

CHRONICLES OF ARBORELL

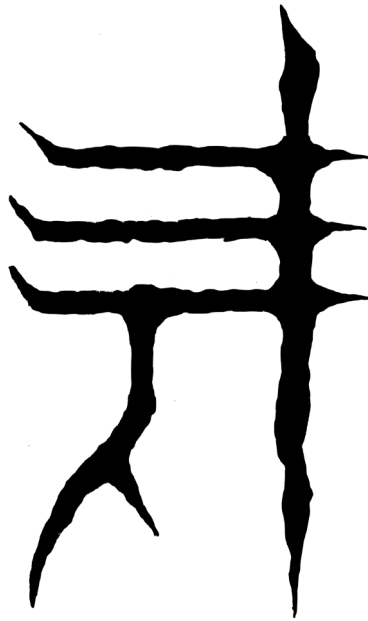
QUEST
FOR THE
ORICRYST



CARD SET

WAYNE F DEPSLEY

QUEST FOR THE ORNCRYST



CARD SET

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2016

Also available from the Chronicles of Arborell



At the time of release of this Quest For The Orncryst – Card Set the following titles were also available from Arborell.com. Please note that all titles can be downloaded from links available at the Chronicle's download page.



The Windhammer Core Gamebook (PDF and HTML editions)
 The Windhammer Enhanced Combat System
 Shards of Moonlight Gamebook (PDF and HTML editions)
 A Murder of Crows online Gamebook
 Torchlight - Quest for the Orncryst
 Torchlight Text Editions - Quest for the Orncryst
 Well of Shadows Gamebook (PDF and HTML editions)
 The Complete Blood and Iron (HTML and PDF editions)
 The Chronicles Micro-Gamebooks Series
 The Dark Water Omnibus (PDF edition)
 Legends of the Deep Guild (PDF edition)
 LDG Standard Rule Set
 Song of the Dromannion (HTML and PDF editions)
 The Inquisitors Lament (PDF edition)
 Honour Amongst Thieves (PDF edition)
 First Book of Haer'al (PDF and RTF editions)
 The Mythology of the Oera'dim (PDF edition)
 The Book of Scars (HTML and PDF editions)
 The Atlas of Arborell
 The Sorrows of Gedhru and Aume
 The Hammer and the Darkness
 Ghered who found Purpose
 Hamulkuk and the Moon Dragons
 The Lexicon of Arborell
 Warriors of the March

All these titles and much more can be found at

www.arborell.com



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Quest for the Orncryst



PRINTING INSTRUCTIONS

The Torchlight Adventure Game is a part of the Chronicles of Arborell gamebook series and is a unique card-based adventure that uses section references to take the player on a fantasy adventure into the underworld of Arborell.

This gamebook is provided in two distinct parts. The first is the Player Manual that encompasses all the rules, character sheets and appendices needed to play the game. The second is the Card Set that includes all player cards and an optional card box to store your Torchlight cards. Each of these parts of the game require printing, and in some cases assembly as well.

A complete set of this first Torchlight Module - Quest for the Orncryst comprises the following elements:

- The Player Manual in pdf format,
- A set of 77 playing cards provided on 10 A4-sized sheets.
- A Quick Reference sheet.
- A Character sheet.
- A Combat Record sheet.
- A Draw Register, and
- A card box for storing your playing cards whilst not in use.

For each of these elements the following guidelines may prove helpful.

The Manual.

The manual is provided in pdf format as it is required to be printed for use in the game. As a pdf file it can be accessed from your computer, but it will be difficult to use and ideally should be printed and then placed in a binding of some type. I have found the best to be the clear plastic-sleeved display books that can be quite cheaply purchased from most newsagents. See the website picture for a better idea of what I mean.

The Manual covers

The manual covers are an optional item for those players who will appreciate a nice full colour cover for their Players Manual. This cover has been provided as a part of the pdf manual and has been designed to be printed to A4 size. Glossy 230 gsm photographic paper works best for this.

The Playing cards.

The playing cards are the major printing and assembly task for this Torchlight game. Comprised of 10 A4-sized sheets they should be printed to glossy card or glossy 230 gsm photographic paper, then cut into their individual cards. I have found that printing them to the photographic paper provides a durable card that will last some time. Although some photographic paper of this size can be expensive, it is possible to find very cheap alternatives in budget shops, and it is recommended that this type of paper be used.

The Quick Reference Sheet

The Quick Reference is used a lot in the game and comes in the same A4 size format as most of the other items listed. If possible this should also be printed to glossy paper or photographic stock, the thicker the better.

Character, Combat Record and Draw Register

These three sheets should be printed to standard paper. In the course of a game they will be written over and then discarded, as is the fate of most roleplaying materials.

The Card Box

As an additional element to the game I have provided a card box that can be printed, cut out, folded and then glued into its final shape. It has been my experience that the same 230 gsm photographic paper works best for this as well. A pair of scissors and ordinary craft glue will finish the job nicely. The box has been designed to hold all the playing cards with a small amount of room to spare, just in case thicker card than the 230 gsm mentioned above is used.

May Glory and Renown follow all who are successful.

