all attacks with axe.
Difficulty modifiers:	+1 to creature CV if fought in small room or passage.
Creature motivation:	Persistent

It is said that the Warbeasts of Arborell were bred by the Mutan of the Clavern'sigh as tools for the execution of prisoners. Over the years many of these animals escaped the bonds of their masters and some have found their way into the ruins of Traebor. These ugly dog-like beasts are heavily muscled brutes and incredibly tough to kill. They are a persistent foe that will hunt you down if given the chance .

Warbeasts have strong aversions to Light and Healing stones but fight with greatest effectiveness in enclosed spaces. A Warbeasts CV must be increased by 1 if encountered within either a small room or passageway of any type. If you wish to withdraw from such an encounter you will need two luck tests to escape.

86 Morg (Dreya'dim Swarm)

Combat value:	11
Endurance:	14
Aversions:	Light stone, Healing stone
Special rules:	Spirit creature. +1 to player CV if holding a Sharyah of any type.
Difficulty modifiers:	This is a Persistent foe that requires 2 successful luck tests if you choose to run rather than fight.
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 Arborell 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. Any creature of the Horde that does not find its way to the Underworld is inevitably caught by the power of the Dreya Tree and becomes a Dreya'dim. The Morg of the Dreya'dim Swarm are drawn to the sources of EarthMagic that can be found below ground, and when they are close enough take on a physical form similar to that they have in life, but grotesquely twisted and aggressive in nature. Once seen by a Dreya'dim Morg a player cannot readily escape them.

They are however, vulnerable to all normal weapons, and more so if you have a Sharyah of any type in your possession. Aversions include both the Light stone and the Healing stone, and if you have them an intuition test will determine if the creature will flee or stand its ground.



87 Morg (Dreya'dim Swarm)

Combat value:	12
Endurance:	10
Aversions:	Light stone, Healing stone
Special rules:	Spirit creature. +1 to player CV if holding a Sharyah of any type
Difficulty modifiers:	This is a Persistent foe that requires 2 successful luck tests if you choose to run rather than fight.
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 Arborell 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. Any creature of the Horde that does not find its way to the Underworld is inevitably caught by the power of the Dreya Tree and becomes a Dreya'dim. The Morg of the Dreya'dim Swarm are drawn to the sources of EarthMagic that can be found below ground, and when they are close enough take on a physical form similar to that they have in life, but grotesquely twisted and aggressive in nature. Once seen by a Dreya'dim Morg a player cannot readily escape them.

They are however, vulnerable to all normal weapons, and more so if you have a Sharyah of any type in your possession. Aversions include both the Light stone and the Healing stone, and if you have them an intuition test will determine if the creature will flee or stand its ground.

88 Morg (Dreya'dim Swarm)

Combat value:	10
Endurance:	12
Aversions:	Light stone, Healing stone
Special rules:	Spirit creature. +1 to player CV if holding a Sharyah of any type
Difficulty modifiers:	This is a Persistent foe that requires 2 successful luck tests if you choose to run rather than fight.
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 Arborell 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. Any creature of the Horde that does not find its way to the Underworld is inevitably caught by the power of the Dreya Tree and becomes a Dreya'dim. The Morg of the Dreya'dim Swarm are drawn to the sources of EarthMagic that can be found below ground, and when they are close enough take on a physical form similar to that they have in life, but grotesquely twisted and aggressive in nature. Once seen by a Dreya'dim Morg a player cannot readily escape them.

They are however, vulnerable to all normal weapons, and more so if you have a Sharyah of any type in your possession. Aversions include both the Light stone and the Healing stone, and if you have them an intuition test will determine if the creature will flee or stand its ground.



89 Thrall (Dreya'dim Swarm)

Combat value:	19
Endurance:	12
Aversions:	Light stone, Healing stone
Special rules:	Spirit creature. +1 to player CV if holding a Sharyah of any type
Difficulty modifiers:	This is a Persistent foe that will require 3 successful luck tests if you choose to run rather than fight
Creature motivation:	Persistent

The Thralls of the Dreya Tree are the spirit remains of the ancient Trell'sara who once held dominion over Arborell. Humanoid in shape and size, they are depicted in all the ruins of the world as robed, faceless beings, as soulless as the cruel lives they once lived.

In the ruins of Arborell they are the Dreya Tree's Guardians, protecting those things the Dreya Tree covets for itself but cannot take into the Underworld. As spirit creatures they have a natural aversion to both Light and Healing stones, and fight at a disadvantage when any Sharyah is held in your possession. Like all the Dreya'dim they are a Persistent foe, but unlike all other creatures that can be found below ground, require three successful luck tests to retreat from.

90 Molgoth

Combat value:	16
Endurance:	14
Aversions:	Light stone, Calling stone
Special rules:	+1 to player CV if fought with spear of any type. +1 to player CV for all attacks with axe.
Difficulty modifiers:	-1 to creature CV if fought in small room or passageway.
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. Luckily for you the one you have found is not nearly that big. With a wing-span of 9 metres, and standing 3 metres tall it is a formidable opponent nonetheless, and one you should consider carefully before fighting.

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 has run you down and you will be forced to fight.

As a natural denizen of the deep ruins, the Molgoth has aversions to Light stones and Calling stones. The usual creature aversion rules apply.



91 No Encounter

You could have sworn that there was something ahead, but no attack comes. In the distance you hear the shifting of stone and the muffled clatter of rocks as they fall from some high place. You can only surmise that it is the falsity of echoes, and the oppressive darkness that has put you on edge. Without any further hesitation you move on...

92 No Encounter

Carefully you edge forward, your sword held firm as you search the shadows. You are sure something moved in the dark veil of the gloom before you, but there is nothing there. For a short time at least you can relax...

93 No Encounter

Your heart races as you wait for the attack to come, but there is nothing before you. Earnestly you peer into the gloom, your grip upon your weapon all the tighter as you try to fathom what it was that put you on alert. In that moment you realise that there is nothing there but the dark, and somewhere ahead the end of your quest...

94 No Encounter

Within the gloom you feel something brush past your arm and you react immediately. In the darkness your weapon arcs about you striking nothing. For an instant you wait, ready for the attack to come, but find instead the solitude of empty shadows and a few clinging spider-webs. There is nothing here...

95 No Encounter

In the shadows you wait, all your senses on alert. You are sure you heard something moving in the gloom but now there is nothing. Carefully you advance a few paces and listen intently for any hint of danger ahead. All that comes to you is the muffled rumouring of the stone about you and the steady drip of water. There is no danger here...



96 No Encounter

In the gloom you think you see something but no attack comes. For a moment you wait, sure that there is danger lurking in the darkness, however you relax when you realise that it is just the shadows playing tricks with your senses. There is nothing here. It is time to move on.

97 No Encounter

Carefully you search the shadows ahead of you for some sign of danger. All your senses tell you that there is something moving in the gloom, and with no wish to wait for the attack you move forward. Long experience has taught you to trust your gut feelings but there are some things that are unknown to Men, and one of them lurks in the darkness here. It is out of the air above you that the reason for your disquiet falls to earth, and it is not what you expect.

With a tingling chill you feel the air about you grow cold, and as you peer into the dark there comes a bluster unlike any you have experienced before. From high above a blanket of frigid air falls into the space about you, wrapping itself into a tight vortex of swirling dust and debris.

Startled by the apparition you step back, and with your movement it advances upon you. Before you can raise your weapon the wind reaches you and then flows around you into the shadows beyond, leaving you chilled and none the wiser of its nature or purpose.

Caught unawares by the strange entity you remain quiet listening for any sign that it will return. It does not. You take a moment to rub the feeling back into your arms and then move on.

98 No Encounter

There is movement ahead, of this you are sure, but there is no attack. Carefully you stare into the shadows and realise quickly that you are mistaken. Whatever it might have been it has moved on, and you should do the same...

99 No Encounter

From somewhere within the gloom ahead you sense the vaguest of movement. Carefully you ready your weapon and stand firm, sure that an attack will come. About you the air is still, and as you wait you can hear the muffled scrape of talons upon bare stone, but they are distant, too far away to be able to determine what might own them. For a short time you wait but no attack comes, the sounds of movement fading into the quiet. If there is something out there it will have to wait. Quickly you recover your composure and move on...

100 No encounter

The hairs stand up at the back of your neck and you swiftly draw your weapon, but you are mistaken. The gloom of your surroundings has played tricks upon your senses and there is nothing here. Quickly you take a better survey of your way ahead and move on...



101 Uneven Ground

Before you the ground is buckled and uneven, some great force having distorted its surface in a series of undulations and cracks. No attribute test is required to pass through, but if you must make an Encounter roll any combat must be fought with a -1 reduction to your combat value. This reduction applies only as you stand on uneven ground.

102 Fractured Ground

You can hear the sucking of your breath between your teeth as you survey what lies ahead. The floor is broken by huge rifts that extend across your path, breaking the way ahead into sections of stable ground separated by open cracks that descend into absolute darkness below. To pass beyond this barrier will require jumping over 3 rifts and finding a safe purchase beyond.

If you wish to continue you must test your agility attribute 3 times. If you pass all three tests then you can move on beyond the fractured ground and choose a way forward. If you fail this test on any test then you do not make the jump without harming yourself, for which you must take a 2 point reduction in your endurance. You must then retake the test until such time as you are successful. Each failure will result in a further 2 point reduction. If this reduction leaves you at any time with 0 EP you have fallen into one of the rifts and have disappeared to an anonymous and unwelcome death. If this is the case your quest is over.

Any combats conducted in such an environment must be resolved with a -2 penalty to your combat value. If an Encounter roll is indicated for this room, any combat must be completed prior to attempting to cross the rifts.

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104 Ooze

Before you lays an open space, the floor an undulating surface of sticky purple ooze. You have no real idea as to what it might be, or how it comes to be here, but a quick test with your weapon shows it to be harmless. It is however, very slippery and you will have to watch your footing if you are to cross it.

If you choose to cross you must undertake a test of your agility attribute. If you are successful you may pass unhindered to your chosen exit. If you fail you fall, landing heavily within the cloying muck. Such a fall will deduct 1 point from your endurance and the test must be repeated until you are successful. Each failure will lead to a further 1 point reduction in endurance until you cross safely.

Any combat fought in such a room must be done so with a 4 point reduction in combat value due to the unsure footing you must contend with.

105 Shimmering Illusion

As you look into the space before you there shimmers at the edge of your vision a distortion in the air. You have seen such a phenomena before and it leaves you in no doubt that here will be found a shimmering illusion. There is a good chance that this room is not as it seems, and if you choose to enter it will be luck that shall rule what you find. It may be as it appears or something completely different.

If you choose to enter you must draw another Modifier card from the deck before continuing. Whatever the new room conditions you must endure them. You cannot withdraw and you must find a way through. If however, you choose instead to find another way, turn around and leave this illusion to someone else.

Shimmering Illusions can be nullified with the use of a Scrying Stone. If you have one of these talismans and wish to use it test your intuition attribute. If you are successful draw another Modifier card. This will be the true nature of the room. You may then choose to enter or not depending on what you have drawn. If you are unsuccessful in activating the Scrying stone then the previous rules apply.

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107 Steam Vents

The ground before you is a pockmarked terrain of steaming vents that gush clouds of scalding vapours into the air. To cross this barrier you will need to watch the vents, and time your movements so that you might pass beyond safely.

Test your agility attribute to traverse this hazard. If you are successful then you may pass through without loss or penalty. If you fail this test you have been burned and must take a 2 point reduction to your endurance points. Only one agility test is required.

The effects of this room can be nullified with the use of either a Shield Stone or Force Stone. Using either of these stones will force the steaming vapours away from you and allow an easier passage. If you choose to use either of these talismans turn to section 183. Any combats undertaken in such an environment must be resolved with a -2 penalty to your combat value unless you have one of the previously mentioned Sharyah.

Note: If you choose to traverse this room your torch will be extinguished unless you use a Shield Stone or Force Stone. You will need to discard the old and relight a new torch before you can continue. If you have no new torches, or a Sharyah'ka to light your way, turn to section 184.