Regards

Wayne Densley

Chronicles of Arborell

<http://www.arborell.com/>

TORCHLIGHT ADVENTURE GAME


Card sheet no: 1

TORCHLIGHT

MODIFIER CARD

UNEVEN GROUND

"Before you the ground is buckled and uneven, some great force having distorted its surface in a series of undulations and cracks..."



101

TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

FRACTURED GROUND

"The floor is broken by huge rifts that reach across your path, breaking the way ahead into sections of stable ground, separated by open cracks that descend into absolute darkness below..."



102

TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

FRACTURED GROUND

"The floor is broken by huge rifts that reach across your path, breaking the way ahead into sections of stable ground, separated by open cracks that descend into absolute darkness below..."



103

TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

OOZE

"Before you lays an open space, the floor an undulating quagmire of sticky purple ooze. You will have to watch your footing if you are to cross it..."



104


TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

SHIMMERING ILLUSION

"As you look into the space before you there shimmers a distortion in the air, one that leaves you in no doubt that all is not as it seems..."



105


TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

SHIMMERING ILLUSION

"As you look into the space before you there shimmers a distortion in the air, one that leaves you in no doubt that all is not as it seems..."



106

TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

STEAM VENTS

"The ground before you is a pockmarked terrain of steaming vents that gush clouds of scalding vapours into the air..."



107

TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

STEAM VENTS

"The ground before you is a pockmarked terrain of steaming vents that gush clouds of scalding vapours into the air..."



108

TORCHLIGHT

TORCHLIGHT ADVENTURE GAME


Card sheet no: 2

TORCHLIGHT

MODIFIER CARD

CRYSTAL ROOM

"As you look about you see the glow of your light reflecting from thousands of multi-coloured crystals that cover the walls, floor and ceiling..."



109

TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

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..."



110

TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

SEALED ROOM

"This room looks the same as all others, but once you have passed through it will not allow you to return..."



111

TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

ARACHNARI HIVE

"Before you can be seen the first sign of Arachnari ahead, and you know that beyond this chamber will reside a Hive with its teeming multitudes..."



112

TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

DARK OBELISK

"In the gloom you see the vague outline of a tall obelisk of black stone, standing silent and immovable..."



113

TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

DARK OBELISK

"In the gloom you see the vague outline of a tall obelisk of black stone, standing silent and immovable..."



114

TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

ANCIENT GARDEN

"You have found a great curiosity, and in the silence you consider its unusual presence so far below ground..."



115

TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

HANGING PILLARS

"In the ceiling high overhead you can just make out the edges of a large number of stone pillars hanging quietly in the shadows..."



116

TORCHLIGHT

TORCHLIGHT ADVENTURE GAME

Card sheet no: 3

TORCHLIGHT

MODIFIER CARD

SPIKE ROOM

"The way ahead 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 is a hazard that must be crossed with caution..."



117

TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

FLAME VENTS

"The smell of ash wafts towards you, the ground ahead vibrating to the rushing surge of flaming gas as it explodes through vents in the walls..."



118


TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

FLOODED GROUND

"As far as you can see there is nothing but water, still and dark as it spreads beyond the reach of your feeble illumination..."



119


TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

ROCKFALL

"As you survey a wall of broken stone and crushed earth you can feel the rock shifting above you, the whole ceiling ready to collapse..."



120


TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

ROCKFALL

"As you survey a wall of broken stone and crushed earth you can feel the rock shifting above you, the whole ceiling ready to collapse..."



121


TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

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..."



122


TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

CHOKING GASES

"You smell the suffocating gases long before you are confronted by the swirling mists that now bar your way forward. They are not toxic, but stand as a barrier between you and your chosen exit..."



123


TORCHLIGHT

TORCHLIGHT

MODIFIER CARD

FLOODED GROUND

"As far as you can see the way ahead is flooded, the water still and dark as it spreads beyond the reach of your feeble illumination..."



124

TORCHLIGHT

TORCHLIGHT ADVENTURE GAME

Card sheet no: 4

TORCHLIGHT

OVERGROWN

"Before you stands a hanging tangle of Oerdaaki roots that completely bar your way forward. There is no easy way through..."