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Note: If you choose to traverse this room your torch will be extinguished unless you use a Shield Stone or Force Stone. You will need to discard the old and relight a new torch before you can continue. If you have no new torches, or a Sharyah'ka to light your way, turn to section 184.

109 Crystal Room

You have stumbled into a Crystal Room. As you look about you see the glow of your light reflecting from thousands of multicoloured crystals that cover the walls, floor and ceiling before you. Quickly the reflected light grows until you are confronted by a glistening dazzle of distorted light that glares brilliantly back at you. Holding your free hand over your face you consider what you should do.

The Crystal Room requires no attribute tests to traverse but carries a -1 penalty to your combat value if you are required to fight here.

The effects of this room can be nullified with a Scrying stone. If you have this talisman and wish to use it, whisper the name of the stone and make an intuition test. If you are successful turn to section 198. If not, then shield your eyes and make for your chosen exit. Any combat required in this modified room will not carry a -1 penalty if using a Scrying stone.

Please note also that if a Search roll is indicated for this room, it can only be done if you have a Scrying stone in your possession. If you do not, this Search indicator must be disregarded.

110 Stone Forest

Before you stands a forest of exquisitely carved trees that reach out of the floor below, and spread as a canopy of stone branches and leaves above. It is an amazing representation of a living forest captured in minute detail, as if it was taken from the world above and somehow preserved here for all eternity. For a moment you stand and consider the time and effort that must have been applied to such an enormous undertaking, but as you remain still in the quiet a feeling begins to take hold of you that there is something close, something worth the finding.

Test your intuition attribute. If you are successful then turn to section reference 162. If you are unsuccessful turn to section reference 173.

111 Sealed Room

This room looks the same as all others, but once you have passed through it will not allow you to return this way again. Upon taking your next Map card all the exits to this room will seal themselves shut and you will be barred from re-entering. It is your choice if you wish to continue along this path.

112 Arachnari Hive

There are some places in this world that no Dungeon Crawler in his right mind will enter, and an Arachnari Hive is one of them. Before you can be seen the first signs of Arachnari ahead, and you know that beyond this chamber resides a Hive with its teeming multitudes of armoured residents. To go any further forward will mean certain death. Turn back and find another way.

113 Dark Obelisk

In the gloom you see a tall obelisk of black stone, standing silent and immovable before you. The light from your torch plays over its surface, and you can see that it is covered in symbols and glyphs unknown to you, its purpose shrouded from your knowledge. You cannot help but feel that it has not been placed here for your benefit.

You are correct. The Dark Obelisk renders ineffective all Sharyah whilst you remain within the confines of this map card. All creature aversions are nullified, and all uses of any Sharyah you possess are cancelled until you move on. It will serve you well to leave this area quickly.

If you are forced to return this way the Dark Obelisk will respond to your presence by draining you of endurance points. If you must return this way you will need to throw a single dice and take the number thrown from your endurance level. This must be done before you will be able to move on to the next map card.

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115 Ancient Garden

You have found a great curiosity, and in the silence of this space you consider its unusual presence so far below ground. In the ceiling high above a wide opening lets in natural light and within its yellow glow a great garden thrives. All manner of flowering plants and vines crowd the walls and floor. It is a riot of colour and vibrancy that seems completely out of place in these dark halls. There is however, more to this garden than meets the eye. As you stand and consider what you have found you sense that there may be more here than just plants and insects.

(Note: The Ancient Garden is a perfect place for an ambush. If the Map card you are on requires an Encounter roll, there will be no opportunity for retreat. All creature aversions must be disregarded as an ambush will allow no time to activate any talismans. You will have nowhere to run. If you are attacked you must fight.)

If you wish you may make a Search roll and determine what you have found. If you find nothing, or decide there is little point searching anyway, then you should leave the Ancient Garden. Somewhere ahead is the object of your quest.



116 Hanging Pillars

In the dark you come to a shuddering halt as you realise that there is something very strange here before you. In the ceiling high overhead you can just make out the edges of a large number of stone pillars hanging quietly in the shadows. As you watch you can see them moving slowly from side to side as if they are suspended by no more than the barest of purchases. It is possible that the slightest sound will dislodge them and send them crashing to the ground.

If you wish to move on through this area you must test your luck attribute. If you are successful you may pass through and make your way to your chosen exit. If you fail this test then the pillars will start to fall, and you must make a further test of your agility attribute as you try and avoid the falling stone. If you are successful you evade these hazards and move on. If you fail this test you must roll two dice and deduct the number rolled from your endurance points. Falling stone hurts, and if enough endurance points are lost it will kill you.

Combat under these conditions is difficult. If you must fight then the beginning of each combat

round must include a test of your luck attribute. If you pass this test you may continue with the combat. If you fail this test then you have dislodged more of the hanging stone, and in the heat of combat have been too preoccupied to avoid it. Each unsuccessful luck test will require the rolling of two dice and the deduction of the number rolled from your endurance points. Needless to say you will be fighting at a considerable disadvantage. The option of retreating from an encounter under these conditions may be a better alternative.

117 Spike Room

The area ahead of you is a morass of rusting iron spikes and crumbling stonework. At some time in its ancient past this place must have had a purpose, but now it stands as a hazard that must be crossed with considerable caution.

Test your agility attribute. If you are successful you will be able to pass through without harm. If you fail this test you must take a 2 point reduction in endurance points and then take the test again. Keep testing your agility until you are successful. Each failure must result in a 2 point penalty to your endurance.

Think carefully about resolving any combat in a room such as this. If you must fight then you must fight at a -1 penalty to your combat value, and any lost combat round will result in double points being taken from your endurance.

118 Flame Vents

The smell of ash wafts towards you in thick choking waves and you wait patiently for the heat that is to come. You know that the area ahead is dangerous, and that somewhere beneath your feet there is a great pressure building. Almost before you have time to ready yourself the ground vibrates to the rushing charge of gas as it surges upwards, and then explodes through small vents in the walls. Flame erupts in all directions, smoke and ash spewing out into the air ahead of you. Carefully you note each of the vents, and the extent of the flaming jets that explode from their smoking mouths. If you are to traverse this space you will have to guess the exact time to move and then run for all your worth. It is not something to attempt lightly.

If you choose to try and pass beyond these flame vents you must take an intuition test and an agility test. If you pass both of these tests you will successfully avoid the flames and may continue on your quest. If you fail either of these tests you will be burnt by the flames, and must take a reduction of 6 points to your endurance before leaving the room.

Flame Vents can be nullified with a Shield Stone. If you have one in your possession and wish to use it test your intuition attribute. If you are successful turn to section reference 164. If you are not successful the talisman cannot help you. If this is the case you must take your chances unprotected.

No combats can be undertaken in a room such as this. If an Encounter roll is indicated it must be disregarded for no creature alive or dead will enter such a place.

119 Flooded Ground

It is only as you raise your light above your head that you realise the way ahead is flooded. As far as you can see there is nothing but water, still and dark as it spreads beyond your view. If you wish to pass beyond this flooded ground you will have to swim.

Test your strength attribute. Your equipment is heavy, and will be all the more so when wet. If you are successful you find a way beyond the waters and can continue with your quest on the other side. If you fail, then you have been unable to find a way through and have become fatigued from the effort. If this is your lot you must retreat from the flooded ground and find another way. This failure

will also take 2 points from your endurance due to the exertion.

No matter what the outcome of your strength test, if you attempt the swim you will lose your torch if you were using one for illumination and will have to light another. This rule does not apply to Light Stones. If you have no additional torches, and do not have a Sharya'ka in your possession, turn to section reference 191a.

120 Rockfall

A rockfall blocks the way ahead and it brings you to a halt. Even as you survey the pile of broken stone and crushed earth you can feel the rock shifting above you, the whole ceiling ready to collapse. Your chosen path is blocked, and there is a chance that the stone above is about to fall. If you have a Force Stone and you wish to use it to sweep away this rubble, test your intuition attribute. If you are successful turn to section reference 154. If you are unsuccessful then you will need to look to other means.

If you have no Force Stone, or cannot use one due to a failed intuition test, but are in possession of a shovel you can attempt to dig yourself a passage through to the other side of the fall. If this is your choice you must test your strength attribute. If you are successful then you have been able to clear enough of the debris to find a way past. If you are unsuccessful then the room remains blocked and you must find another way. Either way the exertion will be considerable and you must take two points from your endurance.

If you do not have a Force Stone, or a shovel, then a new path must be found elsewhere. Retreat back the way you have come and take another path.

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If you do not have a Force Stone, or a shovel, then a new path must be found elsewhere. Retreat back the way you have come and take another path.

122 Toxic Gases

The air ahead of you is thick with a sweet smelling vapour that numbs your face even as you consider what you should do next. You have heard talk amongst your Brethren of such gases and you know them to be deadly. For a moment you ponder the chances of making any further headway here, but you know the answer already. Such an environment can only be traversed with the use of a Shield stone, and if you do not have one you will have to find another way.

If you do not have a Shield stone then there is no way forward. With the gases swirling about your legs you must retreat back the way you came and find another path to your goal.

If you do have a Shield stone whisper its name and test your intuition attribute. If you are successful turn to section 178. If you are unsuccessful the talisman cannot help you and you will need to look for a different way forward.

123 Choking Gases

You smell the suffocating gases long before you are confronted by the swirling mists that bar your way forward. One sniff tells you that they are not toxic, but the vapours stand as a barrier between you and your chosen exit.

If you wish to pass beyond these gases you need only hold your breath and continue. You will however, take a 1 point reduction to your endurance if you choose to do so.

If you are in possession of a Force Stone you may be able to nullify this modifier and pass through without harm. If you have such a talisman whisper its name and test your intuition attribute. If you are successful turn to section 185. If you are unsuccessful the Force stone cannot help you.

If you are in possession of a Shield stone you may be able to use it to find a way past these suffocating fumes. If you have such a Sharyah whisper its name and test your intuition attribute. If you are successful turn to section 181. If you are unsuccessful it is not within the power of this talisman to help you.

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125 Temple Guardian

Combat value:	20
Endurance:	1
Aversions:	Light stone, Force stone
Special rules:	Will shatter on first combat round lost.
Difficulty modifiers:	+2 to player CV if fought with hammer.
Creature motivation:	Persistent

In your search you have brought yourself to the attention of a Temple Guardian. There is no point in running for this Guardian will follow you wherever you go. To rid yourself of its unwanted attentions you must stand and fight.

It has never been determined how the ancient Trell'sara were able to animate stone, but in the ruins of Traebor it is possible to encounter such wonders and rue the meeting. Although these strange

beings can be found in many parts of Arborell, it is recorded that the Temple Guardians were made many millennia ago for the sole purpose of protecting the secrets of the Ancients. Made of black crystal, and formed as hooded robed warriors, they are mindless automatons dedicated to the death of anyone they might find in their ruins. It is a truth that 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 human weapons. If fought they will shatter at the first combat round lost, the challenge being to win that round before they kill you.

The only opportunity to avoid combat with this Temple Guardian is if you have either a Light stone or Force stone in your possession. As products of EarthMagic these automatons have an aversion to such talismans and will retreat from them if used. If you do not have such a talisman then combat will be your only option.

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127 Oera'dim Healing Stick

Of the many things that can be found within the confines of the ruins of Arborell the Oera'dim Healing Sticks are the most curious. Generally no longer than the length of a man's forearm it is said that none of them can be any less than four hundred years old, and yet within their dry wood can be found the power to heal any wound. It is unknown as to the chant that must be uttered to properly use them, but it is believed that they were discarded by the Oera'dim, or the Horde as they are now known by Men, in a time when these ruins were used as proving grounds for Horde warriors. To find one is a stroke of good fortune that should not be ignored.

A healing stick can be used to tend any wound once per quest as long as the player is in possession of any Sharyah. It is believed that they can be used without such help, but the way to do so is not within the knowledge of Men. The proximity of a Sharyah however, energises the stick in its purpose and can be used as long as you have one. Using a Healing Stick will return a maximum of 12 lost points to your endurance, but as mentioned previously can only be used once per quest. As can be imagined there are benefits to possessing more than one.

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129 Discarded Object

You have found something. Roll 2 dice and consult the discarded objects table on your quick reference chart for your next move.

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133 A Trap!