150

MODIFIER CARD

MODIFIER CARD

TORCHLIGHT

MAP CARD

TORCHLIGHT

1

TORCHLIGHT

MAP CARD

MAP CARD

TORCHLIGHT

2

TORCHLIGHT

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MAP CARD

MAP CARD

TORCHLIGHT

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MAP CARD

TORCHLIGHT

7

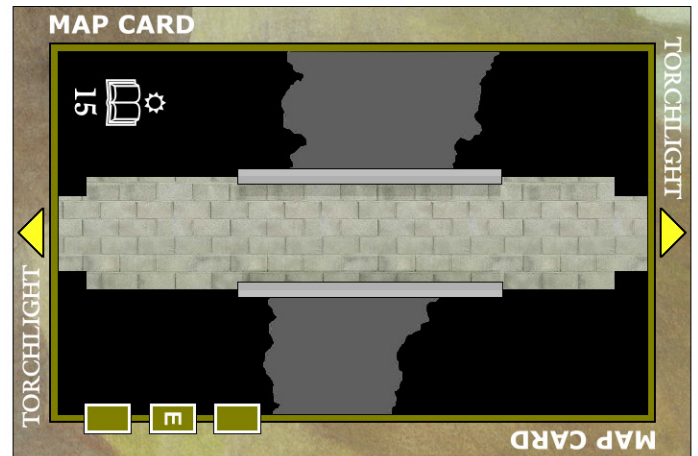
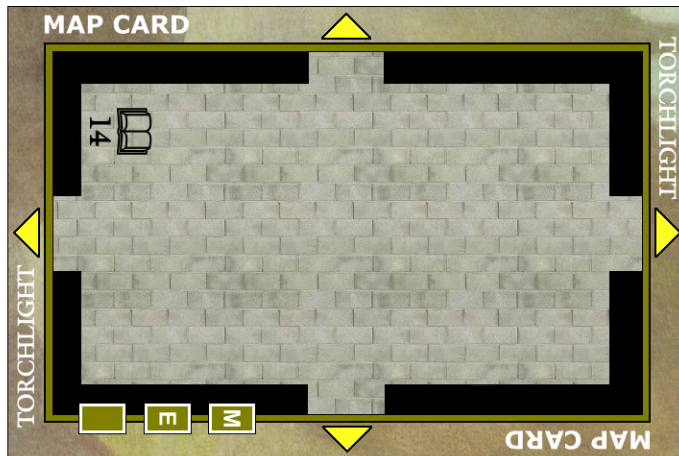
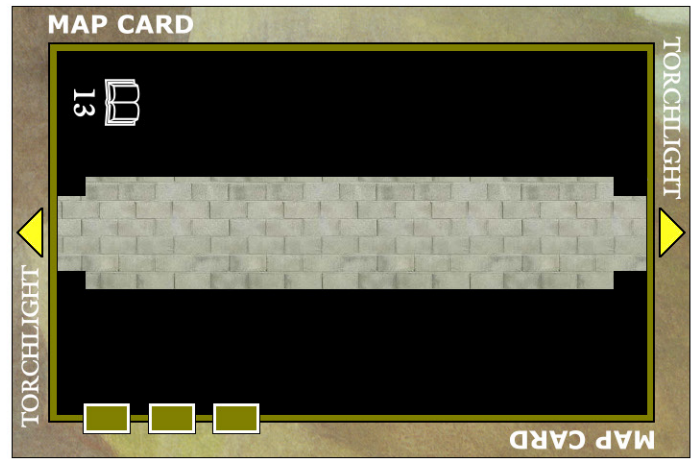
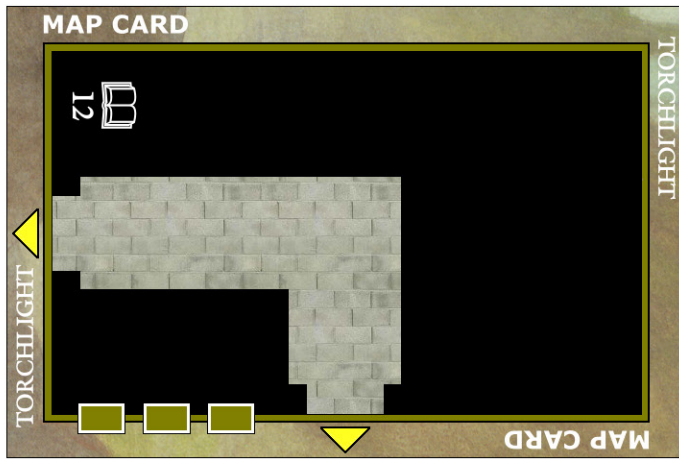
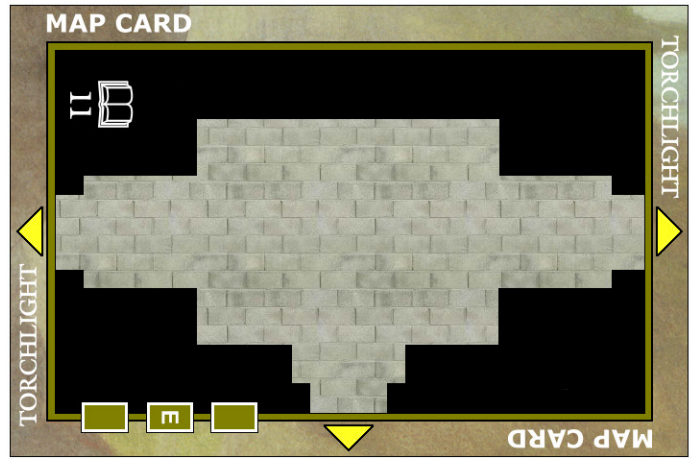
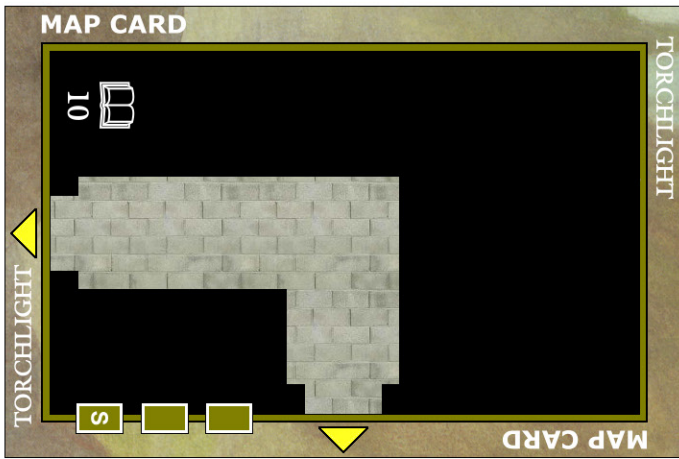
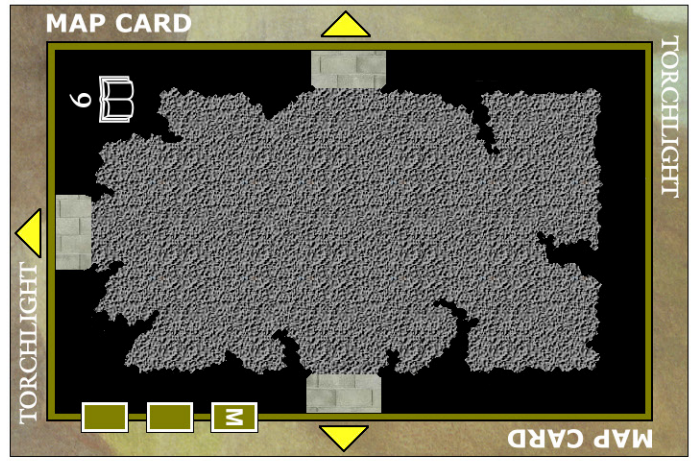
TORCHLIGHT