Your search has set off a trap! Roll two dice then consult the trap list on your quick reference chart to find out what confronts you.

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137 A Trap!

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138 A Talisman

You have been fortunate to find a Talisman, a Sharyah of the ancient world. Roll one dice and consult the Talisman chart to find out which one you have discovered.

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140 A Trap!

Your search has set off a trap! Roll two dice then consult the trap list on your quick reference chart to find out what confronts you.

141 You have found nothing

Your search is as thorough as time permits but there is nothing to be found here. For a moment you consider what you should do and then move on.

142 Oera'dim Healing Stick

Of the many things that can be found within the confines of the ruins of Arborell the Oera'dim Healing Sticks are the most curious. Generally no longer than the length of a man's forearm it is said that none of them can be any less than four hundred years old, and yet within their dry wood can be found the power to heal any wound. It is unknown as to the chant that must be uttered to properly use them, but it is believed that they were discarded by the Oera'dim, or the Horde as they are now known by Men, in a time when these ruins were used as proving grounds for Horde warriors. To find one is a stroke of good fortune that should not be ignored.

A healing stick can be used to tend any wound once per quest as long as the player is in possession of any Sharyah. It is believed that they can be used without such help, but the way to do so is not within the knowledge of Men. The proximity of a Sharyah however, energises the stick in its purpose and can be used as long as you have one. Using a Healing Stick will return a maximum of 12 lost points to your endurance, but as mentioned previously can only be used once per quest. As can be imagined there are benefits to possessing more than one.



143 Shard of Stonewood

There are few things to be found in the world of Arborell that have a greater value than a piece of the Silvan Tree. It is said that all the powers of EarthMagic found in the world emanate from the Great Tree, and any piece of it can bring to the bearer all the power the Silvan Tree itself possesses. Only the Dwarvendim who reside in their fortresses in the Krodestaag know the true secrets of EarthMagic, but even a shard of the Tree can be put to good use if one is lucky enough to find it.

Whilst the Shard is in your possession you may take double points from the endurance of any Dreyadim in any combat round you win. This item has no limits to its use and may be carried over to any further missions you undertake in this game. A Shard of Stonewood is a prize you should never part with. Guard it well.

144 You have found nothing

Your search is as thorough as time permits but there is nothing to be found here. For a moment you consider what you should do and then move on.

145 You have found nothing

Your search is as thorough as time permits but there is nothing to be found here. For a moment you consider what you should do and then move on.

146 You have found nothing

Your search is as thorough as time permits but there is nothing to be found here. For a moment you consider what you should do and then move on.

147 You have found nothing

Your search is as thorough as time permits but there is nothing to be found here. For a moment you consider what you should do and then move on.

148 A Talisman

You have been fortunate to find a talisman, a Sharyah of the ancient world. Roll one dice and consult the Talisman chart to find out which one you have discovered.

149 Discarded Object

You have found something. Roll 2 dice and consult the discarded objects table on your quick reference chart for your next move.

150 Overgrown Tangle

Before you stands a hanging tangle of Oer'daaki roots that completely bars your way forward. For a moment you consider what you should do, but it is obvious that there is no easy way through. Carefully you test the thick roots and tendrils at the edge of the room and realise that they are dead, and in their desiccated state remain tough and wiry. You have little doubt that it will take at least an axe's blade to make headway here.

You have two options to force a path beyond this tangle. If you have an axe in your possession you may have a chance at cutting your way through. Test your strength attribute. If you are successful you have been able to cut a path to your chosen exit. No combat is possible within this room and therefore any Encounter roll indicated should be disregarded. If you fail the test then the roots have proven too thick and fibrous, and you will not be able to go this way. Retrace your steps and find another path.

If you have a Force stone in your possession you can choose to use it to hammer a way through. If this is your choice utter the Force stone's ancient name and test your intuition attribute. If you are successful turn to section reference 179. If you are unsuccessful it is beyond the talisman's ability to help you.

If you have no axe or Force stone this is an impassable barrier. You must find another way.



151 A cleft stick

You stand at the threshold of a wide staircase that descends into darkness. For a moment you consider the black, gaping maw and wonder at what you might find below. Before you take that first step however, you see a small stick protruding from the ground near the staircase's right balustrade. In a hastily made cleft in its upper end you see also a tattered piece of parchment. Carefully you look

around and wonder if this might be some type of trap, but curiosity gets the better of you and you snatch the message from its hold. To your surprise it is a warning, and it is one of your brethren who has penned it.

"Greetings Brother. I do not know your purpose here, but I write with the earnest desire that you be spared at least one of the dangers that reside below. The second level of Traebor holds many perils, the greatest of which can be found if you try and make for the third level without a talisman in your possession. Ensure that you have one of the Sharyah in your hand when you make for the steps. If you do not it will go badly for you."

You read the note again and wonder at what it means, but you will take notice of it. Carefully you replace the parchment in its cleft and take to the stairs. The second level of Traebor awaits.

152 Hanging Portcullis

Only the slightest of clicks alerts you to the release of a hidden mechanism. Suspended high overhead the hanging portcullis waits in the darkness for the trigger that will send it hurtling downwards. Made of a grid of wooden beams it is edged with an array of spear points and spikes, designed to impale anyone who might be standing below. No-one who is hit by such a trap survives. Only those who are agile enough may jump out of the way in time.

Instinctively you jump forward, unaware of the tonnes of wood and steel that is falling down upon you. Test both your intuition and agility attributes. If you fail either of these tests turn to section 193. If you pass both then the portcullis slams into the ground behind you, embedding itself deep into the stone floor.

If the trap has been sprung in a small room or passageway the result of your lucky escape will be that the way back has been blocked. The only direction available to you will be forward. If you find that you must retrace your steps, or have come to a dead-end at some point ahead, only the detonation of a flashcharge can topple this blockage. If you do not have a flashcharge then you may be in trouble. Any player who finds himself blocked from continuing is considered to be trapped and will perish. Under these circumstances your quest is over.

If the trap has been sprung in a large room or cavern the previous consequences do not apply. The fall of a hanging portcullis is simply something you have survived and it will not restrict your movement. Continue on with your adventure as you see fit.

153 Rockfall

In a fateful instant you feel the muffled click of a trap mechanism beneath your foot. For a moment you hesitate, unsure of what will happen if you remove your boot from the floor, but danger looms close. A rumbling sound in the air above sends a chill down your spine, its growing clatter a sure sign that you have triggered a rockfall. You have no time to waste...

Rockfall traps are some of the most cunning devices built into the ruins of Traebor. Found in all parts of the labyrinth, they are suspended in the ceiling of larger chambers, and built into the walls of smaller rooms and passages. All are activated by a footfall trigger, usually concealed beneath a floor tile or step. Triggering the trap will release a deadly fall of stone and sand that both smothers and crushes its victim. To be caught beneath one is a near certain doom.

Test your intuition and agility attributes. If you pass both you have avoided the rockfall and can move on, with nothing more than a layer of dust as a souvenir of your close call.

If you fail either of these tests the rockfall hits you hard, but you are not dead just yet. Test your luck attribute. If you fail the test the rockfall has done its job and your quest is over. If you pass the

luck test there is still a chance that you can force your way out of the smothering embrace of the trap. Some good luck has put you at the edge of the fall, and there is still a chance that you can push your way out.

Test your strength attribute. If you pass this test you have found a way out from beneath the rockfall, but it has come at a cost. Deduct four endurance points from your endurance level and continue on. If you fail this test the rockfall has killed you, its choking blanket of stone and sand too difficult to extricate yourself from. In this life your quest is over.

154

The rubble sits squarely across your path but you have the means to push it aside. From your pack you take the Force Stone and hold it before you. Test your intuition attribute. If you fail this test the talisman cannot help you and you must find another way. If you are successful turn to section 192.

155 Impaler

Carefully you look to see what you can find, but there is a danger here that resides beneath the stone flooring. A loud click heralds a grinding turning of gears somewhere in the rock beneath your feet, and before you can move the floor begins to shudder...

You have set off an Impaler trap, a gruesome device that is almost impossible to avoid. Around you the ground begins to splinter as razor-sharp spikes thrust their way up from beneath the flagstones. All around you a forest of protruding metal inexorably raises itself, and you have only a few seconds to avoid them before one will find a purchase in your flesh.

Test your agility attribute. If you are successful you have avoided the spikes before they became too thick. If this is the case the spikes will raise themselves to their fullest height, and then retract back into the floor. It is advisable that you do not cross this space again unless you absolutely have to. If it is necessary to do so throw a single dice. An even number will allow you to cross without difficulty. An odd number will re-activate the trap and you will need to test against your agility attribute once again.

If you are not successful with your agility test then things will not go well for you. Turn to section 199 to determine your fate.

156 Trap Malfunction

In the gloom you search, but come to an abrupt halt when you hear the tell-tale sound of a trap mechanism releasing. Instinctively you lunge sideways, desperate to avoid a certain death, unsure of what it is you have triggered. Quickly you roll back to your feet, and rather than the rush of some unknown doom you hear instead the grinding shudder of rusted gears splintering somewhere in the stone floor beneath you. In a shattering collapse the flagstones only a few metres from your feet bow upwards and then sink into a dark hole. Then all is again quiet.

You do not dare move, but there comes no further hint of danger. Whatever the trap may have been its age has worked against it, and for once a small piece of luck has come your way. With a sigh of relief you move on.



157 Pitfall

Focused on your search you do not notice the broad slab of stone until it is almost too late. In a smooth release the floor falls away beneath you, a wide gap opening into a deep pit below. You have no time to think and desperately throw yourself forwards, trying to find a handhold on the edge of the remaining floor-stones. If you cannot you will fall to your death...

Test your agility attribute. If you are successful you find a purchase against the edge of the pit and haul yourself out. If you are unsuccessful you hit the side of the pit, and become entangled in a wall of crumbling dirt and old roots. Below you the hole reaches into the depths, but your salvation can only come from using the desiccated roots to climb out.

Test your strength attribute twice. If you succeed on both tests you pull yourself out of the pit, and can thank Providence that you had the strength to do so. Your effort however, has not left you untouched. Deduct 3 endurance points from your endurance level before you continue. If you fail either of these strength tests you will not have the strength required to save yourself, and it will be into the depths that you shall fall. In this case your quest is over, and it must be in a latter life that you will have to look for better luck.

None of these strength tests apply however, if you have the Strong Back talent. In this circumstance you haul yourself out of the pit and curse the Hordim that built it. After dusting yourself and your equipment down you move on.

158 Oops

You see little choice before you. Carefully you pull the Sharyah from your pack and whisper the word that activates its power. Immediately the talisman bursts into life as a tangible wall of energy that pulses forward, sweeping away waves of grit and dust high into the air above you. Encouraged by the efficiency of the stone you start to crawl forward, but you have no idea of the power of the talisman you use. Before you can get ten metres further into the Hall the energy of the Force stone increases, its power measured by the nature of the barrier it believes it must remove. Before you can deactivate it one of the nearest Pillars comes crashing down, smashing into the wall then toppling sideways into its nearest brother in a shattering explosion of flying stone and twisted, snaking metal. Even as it falls you know you are in trouble.

Desperately you speak the words that bring the talisman to rest, but the damage has been done. As if in slow motion you watch as each pillar in turn falls to the ground, wrapping itself in the embrace of the next as each spinning arc of chain and blade intertwines. Without thinking you stand and watch as the destruction of the Pillars of Dissolution is completed. When it ends you find yourself before an insurmountable tangle of twisted metal and broken stone. For you the way forward is now blocked.

Appalled by the destruction you have brought to such an ancient delving you turn to leave, and as you do so you see a small annexe carved into the wall nearest your entry point. The room is something you did not notice before, but it appears to be cluttered with rusting metal and other debris. Within its disorganisation there could be something worth the taking.

If you wish you can search this annexe. Make a Search roll and see what fate has in store for you. If you do not wish to search the exit awaits.



159 To the third level of Traebor

Before the threshold of the stairs you take a moment to rest. It has been an exhausting journey so far, and with no immediate danger upon you there is time to take stock and consider the possibility that the Orncryst is close at hand. Many years of hard work have led you to this final exploration, and you can feel the power of the Dragonclaw drawing you towards it. When you feel ready you make for the stairs...

If you have a Sharyah of any type in your possession turn to section 196. If you do not, and you still wish to take the stairs turn to section 182.

160 Volley Trap

Out of the gloom you hear the unmistakable sound of compressed gas escaping through metal pipes. In a shrill explosion of vapour a multitude of small metal darts lace the air. You have set off a Volley trap, and any one of its many projectiles can kill. You are in deep trouble.

Test your intuition and agility attributes. If you are successful on both tests you fall to the hard floor and flatten yourself against it. Just above your head a volley of darts flick through the air, but you have been quick enough to avoid the onslaught. You will live to continue your quest.

If you fail either of these tests you have been hit by one of the darts, and there is a price that must be paid. Roll two dice and deduct the number rolled from your endurance level. If this number will reduce your endurance to zero the trap has done its work and your quest is over. If you still have endurance points left you have been lucky and have survived the trap. You will live to continue your quest. If this is the case it is time to move on...

161 Toxic Gas

Carefully you search, but are brought to a halt by the faint hint of a familiar odour on the air. Long ago one of your mentors opened a small pouch of chemicals in front of your face, and then watched as you were overcome by its potent vapours. It was a smell you could never forget, and in the dark you recognise it immediately. It is a toxic gas, and it will kill you if you do not move quickly...

Somehow you have triggered a gas trap, one that will kill you if you do not leave the vicinity. If you are in a small room or passageway test your agility attribute. If you are successful you run for clearer air, and find it in the next chamber. If you fail this test the gas will overcome you before you can get away. Under this circumstance your quest is over.

If you are in a large room or cavern getting away is slightly harder. Test your agility attribute twice. If you succeed with both tests you make it clear of the gas. If you fail either of these tests the gas will have done its work before you could escape the room. It will then be to a latter life that you will need to look for better luck.

None of these rules applies however, if you have either a Force stone or a Shield stone. If you have one of these Sharyah in your possession you can use them to keep the gas at bay while you make your way out of the chamber. You don't even have to hurry.

If you choose to use one of these talismans whisper its ancient name and test your intuition attribute. If you are successful turn to section 190. If you are unsuccessful the Sharyah cannot help you, and you will have to move quickly before the deadly fumes finish their work.

162

There is indeed something worth the finding here. Roll two dice and check your roll against the Discarded Objects table on your Quick Reference Sheet. Determine what you have found and continue on with the game.

163 Iron Claw

In the darkness you pause for a moment. In the fine mist of dust throw up by your movement you can see a web of thin blue lines of light cutting across the room. One of these traces of shimmering light has been cut by your leg, and you know the moment you move a trap will trigger. Carefully you look about the room but can see no visible evidence of what type of trap you will spring. It is only as you look along the floor that you see the tell-tale indentations of an Iron Claw trap surrounding you.

Of all the traps built into the ruins of Traebor, the most gruesome and efficient is the Iron Claw. Consisting of two curving pieces of razor-sharp iron the trap springs from the floor, designed to sever a creature's body from its legs. For a Dungeon Crawler such a trap is lethal.

Unlike all other traps that can be found in the underworld of Arborell there is no escape from the Iron Claw. To move your leg away from the tracery of blue light will mean an instant death, the trap mechanism so powerful that it will strike, and then retract before your legless body has time to hit the floor. Your only hope is that the trap is so old that it will not function.

Throw one dice. If you throw a 1 the trap does not work. If this is the case your life has been spared, and the remainder of your quest awaits you. Throw any other number and the only sound that will be heard in the dark passages of Traebor will be the few screams you will make before you die. If this is the case you will have to look to another life for a better chance at success.

164 Stone and Fire

Flames gush in great spewing streams before you as you reach into your pack and take the Shield Stone from its protective wrapping. Tentatively you hold the talisman towards the burning vapours and intone the name given to it by its makers.

Test your intuition attribute. If you are successful turn to section 180. If you fail this test you have the choice of retreating and finding another path, or trying to cross anyway. If you still wish to go forward you must turn back to section 118 and follow the directions on how you must attempt your crossing. If you see no benefit to such a dangerous course turn about and find another way.

165 Arm Greave

Although not the standard equipment of a modern Dungeon Crawler, arm greaves when found can be a useful addition to your armour. If you have found such a discarded item it will have little value on its own, but if you find a second, and decide to use them, your combat value can be increased by one further point with no penalty to agility. If you wish to keep this item record it on your character sheet and continue.



166 Axe

An axe is a devastating weapon in the hands of one trained to use it. To find one in the dark corridors of Traebor can be of great value, especially if you have previously chosen to use another weapon. This axe may be taken as an additional weapon, or can replace whatever weapon you may already possess. If you already possess an axe there is no extra value in keeping this one and it should be discarded. If you wish to keep this item record it on your character sheet and continue.

167 Shovel

If you do not already possess a shovel you might consider taking this one. There are times when a shovel can prove very useful, especially in the clearing of rubble or forcing a way through blocked passages. If you already possess a shovel there will be no additional advantage to keeping this one. If however, you do wish to keep this item, record it on your character sheet and continue.

168

There seems little to gain from spending any further time in this chamber. Quickly you make for the other exit and do not look back as you once again disappear into the gloom of another narrow passageway.

169 Rope (10 metres)

You have found ten metres of rope in good condition. If you already have rope in your possession there will be little advantage in keeping this length, but if you do not currently have any it may be worthwhile to do so. If you wish to keep this item record it on your character sheet and continue.

170 Torch

The most essential item of any Dungeon Crawler is their torch. Without light you will perish quickly in the deep ruins, and it is essential that you have a good supply of torches at hand. The torch you have found is old and partially consumed but it will do. If you wish to keep this item record it on your character sheet and continue.



171 Stale Nahla Bread

Nahla bread is the mainstay of any traveller in Arborell. Made from the spicy fruit of the Nahla tree, this bread can fortify and energise anyone who eats it. In most cases Nahla bread is stored in small metal containers. Fresh Nahla bread will bring with it 2 points to a player's endurance level. Stale Nahla bread will add 1 point to the endurance level of a player who eats it. If you wish to keep this item record it on your character sheet and continue.

172 Shield

Any shield found whilst on your quest will add 1 point to your combat value for as long as you possess it. A shield may be discarded at any time, especially if you are required to test your agility attribute and do not wish to be burdened with the extra weight. The possession of a shield will bring with it a reduction in your agility during agility tests of 1 point due to its weight and size. If you wish to keep this item record it on your character sheet and continue.

173 Through the Stone Forest

The Stone Forest stands immobile before you. The feeling that there is something else here passes quickly and you can see no reason to linger. Quickly you move on through the stone trunks before finding another exit from the chamber..

174 Flash Charge

You have found a flash charge and it appears to be in working order. These devices are the most sophisticated tools used by the Deep Guild and they are not usually to be found discarded. This is a lucky find indeed. When used a flash charge will blind or stun an adversary for two combat rounds, and reduce your opponent's combat value by 8 points over that period. Such devices have saved many Dungeon Crawlers from a grisly end, and to have an extra one in your possession can only be an advantage. If you wish to keep this item record it on your character sheet and continue.

175 Helmet

You have found a helmet and it appears serviceable. Such armour items are heavy, and although it will give you a further 1 point bonus to your combat value it will detract 2 points from your agility during agility tests. If you wish to keep this item record it on your character sheet and continue.

176 In the Hall of Winds

Against the power of the winds you can do little but stand in place, trying to keep your feet as the gales grow in power about you. There is nothing you can do, any attempt at resistance brings with it an increase in the force of the bluster that holds you immobile. It is a situation that cannot be endured for long, but you have the answer in your pack. Desperately you drag it from your shoulders and take out the Shieldstone. In the face of the winds your pack is pulled from your hands, its contents disappearing into the wind-blown shadows, but you keep the talisman in your grip and hold it to you. With your boots beginning to slip upon the smooth stone you whisper the talisman's name and watch as it does its work.

From out of the air a shining blue sphere of light surrounds you, an enveloping barrier of energy that attacks the rushing winds, pushing them aside. Immediately the gales grow even stronger, and with the Shield stone in hand you watch as the hall starts to tear itself apart. Unable to touch you the Hall erupts in a fury that seems unstoppable. The winds that had been so determined to drive you out now claw at the walls of the chamber, bringing down huge chunks of stone and collapsing the high ceiling. If the Hall cannot force you out it is going to trap you instead.

Quickly you run for your chosen exit, and make the dark opening only seconds before the entire Hall collapses in on itself, a thundering impact of stone and dirt that throws you forward onto the

floor of the passageway. Within the narrow corridor you pull yourself to your feet, and consider the lucky escape that fate has provided for you.

You have made it out of the Hall of Winds but it has not been without cost. You have lost all the contents of your pack, and must now progress through the remainder of your quest with only your weapon, a fresh torch that you held in your belt, and the Shield stone in your possession. The only consolation that can be found in this outcome is that there is much that can be discovered within the ruins to aid you. If you are lucky you may find some of it. Before you continue on adjust your character sheet to account for these losses.

177 A Ration Pack

You have found a discarded ration pack, and it appears to have been without an owner for some time. You have heard of many instances where properly prepared rations that have lasted decades in the dusty environments of these old ruins. If you are lucky this one might be palatable. Carefully you remove its wrappings and smell it.

Test your luck attribute. If you are lucky the ration is still edible and you can place it in your pack. If you are unlucky the ration is unusable and should be thrown away. If the ration is usable, and you already have the maximum six rations in your pack, you have the option of eating it immediately. Otherwise it must be thrown away as well.

Decide what you should do and then return to your journey.

178

Quickly you take your pack from your shoulders and reach for the Shield stone. Even as you bring it into your hands you can feel the gases working at your legs, deadening your toes and sending a cold tingle across your skin. With the talisman in hand you whisper its name and watch as a sphere of glimmering blue energy envelopes you. Immediately the gases that would have otherwise overwhelmed you are dissipated, the numbing effect of the vapours quickly gone. Carefully you make your way to your chosen exit.

If this Map card requires a search it can be done from within the safety of the Shield. Any triggered trap however will be ineffective whilst you are within the protective sphere and therefore can be disregarded.

No Encounters can be rolled here except if the foe is one of the Dreya'dim Swarm, who are unaffected by the gases. Your activated Shield however, will not allow the Dreya'dim to approach you so any Encounter of this type can be disregarded as well.

179

For a moment you consider the huge tangle of twisted roots and know that there is little chance of cutting your way through. Quickly you pull the Force stone from your pack and hold it before you. Into the darkness you utter the stone's ancient name and brace yourself for what is to come. With a shuddering vibration the talisman bursts into life, a wide beam of energy streaming from its centre. Against your hands you can feel the Sharyah gaining strength, pushing against your arms as it tests the nature of the obstruction placed before it. Then without warning the Force stone becomes a shining sphere of light as it raises itself out of your hands.

With a dull thud of power beams of light race out, anchoring the talisman to the near walls before extending a shaft of power directly at the tangle. You can only stand and watch as the mass of

desiccated roots is torn apart, pieces of dry wood shattering in all directions as the power of the talisman smashes its way through. In no more than a few heartbeats the Sharyah does its job and becomes quiet once again. Slowly it falls back into your hands, and you can only wonder as to what the limit of its power might be. The way ahead is clear though, and you do not spend any time thinking about it. Quickly make your way forward...

180

In a surge of energy the gem erupts into life, a solid sphere of protection forming about your body as the Shieldstone does its work. When it is finished you can feel the prickling sensation of power flowing around you, and you do not hesitate to make use of it.

Quickly you move forward, the flame vents gushing burning gases at your advancing form, but they are ineffective. Against the shield the flames are turned aside, the blasts of super-heated gas forming around the edges of the sphere before dissipating harmlessly into the smoke shrouded air. It takes but a few moments to reach your chosen exit, and with the talisman in hand you move on...

181

Carefully you hold the talisman before you and intone its ancient name. Immediately a gleam of blue light surrounds the artefact, bathing your hand in a dull glow that grows quickly in intensity. Before your eyes the Shieldstone does its work, and it is a wonder to behold, one seen only by a few in this world. As you stand in the shadows a sphere of intangible blue surrounds your body, pushing the encroaching gases beyond its shimmering barrier. Whether it be fume or creature, nothing can now touch you until you have left this place. You need no invitation to continue. Without hesitation you pick up your pack and make for your chosen exit. These gases will cause you no further delay...