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MAP CARD

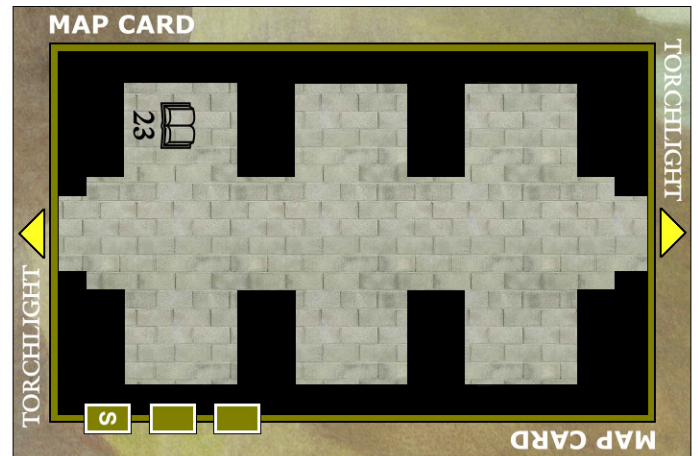
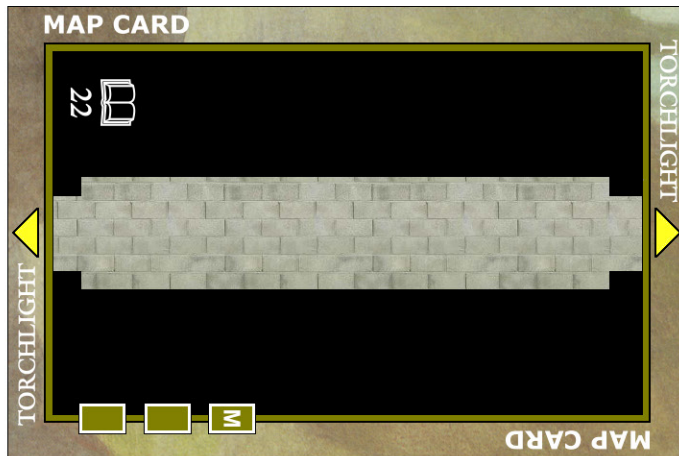
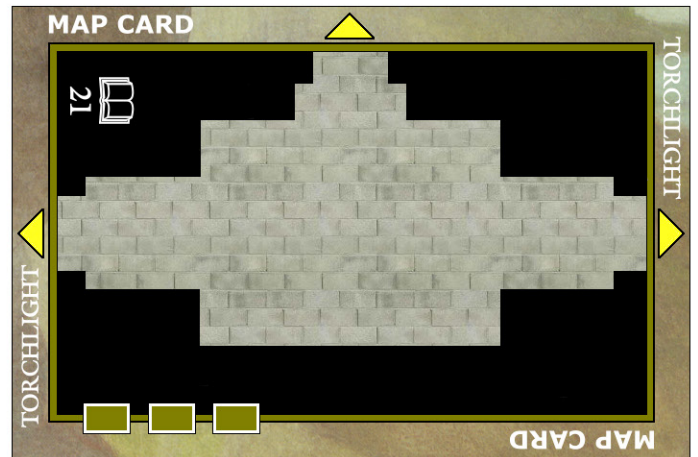
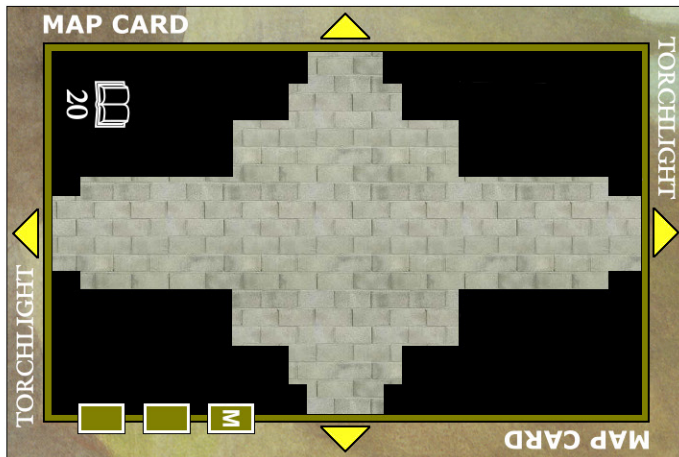