182

Carefully you take to the stairs, your senses alert for any sign of danger. In the darkness your torch glows as a flickering point of light, reaching out and finding only cold stone and dank air before you. You can see however, that the stairwell is ancient beyond the reckoning of human years, and as you descend you begin to feel a vague energy forming in the air about you. Unsure as to what it might be you stop, listening for some hint of what is to come. You do not have to wait long.

From somewhere far below you feel the first rush of a great power moving towards you. In the darkness you realise instinctively that you are in danger and turn quickly. Before you can take a second step back up the stairs you are hit from behind by a wall of wind, a solid thrust of air that strikes like a hammer blow, extinguishing your torch and throwing you out of the stairwell. All is black until you hit the ground once again, rolling in a flurry of dust and broken stone into the wall of the chamber above. In that moment you remember the advice of your brethren and curse at your lack of faith. If you are to explore the third level of Traebor you will need a Sharyah. You will have to go find one on this level before you can go any further.

The power of the barrier you have encountered has not been endured without cost. Your ejection from the stairwell has left you bruised and battered. Roll one dice and take that number from your endurance points. If you are low on points, and the deduction of this penalty would leave you dead, take only enough points to leave one remaining. The force of the blow was enough to harm you, but not enough to kill.

With a few more bruises to add to the cost of your quest you relight your torch, and then go about the task of gathering up your scattered equipment. This is a complication you had not counted on...

183 Steaming Vents and uneven ground

For a moment you consider the maelstrom of gushing steam, and know that it will be difficult to traverse unwounded. As the vapours fill the path ahead you reach into your pack, and pull out the talisman that you hope will see you through this melee of heat and mist.

Speak the name of your talisman and test your intuition attribute. If you are successful the stone will keep the vapours at bay as you make your way to your chosen exit. If you are not successful the stone flickers to life, but then fades, unable to do your bidding. If this is the case you are left standing unprotected with the vents still before you. If you wish to try and cross do so. Section 107 will tell you what you must do. You may decide to turn about and find another way, and if this is your choice do it quickly.

Please note that if you are required to make an encounter roll in this area it must be disregarded if you successfully use a Sharyah. Once activated no creature, alive or dead, can reach you and you may pass by unmolested.

184

In the dark you wait, gushing vapours streaming from a multitude of vents at your back. You have made it through the scalding steam but your last torch smoulders in your hand, now useless to your cause. Quickly you feel about in your pack, looking for another torch to light your way. Your blood runs cold as you realise that you have none. For a moment you think on what you should do, but the chilling reality of your predicament cannot be denied. Without a light you are a dead man.

In this impenetrable dark the end comes swiftly. Out of the passage ahead you hear the sounds of something running towards you, the drum of heavy footfalls careering through the shadows. Instinctively you raise your weapon, but in the darkness you cannot see what confronts you, nor hope to defend yourself from it. With one tearing strike a razor sharp claw cuts through your chest, throwing you to the ground in a shower of blood. In this life your quest is over. In the next you will need to take more torches.

THE END

185

Quickly you take the Force stone from your pack and hold it before you. Ahead is a thick fume of suffocating mist, one you have no intention of letting get the better of you. Into the fog you utter the talisman's name and obtain an immediate result. The stone bursts to life, a wide band of energy radiating out from the gem's centre. Carefully you direct the talisman ahead of you, forcing away the lingering gases and pushing a path for yourself to your chosen exit. You pause only to deactivate the Sharyah then run into the dark corridor...

186

Quickly you make your way to the other exit. It is as you are less than a stone's throw from the passage that you hear a noise, a barely audible scrape of stone upon stone. Immediately you turn around and look about the chamber. There is still little to be seen but the noise returns again, louder and more definite. It is coming from the Taal. Still you cannot see anything unusual, and can only assume that you have heard nothing more than a natural movement in the surrounding stone. It is then that you witness the Taal's guardians come to life.

On either side of the shrine the statues begin to move, huge and glowing dimly in the gloom, they are carvings of shimmering stone that slowly stretch and test long immobile limbs. For the measure of a heartbeat you watch, unsure of the intentions of the guardians, but as both draw long metal swords from stone scabbards you realise you are in mortal danger. One of the statues cuts off any chance you might have of using the exit, the other makes directly for you, swinging its sword in glimmering arcs as it advances. You have no choice. You must fight.

Each of the Taal Guardians has a combat value of 20 and endurance points of 3. The statues are immensely strong, but they are also immeasurably old. One solid hit will shatter them, you need only survive to strike the blow. In this combat you will have to fight them one after the other. If you succumb to these ancient automatons then your quest ends here, but you may find consolation in the hope that there may be better luck to be found in a latter life. If you survive you can continue on your quest. The Orncryst is close.

187 A matter of Illumination

In the absolute dark of the stairway you fumble through your pack looking for a new torch. Carefully you search its contents but you find quickly that there are none to be had. Sweat begins to build upon your brow as you realise you have no more torches, and no other form of illumination to draw back the shadows. In the gloom you stand and consider what you should do. Without light you are easy prey to the denizens of these ruins, but you have spent too long finding the whereabouts of the Orncryst to stop now.

Hurriedly you shoulder your pack and draw your weapon. The only way you can go is down, and in the darkness you feel your way along the wall, taking each step in turn until you find yourself once again on a level flooring. For a moment you pause, feeling the air for any hint as to where you should now go, but you do not get the opportunity to decide.

From somewhere within the light-less chamber before you comes the low growl of a beast. You can see nothing, but take hold of your weapon all the firmer and face whatever may come. It is a brave stand, but one that cannot save you. Before you can react the beast attacks, and in the darkness you die, your screams echoing through the empty halls of Traebor. In this life your quest is over. Perhaps in another you will bring more torches.

THE END

188 In the Hall of Winds

Desperately you fight against the power of the winds. In their grip you feel yourself being dragged backwards, and as you attempt to force a path to your chosen exit the winds grow all the stronger. Against such power you are overwhelmed, the gales throwing you about in a flailing tangle of arms and legs. With no purchase upon the smooth polished floor you are sent skidding across the stonework, and in the grip of the winds hit the edge of the passageway entrance hard before being thrown into the shadows beyond.

Your ungainly exit from the Hall of Winds has left you battered and bruised. Throw one dice and deduct the number thrown from your endurance points. If you are lucky the impact has not killed you and you can move on. The Hall of Winds will not allow you to re-enter, so you must take the path chosen for you. If you have reduced your endurance points to zero then the bone-jarring hit against the passage entrance has proved a fatal blow. If this is the case your quest is over, and it will be to another life that you must look for better luck.

189

In the darkness you whisper the talisman's name and watch as it comes to life. Within the confines of the passage the Sharyah'ahrel glows with a blue light, an irresistible energy building, shuddering for release. For a moment you wonder if you have done the right thing, the stone burning with a great heat before a lance of incandescent power bursts from the talisman, crashing into the fallen rock and earth. In a shower of grit and fractured stone the Sharyah does its work. When it is finished the passage is again a path forward, the walls scoured clean, the floor free of debris. It is time to move on.

190

You have no time to lose. Carefully you remove the Sharyah from its wrappings and hold it before you. In the gloom you utter its name and watch as a flicker of blue light radiates from its centre. Immediately you can sense the deadly vapours retreating, being pushed back by a subtle use of power that clears the air, and gives you the path forward you require. With the talisman in hand you walk to your chosen exit.



191 **An ancient beast awaits**

Out of the darkness you emerge into another large chamber and come to an abrupt halt. Before you rushes a shimmering wall of flowing water, and before that wall stands the Orncryst, balanced on its haft upon a tall column of gleaming white stone. For a moment you stand quiet, unsure as to whether this could be some kind of trick, but the object of the years you have spent in its pursuit now waits for you to do something. You need only take it.

Tentatively you move towards the Dragonclaw, rubbing your jaw as you consider how you might take it from its high perch. It is then, as you have the great talisman in your sight that the worst of nightmares crawls out of the passage behind you. Drawing itself up to its full height you see before you a twisted and distorted creature of fractured stone, that shambles towards you upon great legs of crumbling obsidian. For the length of a heartbeat you hesitate, and the Stone Elemental takes advantage of your indecision. Two thick arms raise themselves high above you and slam down upon the smooth stone floor, sending a great tremor through the ground. Caught unawares you are thrown backwards and hit the ground hard.

In those few moments you desperately try to regain your footing, and as you roll back to your feet the Elemental rushes you. With one giant swing of its mammoth arm the creature tries to crush the life from you, but you avoid the blow, and watch helplessly as its outstretched limb strikes the Orncryst, throwing it to the ground. Without hope of defeating the Elemental you run for the talisman and grab it by its haft, your intention to make for the nearest exit and escape. It is a plan that changes the moment you touch the axe.

Out of the darkness a great crack tears at the air, a sudden shudder of force that emanates from the walls of the chamber and focuses down upon the Orncryst. Stunned by the energy flowing into the axe you feel your hand close about its grip, and then stagger as its power rushes into your body. All thought of fleeing leaves you as you realise that the Orncryst is testing you. It cannot be taken until you prove yourself worthy of it.

With the River of Time as a backdrop you stand your ground and wait for the Stone Elemental to attack.



The Stone Elemental has a Combat Value of 22 and an endurance of 22. The Orncryst will increase your own Combat Value by 4 points for the duration of this battle. If you defeat the Elemental turn to section 200. If you succumb to its mindless aggression then it will be here that your quest will end. If this proves to be your fate then it must be to another life that you will need to look for greater success.

191a A grim and lonely end

Slowly you pull yourself from the water, your clothes and equipment water-soaked from the swim. Breathing heavily you take off your pack and fumble through it for a new torch. If you are to continue on you will need one. For a moment you move your hand through the bag, searching for the familiar touch of one of the short handled torches. A chill settles upon you when you realise you have none left.

With a hint of desperation you recheck the pack, but there is nothing to be had, the torch that now floats somewhere behind you in the dark waters your last. All your years of experience in the Guild tell you that you are in deep trouble.

Quickly you draw your weapon and listen intently to the sounds about you. In the absolute darkness you can see nothing, your hearing searching for any hint of danger, but it is too no avail. From the rock above you a shadow silently dislodges itself and drops like a stone, leathery wings pulled into a tight embrace as it plummets down upon you. Before you can react the full weight of the beast crashes down, long talons cutting deep into your flesh as it grabs at you. In this dark place you die, nothing more than a light snack for a beast that will care nothing for your screams. Your quest is over. In another life you will need to bring more torches.

THE END

192

Quietly you intone the Force stone's ancient name and immediately it awakens to the call. From within its deep green centre a swirling shimmer of growing power lances out from the talisman, anchoring its magic to the stone about you, and focusing the full extent of its energy into the tangled fall ahead. In your hand you can feel its magic shuddering as it throws bursts of power forward. Crushed rock showers in all directions, and huge plumes of dust and grit cloud the air as the Sharyah'ahrel does its work. When it is finished there is little of the rockfall left, but the roof overhead groans under a pressure that it cannot long bear. With talisman in hand you run for your chosen exit and continue on your way.

193 A Certain Doom

From out of the darkness above the portcullis falls down upon you. In that moment of desperation you jump for safety, but you are too late. With a sickening crash the portcullis hits you, impaling you to the ground as its iron spikes drive into the hard stone flooring. In this life your quest is over. It will be to another life that you must now look for better luck.

THE END



194 A Gem in the Darkness

Your traverse of the pillars is hard, but eventually you make the other side and find yourself standing at the threshold of a new passage. For a moment you try and recover your breath, and in that pause take a closer look at the remains of the Hall. It is an abject ruin, but enough remains for you to see that it must have once been an important part of the purposes of this temple. In the darkness you turn back to the passageway, and notice for the first time a glimmer of a reflection in the dust near the entrance. Quickly you move towards it and gasp as you realise what it is. Lying half buried in this ancient grit is a Sharyah, and it is yours for the taking.