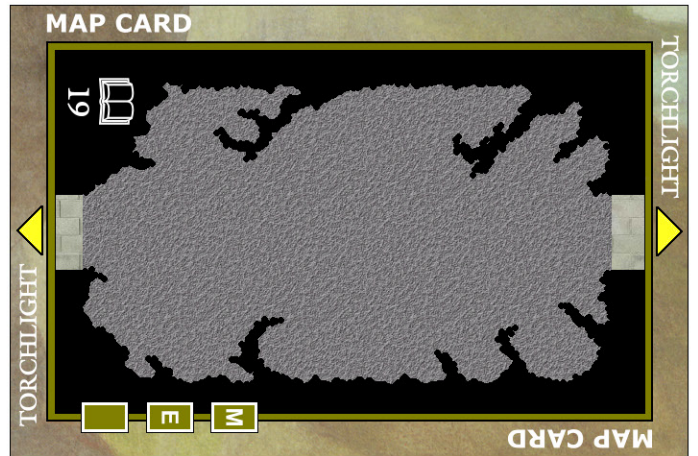
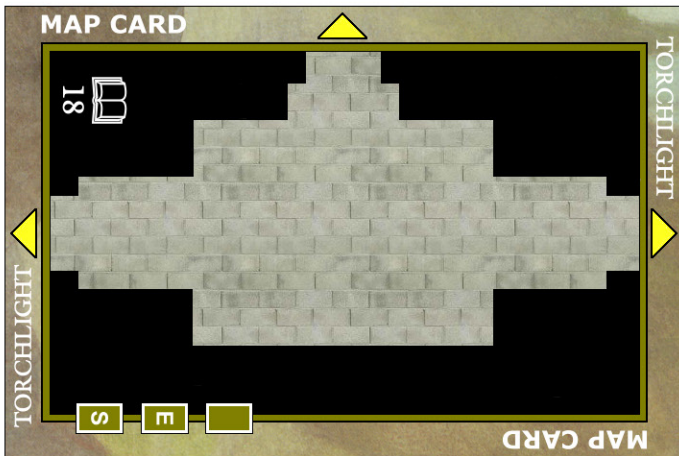
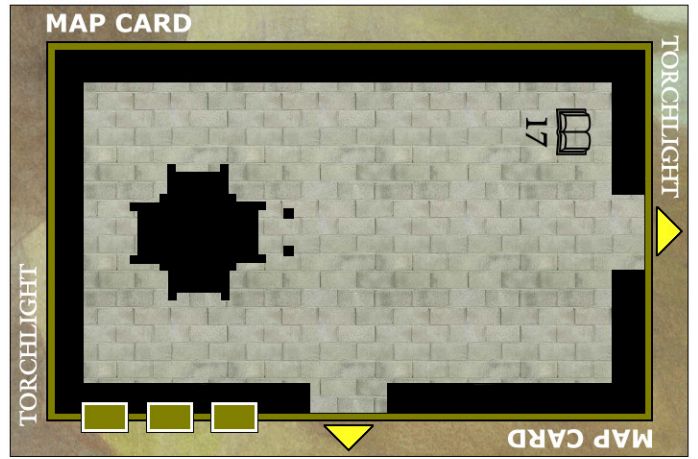
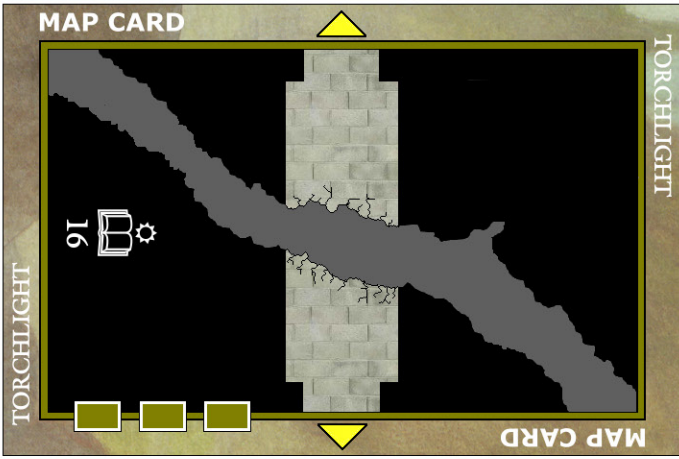
TORCHLIGHT ADVENTURE GAME