Make a Talisman roll, check your Talisman list on the Quick Reference card, and record its finding on your character sheet. If you have not had one of these talismans before, take the time to read the information given on the card's section reference before you continue your quest.

195 Metal and Dust

Despite the intimidating nature of this hall you decide to go forward, your gut feeling that the object of your quest lies somewhere ahead. Quickly you take off your pack and attach one of its shoulder straps to your belt. With your possessions secure you lay flat on your stomach and take a deep breath. To pass beyond the Pillars of Dissolution you will have to crawl.

With blades arcing over your head you move carefully out into the Hall. It does not take long to find that the way ahead is far more difficult than you could have imagined. A thick layer of grit covers the floor, and as you make headway into the vast chamber it only gets deeper. Soon you cannot move at all.

Halted by the mounds of debris you find yourself at an impasse. You cannot go forward, but to go back will mean that this part of the temple is out of your reach.

If you have a Force stone, and wish to use it to clear the way ahead go to section 158. If you do not have such a talisman you have no choice but to crawl back to the entrance and take another path. Deduct one endurance point from your endurance level for the fatigue caused by such an arduous but unsuccessful attempt.

196

Quickly you remove the Sharyah from your pack and consider how it might be used. The message mentioned only that you should have it in your hand as you descend the stairs, and this is what you do. Carefully you make your way to the threshold, and it is only then that you feel the presence of a great energy in the stairwell below. From out of the gloom you can sense a barrier of some sort, a swirling flow of power that rushes up the stairs towards you. In that moment the Sharyah comes to life, reaching out with an energy of its own that wraps itself into the barrier, pushing the opposing magic to the sides of the stairs. You do not need an invitation. At the run you take to the stairs and disappear into the darkness. The third level of Traebor awaits...



197 In the Hall of Winds

You can see no obvious reason to wait, so you step across the threshold and carefully move out into the open. Even with the meagre light thrown by your torch you can see that the Hall is a huge delving, one that extends for some distance into the gloom ahead. You walk slowly, listening hard for any sign that you are not alone. In the cold air you hear nothing but the echoes of your own footfalls, however upon this quiet expanse a niggling anxiety builds within you, and the reason does not take long to manifest itself.

Out of the heights above you comes the first hint of a breeze, a soft rush of air that swirls down from the vaulted arches overhead and spins small eddies of dust across the floor. At first you see no malevolence in its feeble gusting, just a curiosity that you give little heed, but you cannot know that in the shadows of the great Hall a force far more powerful is lurking, biding its time.

With greater haste you make for your chosen exit, and it is then that the Hall of Winds shows its true face. In the space of a few steps the winds strengthen, their power building to a gale-force torrent of air that hits you like a wall, throwing you off your feet and spinning you across the floor. Desperately you regain your footing and turn into the face of the rushing winds, but it takes all the strength you have to remain standing. Against the gales you are powerless, and in their grip you begin to feel yourself being pushed backwards.

Roll one dice. The number you have rolled will correspond with a number printed upon the threshold of one of the exits from the Hall of Winds. If you wish to let the Hall have its way, and push you in that direction, then do not resist. The exit will be the one you will take, and the winds will falter as soon as you are gone.

If you do not wish to take the exit, and will try instead to force your way to another of your choosing, then you have two options. The first requires that you test against your strength and agility attributes.

If you succeed against both then you will be successful and the exit of your choice will be attained, although it will be at some cost to your endurance. Take two points from your endurance level and move on.

If however, you fail either of the tests, then you cannot overcome the power of the winds and will be pushed towards the threshold you have previously rolled. If this is the case turn to section 188.

The second option requires that you have a Shieldstone in your possession. If you do, and you wish to use it, turn to section 176.

198 The Crystal Room

In the blinding glare you shield your eyes and pull the Sharyah'caadis from your pack. Although the way forward is unobstructed you cannot shake the feeling that this dazzling wall of light is no accident. Carefully you hold the talisman before you and whisper its name.

Immediately you feel the talisman vibrate with energy. From its centre erupts a blue incandescence that spreads about you, dulling the reflective crystals and revealing the true nature of what lies before you. Inset within the nearest wall stands a small alcove, a shrine of some type, arched and exquisitely carved. Tentatively you move towards it and see that it must have once held a precious relic, but it has long since been taken. There is something else here though, fallen in behind the shrine's carved arch.

If you wish to see what it might be make a Search roll. Once you have ascertained what you have found, it will be time to move on and take your chosen exit. If you would rather leave it and continue on, then do that instead.

199 A Gruesome End

About you the ground erupts as the deadly spikes seek out a purchase in your unprotected flesh. It is a nightmare of razor-sharp iron that is impossible to escape. You try to dodge the spikes but cannot avoid being caught by one of them. In this dark, lonely place you slowly bleed to death, your quest over. Perhaps in another life you will find better luck.

THE END

200 The Orncryst

With a screaming wail the Elemental falls back against the hard stone of the chamber and dissolves away, its final vapours a swirling mist of steam that dissipates quickly into the air. The Elemental is dead. In the reflected light of the River of Time you look at the Orncryst, and thank Fate that it had an effect upon the creature. Against the shimmering backdrop of the chamber you take a moment to recover your strength, and in that strange light you cannot help but marvel at the talisman you have found.

Fresh from the battle it is unmarked, its smooth white haft glistening with gold lettering and an intricate tracery of symbols and devices. Upon its iron blade you can make out a carved scene of Dragons in pitched combat with Amakek the First Hresh, and extending from the upper edge of the blade the razor-sharp curve of a Dragon's talon. In the glimmering light it shines like a blue ember, a myriad of gems reflecting the River of Time in a mesmerising dance. It is indeed the great prize you have been searching for, and by right of combat it is now yours.

But you have not come out of the melee unharmed. In the silence you breathe heavily, trying to recover your composure after the exertion of the fight. The pain that infests your chest and shoulder tells you that damage has been done and it is time to go. Quickly you collect your pack, and fasten the Orncryst to a set of ties at your belt. With your prize secure you turn for the exit, and only then do you realise that you are not alone. In the darkness before you stands a man, old and frail, but possessed of a shining azure orb that hangs suspended just above his open hand.

"You have been a long time coming Brother." the man whispers into the damp air.

You move forward and try to get a better look at who it might be. You are not sure but the old one seems almost transparent.

"Who are you, and what is your purpose here?" you ask loudly.

The apparition smiles and waves away the orb. "Who I am is irrelevant Brother of the Deep Guild. I am here however, to provide you with a small measure of guidance. Are you prepared to accept it?"

Too many times you have been the victim of smooth talk and false words, but there is something compelling in the man's voice, something almost irresistible. You cannot help but listen.

"Speak quickly old man. I am in a hurry and have wounds that require tending."

The man moves closer, and as he does so you begin to see the features of a Being as old as the mountains themselves.

"I know your plans for the Orncryst, Brother. You have a buyer in Castaal that you think will provide you with great riches, but beware, for he has treachery in mind and no money to give you. It is his goal to remove the Dragonclaw from your possession at the point of a blooded dagger."

His words stun you. It is indeed true that your buyer lives in Castaal but you had told no-one. It is a secret known only to yourself.

"How can you know this?" you respond angrily.

The old man moves his hand before himself and then points to the flowing River of Time. Pictured in a cascade of reflected light upon the far wall you see yourself lying dead in an alleyway, your lifeless body prostrate before the entrance to a Tanner's shop. You recognise it as the agreed meeting point for your hand-over of the Orncryst, and see in the flowing image of those rushing waters the truth in the old one's words.

"What must I do to gain the reward that should be justly mine? I have laboured long and hard to find this talisman, and do not know of another buyer willing to acquire it."

The old man smiles and again moves his hand before him. You turn and see the River of Time once again, but now there flows the images of the great citadels of the Dwarvendim Stone Kingdoms. One great fortress stands above all others, and it is shrouded in mist and dark mountains.

"It is there that you will find your just reward Brother. Take the Orncryst to Menion'Barac and present it to the StoneKing himself. But mark these words carefully. Ask nothing for it. Make no claim for payment. Simply present it to the King as a token of goodwill, and the reward you shall receive will exceed any you might have had from your treacherous friend in Castaal."

"But why the Stone Kingdoms? What is their interest in the Orncryst?" you ask.

For a moment the Being hesitates, as if weighing the need to tell you anything further. When he responds he answers carefully.

"For the Dwarvendim the Orncryst is a key, a marker to a greater prize that they have been seeking for many generations. Take it to them and tell them where you found it." For a further moment the old man pauses and then continues. "And if you remember, mention also what it was resting on. They will be interested in that as well."

From the corner of your eye you look for the pillar. You find it toppled and unobtrusive in the shadows, and wonder on why it might be of interest to the Dwarvendim.

As these idle thoughts are lost to the darkness you turn and find the man gone, his name and his nature a mystery that you will not be able to answer. For a short time you ponder the apparition's words. You wonder at the appearance of the Being, but cannot dispute the reality of what he has shown you. Quietly you prepare yourself and make for the entrance, your only certainty that it is a long walk to Menion'Barac.

THE END



APPENDICES

A Short Mythology of Arborell

Excerpt from a lecture given at the Academy of Histories at Landfall in the Year of Settlement 419.

"If we are to understand the history of Arborell it is important to accept that little written evidence survives. What we know of the time before Men made landfall here is taken mostly from the oral traditions of the Hordim, and the few translated texts that can be found carved into the many temples of this world. What is clear is that the story is a long one, and that it stretches back into a prehistory so expansive that is difficult for Men to comprehend. It is a story however, that is compelling, one which explains the state of our world today, and gives an insight as to why the ancient works of this world lie in such ruination.

For all that will follow it is important to remember that the Hordim believe in a world where the supernatural and the unseen are as important, and as real, as their waking lives. The history I am about to unfold must be viewed from the perspective that for our mortal enemies the world is controlled by three great Powers, and everything that has happened, or will happen, is their doing. How these Powers came into being, and how they are bound into a single existence is the essence of Hordim mythology. It is also where we must start.



Long before the arrival of either Hordim or Men in the world there existed only the Shan'duil; the River of Life; and it alone wielded all power, creating all that breathed or grew in the world, intent on balancing the rhythm of its creation as it was expressed in the relentless cycle of the seasons. For time unrecorded it stood in solitary dominion of the world, a pulsing life-essence that bound the fate of all living things together.

In the oral histories of the Hordim it is said that the dominion of the Shan'duil remained unchanged until the roots of a great Tree came into contact with the River of Life. Somewhere within the vastness of the Malleron forests a monstrous Oak delved deep into the bedrock of the world and touched the Shan'duil, turning it instantly to white stone. In that moment a new Power was born, a sentient, immortal Tree possessed of all the powers of the Shan'duil, that spread its dominion over all other trees. From that chance encounter arose the Silvan Tree, the Lord of all Trees, and under its stewardship the forests of Arborell flourished, spreading to all the corners of the world.

In this manner the balance of life was maintained; the Shan'duil continuing its dominion over the cycle of life, the Silvan Tree its Lordship of all the great forests. Amongst this quiet existence the Two Powers grew in strength, and found comfort in the verdancy of their world. It was a quiet dominion that lasted for untold millennia, until the coming of the Forgotten Ones.

It is not known who the Forgotten Ones were. There are no records of their origin, or carven images that might give hint to their nature. All that is known is that they lived in this world and then were gone, but their story is a turning point in the history of Arborell.

From a place beyond the borders of the world the Forgotten Ones arose, settling in Arborell and making a life for themselves amongst the great Trees. Theirs was an existence without material want, nomadic and simple in their desire to do no harm to the world they ventured within.

In the course of their wanderings it was inevitable that they encountered the Silvan Tree, and not being creatures of greed or distrust gave their fealty to that Power. In return the Silvan Tree introduced them to the Shan'duil, and in that meeting the Forgotten One's learned of the great energy that the First Power had woven into the world. This energy they called EarthMagic.