Card sheet no: 5



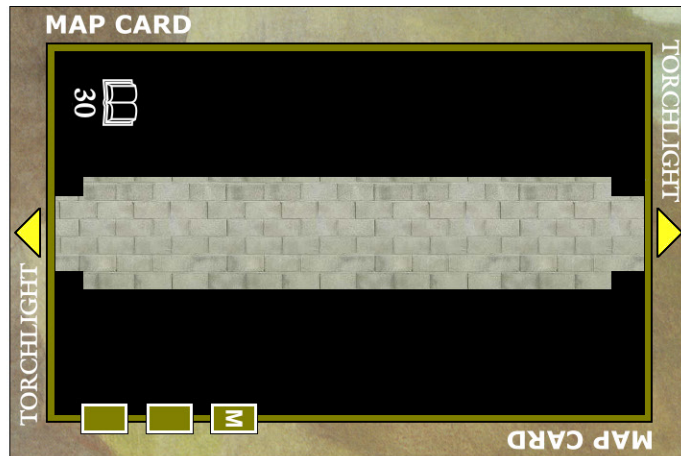
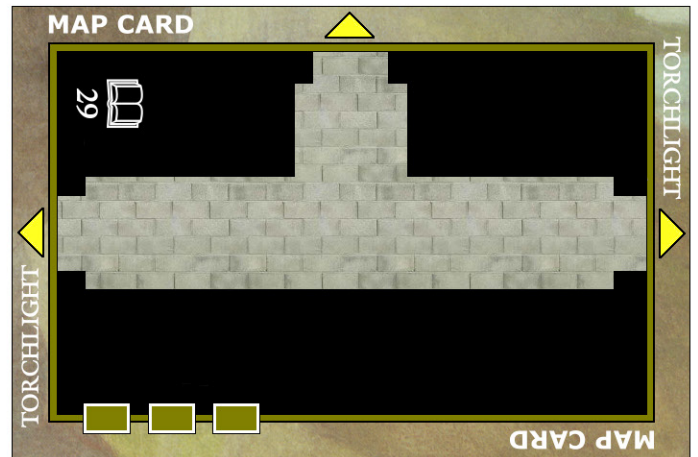
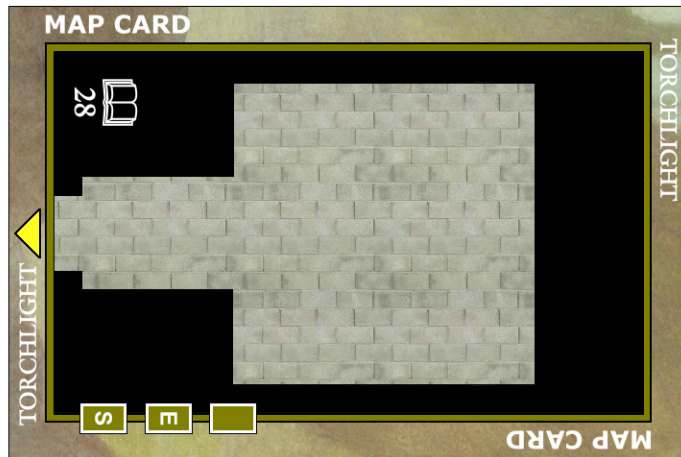
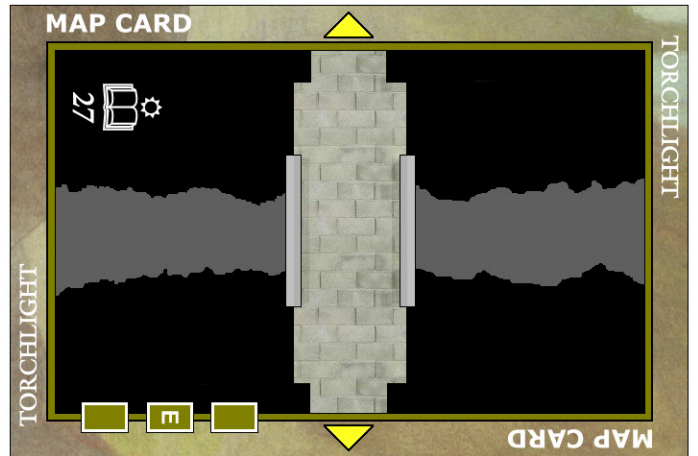
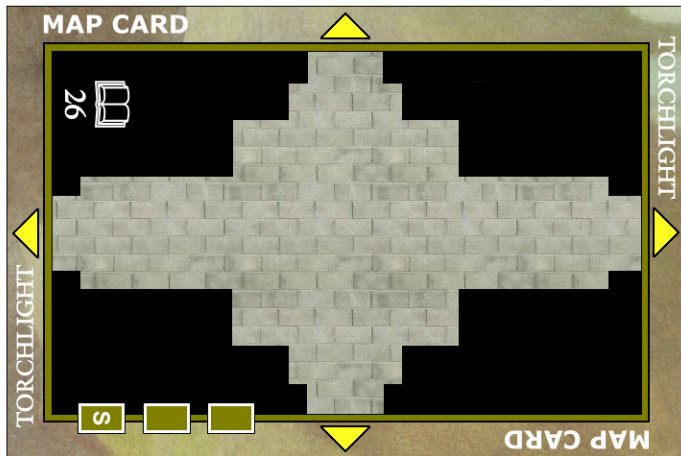
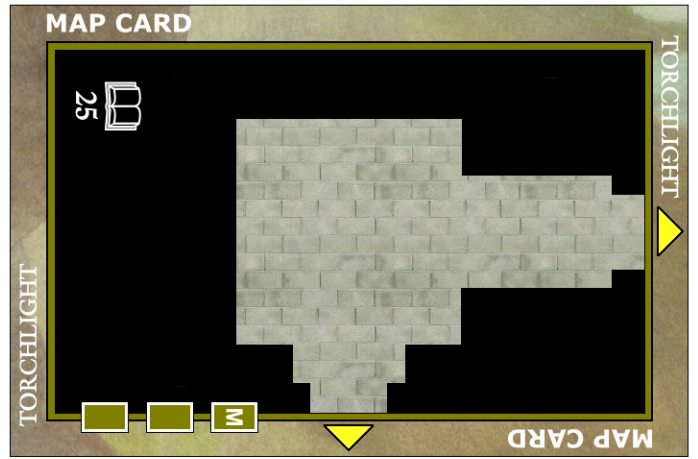
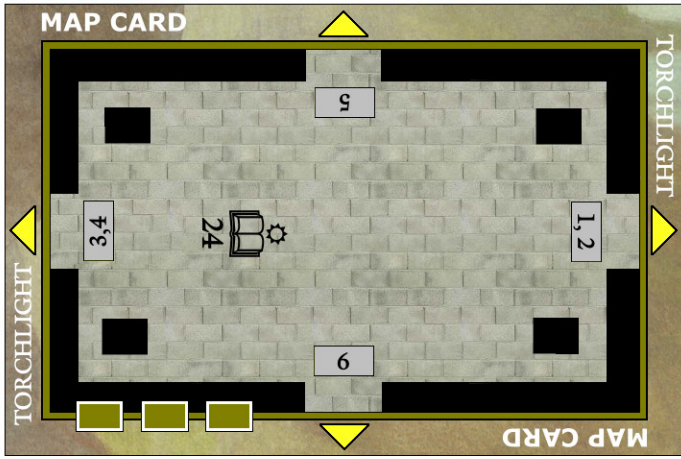
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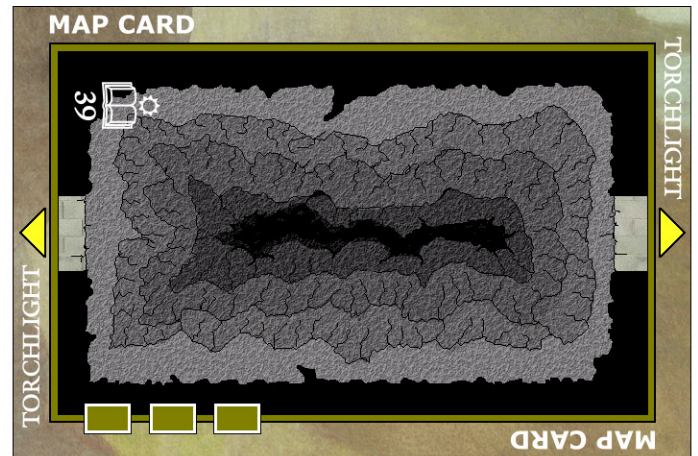
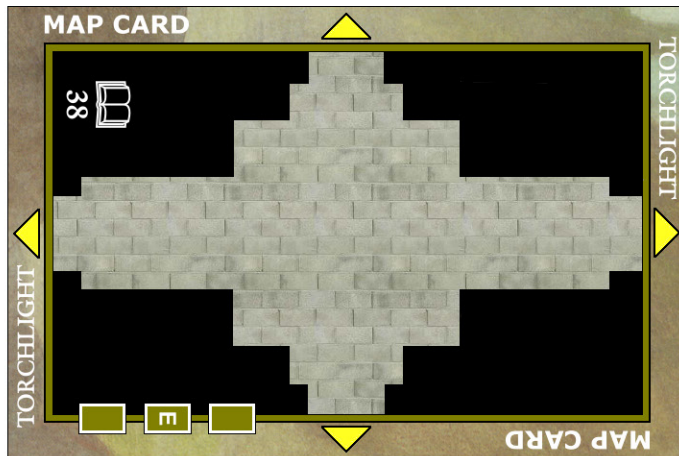
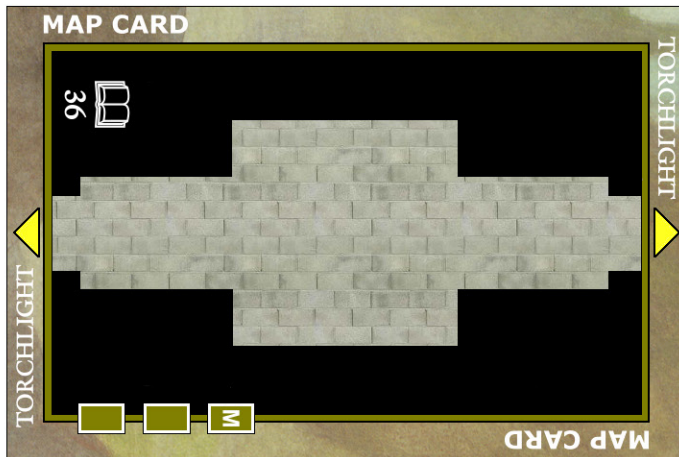