Time flowed on and the world, which had only known the quiet dominion of trees, became filled with the voices of the Forgotten Ones. Favoured by the Silvan Tree they flourished, and soon their multitude found homes wherever the trees of the forest spread their boughs. Of all things that found favour with the Second Power it was the voices of the Forgotten Ones that intrigued the Great Tree most. In all the long years of its existence it had never known the clarity of the spoken word, and given the opportunity learned the language of these peoples and bonded it with EarthMagic. The words of the Forgotten Ones became one with the life-force of the world, a key that could be used to manipulate EarthMagic. The Silvan Tree offered such power to the Forgotten Ones but they declined the offer, and left the control of such magic with the Two Powers. It was not for them, they said, to have such a boon for it would surely be their undoing.

In truth the Forgotten Ones knew the dangers of unrestrained power, and rather than wield it themselves built great Temples, and gave homage to the Silvan Tree in gratitude of her offer. Each of the Temples was built near a tributary of the River of Life, and each delved far into the earth, their builders' purpose to find solace with the pulse of the world. These *dorum* grew in all the corners of Arborell and so the world again continued for many more millennia.

As is the way of things there came a time when even a great Power can fall into folly. Without the care that should have been given the Silvan Tree created a race of Beings it called Trell'sara, or Guardians. The Guardians were to be custodians of the trees, as selfless and caring as the Forgotten Ones themselves, but instead their ambitions proved both treacherous and destructive. In secret the Trell'sara plotted a great war against the Forgotten Ones, their aim to destroy the followers of the Silvan Tree and then tear down the Tree itself. In their minds the world was big enough only for them, and in taking it they had no intention of doing the fighting themselves.

Out of the living earth the Trell'sara, who had been given the power to harness EarthMagic by the Silvan Tree, created the Hresh, vicious warriors designed as weapons of war. With these creatures they swept the Forgotten Ones from the world and brought down the Tree, breaking it up and throwing it into a deep abyss. In one violent act of betrayal the Trell'sara took the world for themselves.

But the Silvan Tree was not dead. In the depths of the earth the Tree struggled to survive, its tenuous grip on life growing stronger as it gained strength from its proximity to the Shan'duil. Far from the sight of the Trell'sara the Tree regathered its resolve and waited, mourning the loss of the Forgotten Ones and lamenting the folly of its actions.

In the light of day the Trell'sara knew nothing of the Silvan Tree's survival. Quickly they took dominion of the known world and began creating new creatures to meet their need for slaves. The Hresh were effective warriors but had no talent for the domestic, so the Guardians created the Jotun to serve as builders and engineers, the Morg as farm labourers and menial workers, and the Mutan to oversee them all. Only when all these creatures had been brought into the world did the Trell'sara create the Vardem, their personal servants for which little has been recorded.

Again the millennia passed as a flowing ocean of time. The slaves of the Trell'sara laboured hard at the behest of their masters, and no threat came to bother their cruel dominion until the Silvan Tree had grown strong enough to act.

Such was the need for slaves required to meet the indolence and excess of the Trell'sara, that it came to pass that the balance of life and death in Arborell began to falter. All of the creatures created by the Guardians carried within them a small glimmering of the River of Life, and with that spark came sentience and a will to find a better existence. The Trell'sara were cruel masters and thought nothing of the loss of multitudes of slaves in the building of their great citadels and pleasure palaces. Such losses released these sparks of existence into the world, but they had nowhere to go, and soon the burden of such unrestrained energy began to weigh heavily upon the Shan'duil.

In the dark recesses of the abyss within which it had been thrown the Silvan Tree came to an agreement with the River of Life. The cycle of Life and Death had to be restored, and it could only be done one way. In that deep abode the Silvan Tree created a mirror-image of itself, a third Power of the world concerned only with Death, and the force by which the sparks of existence now roaming freely in the world could be gathered up and returned properly to the Living world.

Such a tree was given the name Dreya, and its dominion became known as Hallen'draal. In its domain the sparks of Life were gathered and scourged, to be reborn as new Beings into the world of light above. The Dreya Tree took to its task with great energy and in doing so scourged the memories of those it brought into its Underworld. It was through the Dreya Tree that the Silvan Tree found its opportunity.

It must be understood that the Trell'sara were indolent but they were not stupid. They knew the nature of their creations and placed upon them all a Word of Command, a spell that kept their slaves submissive and controllable. Without it they knew they would fall prey to the unrestrained hatred of their charges, and ensured diligently that the Word would never falter.

In the darkness of the Dreya's domain the Word of Command was scourged from all creatures memory only to be reasserted when a Being returned to the world above. On a few select Jotun the Silvan Tree assured that the Word of Command would have no effect once they were reborn, and as was the wish of the Great Tree laboured in secret to throw down their Masters.

Although it is unclear how the Great Insurrection started it has been recorded that the rebellion grew quickly, the Trell'sara caught unawares as they pursued their interests in sloth and excess. In a wave of violence and death the Trell'sara were themselves destroyed, their vast cities and palaces torn down stone by stone. When the slaves of the Trell'sara had finished, their masters had been scourged from the world and their empire laid waste; their memory lost to a world that did not wish to remember them.

In a world where there was no longer control the slaves found themselves without purpose and soon spiralled into violence. Within this great upheaval the old overseers of the Trell'sara, the Ahmutani, or Mutan as they are known to Men, took the Word of Command for themselves and Uttered it again into the world. It was a cruel irony that Arborell now belonged to the slaves of the Trell'sara, and it was the Mutan that now ruled them all.

Eight long millennia saw no change to the power of the Mutan. The Oera'dim, as the creatures of the Horde now called themselves, divided into a series of tribal allegiances that spread into all the corners of the world, and such was the power of the Mutans' Word of Command that no challenge was made against them. Then came the arrival of Men.

Out of the great eastern ocean a ragged fleet of ships arose into Arborell. Settling first on the island of Dromannion the Nations of Men then made landfall upon the shores of Arborell itself. Neither Man nor Hordim, as we have come to know the Oera'dim, understood each other's nature and misunderstanding and mistrust soon turned to open warfare. The result has been centuries of violence, and the untold losses that have been endured in those great conflicts.

And now this tale is almost done. Our part in the history of this world began with our arrival upon the shores of Dromannion, but the history of this world stretches far beyond the borders of our understanding. We can only wonder at what the future holds for all of us."



The Dungeon Crawlers of Das Vallendor

As told by the Venerable Siddigh to his students in the Year of Settlement 398

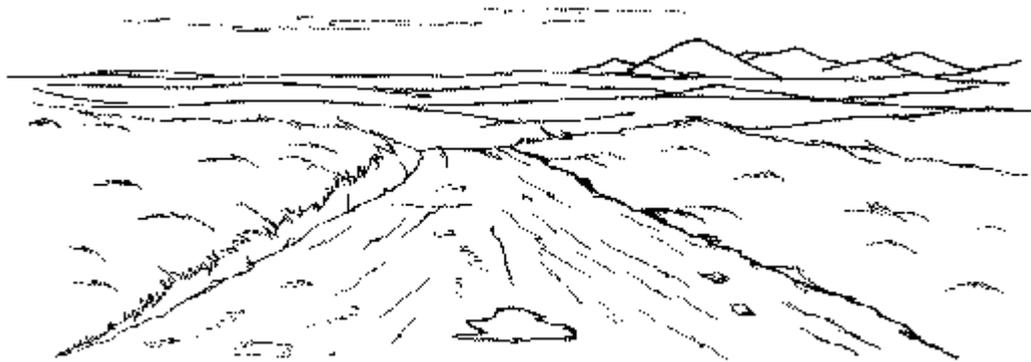
“It is recorded within the Library of the Administrators Guild that the first settlement at Vallendor began in the Year of Settlement 188. Commenced as a penal colony upon the shores of Elesmenedene it quickly grew into a trading port, and then as a way-station for those travelling into the far southern 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 we have come to know 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 villainy 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 the occupation they have been chosen for. To willingly descend into the labyrinths beneath the ruins of Arborell 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 measure of luck.”



The Orncryst of the Trel'sara

From the Histories of the Great March, as told by the Maturi Hedj

Although it is unknown to most Men, the first creations of the Trel'sara were not the Hresh. Long before their great betrayal of the Silvan Tree they had dabbled in the ways of EarthMagic, searching for a weapon they could use to destroy the Tree and the Forgotten Ones. It is known that the Trel, as we now choose to call them, had no wish to fight their enemies themselves. Instead they took the knowledge they had gained of EarthMagic and worked in secret to create a beast that would prove unstoppable in their service. This beast they called *gael'qirion*, or Windhammer, which we know as Dragon.

It was the ambition of the Trel to let these beasts loose upon the Forgotten Ones, and in the confusion bring down the Silvan Tree. They had not however, considered that the Forgotten Ones would put up a stiff resistance, and brought the Dragons to heel, forcing them to retreat into the high mountains of the west. The beasts that the Trel had created then turned on their masters and the Trel themselves fell into disarray.

In desperation the Trel unmade the Dragons, reversing the spell of their creation, and instead creating a new Beast, another Dragon but different from those that had come before. In their folly they brought a beast into the world addicted to gold in all its forms. For the Trel it was a means that they might control the Dragons, and ensure that they did not turn upon them again. But as before they had made a terrible error.

Unknown to the Trel they had done more than just build a new weapon they thought they could control. In giving the Dragons their addiction they had also tightly bound the properties of the metal into the creatures themselves. These Dragons coveted gold and would do anything to obtain it, but they had also been made immortal and could not be killed. As long as gold existed in the world, so would Dragons.

Quickly the attempts of the Trel to use their new *gael'qirion* foundered. The Dragons would do as they were told, but soon there was not enough gold to keep them placated. With no source for their addiction the Dragons turned on each other, fighting for whatever scraps of the metal each might hold. It was a situation that left the Trel with no choice, they would have to unmake the Dragons once again. Only this time it did not work.

The Dragons had been made immutable, and realising the intentions of the Trel turned on them once again. It must have been a terrifying proposition, and it spurred the Trel'sara to take drastic action. In desperation the Trel took up arms and journeyed into the western mountains to trap one of the great beasts. With all the power that could be mustered they removed a single talon from one of its monstrous claws and fixed it to the blade of a jewelled axe. They could not kill the Beast with any EarthMagic they possessed, but they were going to artifice a weapon that would.

With the axe in hand a party of the Trel began a descent into the bedrock of the world. They could not use the Temples of the Forgotten Ones or their great labyrinths to reach their goal, and instead had to find another way. In their desperation they were looking for the Shan'duil, as only the power of the River of Life, pure and potent, could give them the tool they needed to destroy the Dragons.

It is recorded in the mythology of the Hordim that many Trel died in their attempt to find the Shan'duil. It was at the root of a great cave system that they found a pulsing tributary of the River, and dipped the axe into its raw essence. In a flash of brilliant energy the talon fused with the metal of the axe, a surge of incandescent power melding claw and iron into a shining talisman. The Orncryst had been born.





With their new weapon the Trell returned to the surface and engraved the axe's name into its hilt, embedding a filigree of pure gold into the carefully carved letters. This was the final piece of the weapon they needed, and they used it to devastating effect. In the hands of the First Hresh, Amakek, the Orncryst drew all Dragons to its gold inlay. Their need for gold was so great, so ingrained in the nature of the Dragons created by the Trell that they could smell it no matter where it was in the world, and because of this the Hresh warrior given the job of destroying them did not have to search them out.

It was Amakek, also known to the Oera'dim as Hamulkuk the Destroyer, who waited, alone upon the Mountains of the Moon in the far west of Arborell. One by one the Dragons came to him, and with the Orncryst in hand killed them. Against the raw power of EarthMagic the Dragons had no defence, a single stroke of the blade throwing them into death and dissolution. When he was finished the Dragons of the Trell'sara were all dead. Or so they thought.

In truth a few had not been drawn by the Orncryst from their lairs in the western mountains. Seeing the devastation wrought by Amakek upon their numbers they resisted the urge to answer the gold's insistent call, and waited instead for the Hresh to return to his Masters. Many had died, but a few survived and as far as can be told still live in the world today.

The Orncryst itself became the greatest of all talismans created by the Trell'sara, and with their downfall fell into the hands of the Hordim. It is said that they could not abide its connection to their Fallen Masters and took it far below ground, entombing it inside an ancient labyrinth. Where it now finds its home is unknown to Men. We can only assume that the Hordim have hidden it well."

The Dreya'dim Swarm and the Gates of Hallen'draal

**From a handbook stolen from the Academy of
the Brethren in Das Vallendor**

"Although it is well known that the Dreya Tree holds within its dominion the Underworld of Arborell, it is less understood as to why the spectral remains of many Hordim inhabit the darker places of the world. If we look at the mythology of the Hordim and in particular the Book of Scars, we see that the progress of life and death is an eternal cycle, one that requires entry to the Underworld for any spark of life wishing to be reborn into the World Above.

The answer to the mystery of why Dreya'dim are found in the ruins of the world can be divined from the tale of the True Witness, a story told by the Living Books of the Hordim. It is said that all Hordim must stand before the Gates of Hallen'draal and give true account of their lives before they may enter the Underworld. Any Hordim who has been measured worthy for entry is taken into Hallen'draal and then reborn into the world when their time comes. Any Hordim however, who is measured unworthy is taken into the Underworld and scourged. What this entails is unknown to Men, but the process removes all vestiges of the Hordim's spirit and leaves the creature as a blank slate, able to be reborn into the World Above.

There are some however, that the Dreya Tree deems irretrievable. Such spirits fall into the service of the Dreya, never to find rebirth into the World Above. It can only be surmised that some of these spirits are exiled into the lonely corridors of the ancient ruins where they have been encountered. It is thought that these Dreya'dim are shackled to the sources of EarthMagic that can be found there, and are perhaps undertaking some duty for the Dreya Tree. Whatever the reason, it is possible to find these mindless spirits in all the ancient ruins, and any Dungeon Crawler who encounters one should take great care for they are deadly."



The Sharyah

From the private papers of the Maturi Hedj, circa YS 417

“At the time of the creation of the Hordim by the Trell'sara it became apparent that the proper upkeep and supervision of their slaves was a time-consuming proposition. With their enemies destroyed the Trell'sara quickly fell into sloth and excess, and without the will to do the work themselves created the Mutan to act as their slave-masters. Although the Mutan were held by the same Word of Command as all other Hordim they had ambitions of their own, and to further those ambitions found a way to obtain the power of their Masters indirectly for themselves.

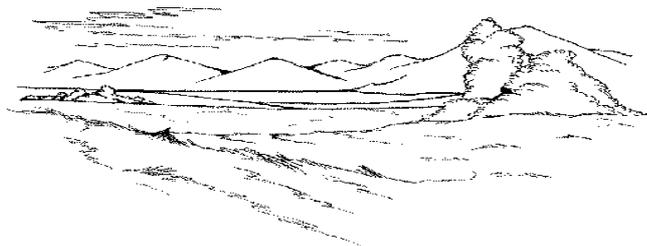
While the Trell'sara fell into indolence the Mutan brought to their attention a practical problem that could not be addressed in any conventional manner. To complete the many ambitious building projects required to meet the Trells' lavish needs, it was necessary for the Masters to attend the building sites and use their knowledge of EarthMagic. This was especially so when laying the foundations of the palaces and temples that were being raised in their own honour. Such attendance had become difficult to obtain as the Trell felt a growing want to leave such things to their Mutan. In this matter the Mutan saw an opportunity.

It was the Mutan Cammeril who came before the Great Council of the Trell'sara and put forward a solution to their problem. What was the need for the Masters to attend such works, he said, if it was possible instead to imbue the powers needed directly into a talisman that might be held by one of their trusted Mutan? Without the need for the Masters to attend, the projects would move with greater speed and the Masters could be left to their own pursuits, undisturbed by the petty needs of their slaves.

The Trell'sara saw merit in this arrangement, and quickly developed a talisman that they knew as *Sharyah*. These talismans were artificed as gems, encased in a thick silver setting and given the power to perform a specific function simply with the utterance of their name. The Mutan Cammeril became the first recipient of such a Sharyah, a Force Stone for the clearing and levelling of foundations. Soon he approached the Grand Council for more of the talismans, and they were gladly given as well.

The Trell'sara were ever mindful however, of the distrust they held for all of their creations, and to limit the power they were handing to their slave-masters built into each of the Sharyah a fail-safe that meant a single Oera'dim could never wield more than one of the talismans at any one time. To place more than one of the Sharyah together set off an uncontrollable discharge of energy that would result in a devastating explosion and the complete dissolution of the Oera'dim using the device. This limitation restricted the effectiveness of the Sharyah as tools but gave the Mutan their first taste of true power. It was a taste the Mutan could not forget, and one that they would never relinquish willingly.

It should be noted that over the millennia that have passed since the creation of the Sharyah the power of these talismans has slowly diminished. In these modern times the Sharyah are still powerful tools but possess less of the potency that was theirs to command in the Ancient World. Because of this a Man or Oera'dim holding such a talisman must remember two important rules. The first is never to place two Sharyah of the same kind together, and secondly never to carry more than three different Sharyah at any one time. The power of the talismans may have ebbed but to do either of these things will lead to the same explosive outcome.”



The Traps of Traebor

From an excerpt of the writings of the Grand Master of the Academy of the Brethren
in Das Vallendor.

“Although much is known of the locations of the many *dorum* in the world, the actual purpose of these great Temples is shrouded in mystery. What can be ascertained from our research regarding these underground labyrinths is that they have fulfilled an important role in the histories of the Oera'dim, and not for the reasons you might expect.

For whatever purposes the Temples were originally constructed, the Hordim have used them instead as proving grounds for their warriors for many generations. Until the coming of Men a warrior could complete his *deskai*, or Right of Passage, by surviving a series of tests laid out in these dark labyrinths. These tests were lethal in extent, a cornucopia of traps, mazes and hidden secrets, that were built into the ancient ruins to fully prove an Oera'dim's right to call himself Warrior.

To this extent the ruins of Arborell are a deadly proposition to venture within, and none more so than Traebor'nar'dorum. Within its ruins can be found the fullest extent of the Hordes' artifice in engineering and mechanical devices. A wrong footfall, or a search too thorough can lead to the triggering of one of these traps, and it is only a Brother's skill that will save him from a sure, and lonely end. There is only one counsel that can be given. Take care when searching these dark corridors, and never relax your vigilance. One wrong step and you will die.”



Additional Game Modules

It is intended that the Quest for the Orncryst of the Trell'sara will be the first module in a series of adventures that make use of the card-based Torchlight Adventure Game system. There are many other great Talismans that lay hidden within the Underworld of Arborell, and many will be hunted by the Brethren of the Deep Guild. If you wish to obtain these additional modules you need only join the notification list at www.arborell.com. As soon as they are available you will be able to download them from the website.

Acknowledgements

This game could not have been completed without the help and effort of my sons, Ian and David. The development and play-testing of Quest for the Orncryst would not have progressed as well as it did, and some of the best aspects of this game would not have evolved without their input. I am very thankful for their help.



TORCHLIGHT

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CHARACTER STATUS SHEET

A NEW CARD-BASED GAMEBOOK ADVENTURE SET IN THE UNDERWORLD OF ARBORELL

CHARACTER ATTRIBUTES (50 POINTS MAXIMUM)

STRENGTH (5 - 11)
AGILITY (1 - 5)
ENDURANCE (15 - 35)
LUCK (1 - 5)
INTUITION (1 - 5)

<input type="checkbox"/>

+ + = COMBAT VALUE

SUB-TOTAL ARMOUR BONUS TALENT BONUS

50 character points must be spread within these five character attributes. Strength plus Agility, plus any armour or talent bonuses will determine your character's Combat Value.

ENDURANCE POINTS

Note: Your initial Endurance level cannot be exceeded during the course of your quest.

CHOSEN CHARACTER TALENTS

QUEST NOTES

EQUIPMENT (AND ITEMS FOUND)

Note: After purchasing equipment at start of adventure only a maximum of 6 further items can be carried.

RATIONS

A maximum of 6 rations may be held at any one time.

TORCHES

A minimum of 3 torches must be taken on your quest.

TALISMAN'S FOUND

NAHLA BREAD

There is no limit on this item.



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COMBAT RECORD SHEET

A NEW CARD-BASED GAMEBOOK ADVENTURE SET IN THE UNDERWORLD OF ARBORELL

CREATURE NAME

CV

EP

TORCHLIGHT

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CARD DRAW REGISTER

A NEW CARD-BASED GAMEBOOK ADVENTURE SET IN THE UNDERWORLD OF ARBORELL

This Draw Register should be used to record each card played. In any one game you may draw the same card a number of times, and this register allows an accurate recording of this. Such a record is necessary as many of the cards have three specific section references, each dependant on how many times the card has already been drawn in the game.

CARD NO: FIRST DRAW SECOND DRAW THIRD DRAW

1	<input type="checkbox"/> ⚙		
2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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CARD NO: FIRST DRAW SECOND DRAW THIRD DRAW

26	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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39	<input type="checkbox"/> ⚙		
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44	<input type="checkbox"/> ⚙		
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49	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
50	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

⚙ Retire card from game once level is complete.

TORCHLIGHT QUICK REFERENCE

ENCOUNTER ROLL LIST

1st level - 2d6 2nd level - 3d6 3rd level - 4d6

No. Rolled	Creature Name	Section Ref.
2	Shambler	74
3	Needle Flies	78
4	Oerdaki Roots	70
5	Mantis Beast	66
6	Shondalak	67
7	Molgoth	72
8	Morg Dreyadim	87
9	Arachnari Scout	82
10	Warbeast	85
11	Hresh Dreyadim	80
12	No Encounter	Roll 2d6
13	Sand Lurker	65
14	Jotun Dreyadim	83
15	Reaver	64
16	No Encounter	Roll 2d6
17	Clinging Mist	71
18	No Encounter	Roll 2d6
19	Guardian	61
20	Sentinel	63
21	Dreyadim Thrall	89
22	Water Elemental	62
23	Dreyadim Thrall	89
24	Water Elemental	62

NO ENCOUNTER LIST

No. Rolled	Section Ref.	No. Rolled	Section Ref.
2	91	8	97
3	92	9	98
4	93	10	99
5	94	11	100
6	95	12	100
7	96		

SEARCH ROLL LIST

To make a Search roll you must throw 4d6

No. Rolled	Object found	Section Ref.
4	Discarded object	132
5	Healing Stick	127
6	Trap	135
7	Discarded object	131
8	You find nothing	146
9	Discarded object	130
10	Healing stick	142
11	Trap	134
12	Talisman	139
13	Temple Guardian	126
14	You find nothing	141
15	Talisman	148
16	Discarded object	129
17	Temple Guardian	125
18	Trap	133
19	Discarded object	149
20	You find nothing	145
21	Talisman	138
22	Healing Stick	128
23	Shard of Stonewood	143
24	Trap	136

TALISMAN ROLL LIST

No. Rolled	Talisman	Section Ref.
1	Force stone	51
2	Healing stone	52
3	Scrying stone	53
4	Shield stone	55
5	Calling stone	57
6	Light stone	59

DISCARDED OBJECTS LIST

A Discarded objects roll requires 2d6

No. Rolled	Object Name	Section Ref.
2	Helmet	175
3	Arm Greave	165
4	Axe	166
5	Shovel	167
6	Rope (10 metres)	169
7	Ration pack	177
8	Torch	170
9	Stale Nahla bread	171
10	Shield	172
11	Flash charges	174
12	Flash charges	174

TRAP LIST

A Trap roll requires 2d6

No. Rolled	Trap Name	Section Ref.
2	Hanging Portcullis	152
3	Rockfall	153
4	Impaler	155
5	Trap Malfunction	156
6	Impaler	155
7	Pitfall	157
8	Volley Trap	160
9	Toxic Gas	161
10	Iron Claw	163
11	Volley Trap	160
12	Trap Malfunction	156

Quest for the Orncryst



Here can be found a tale of centuries past, of how the Orncryst of the Trel'sara came into the possession of the Ouarvendim StoneKings. Do not think however, that this is a legend of Champions or Heroes, or indeed one of great deeds or potent magic. This is a story of one man alone, who braves the depths of a vast ruin to find a priceless artefact. In the world of Ardorell that man is you.

Quest for the Orncryst is a card-based gamebook adventure set within the ancient ruins of Ardorell. Can you find this great talisman and survive to tell the tale?



www.ardorell.com