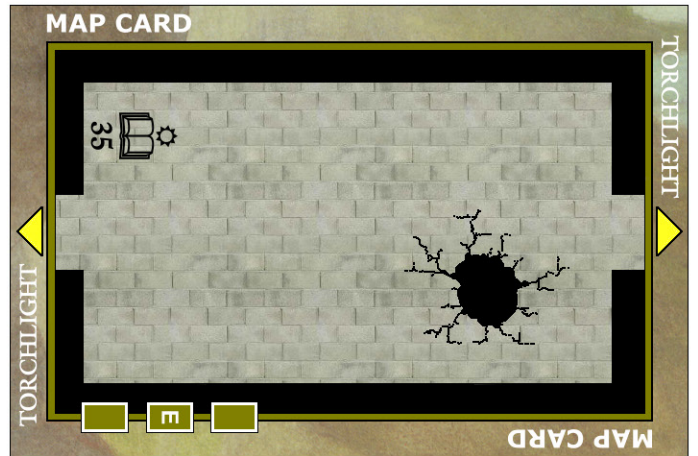
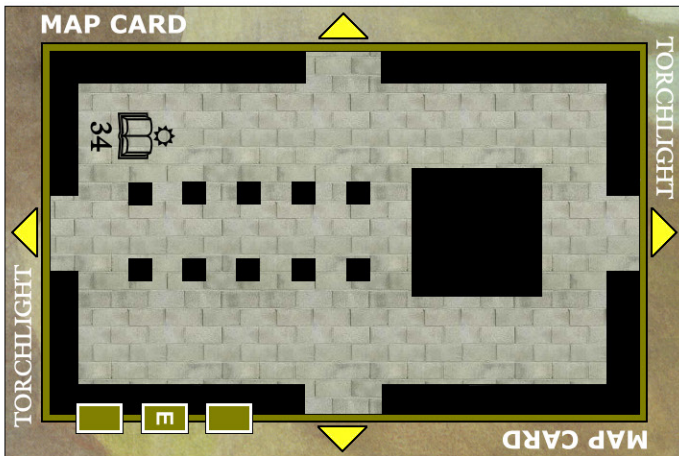
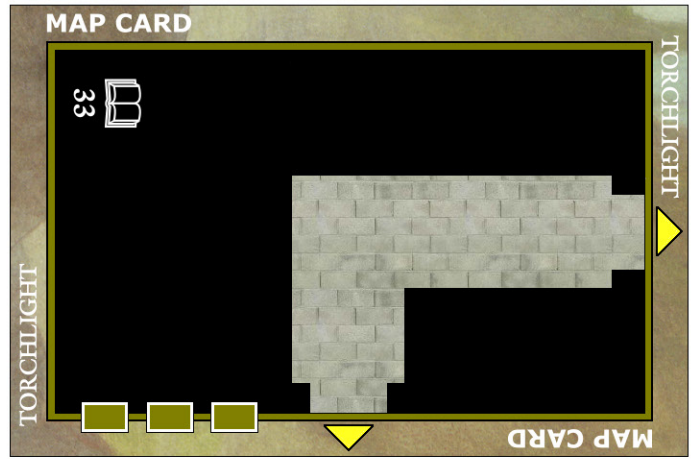
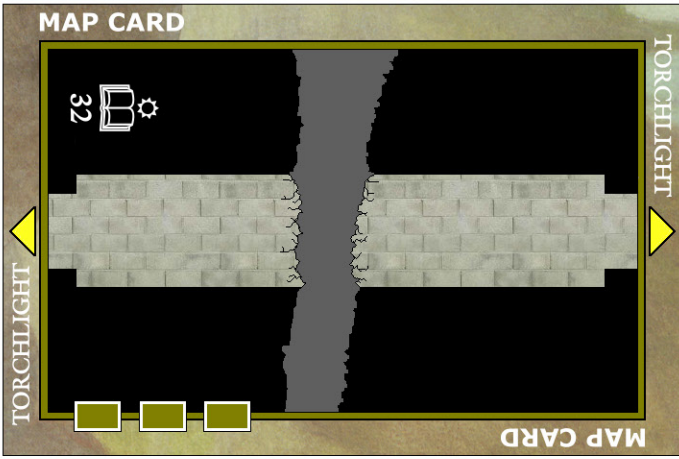
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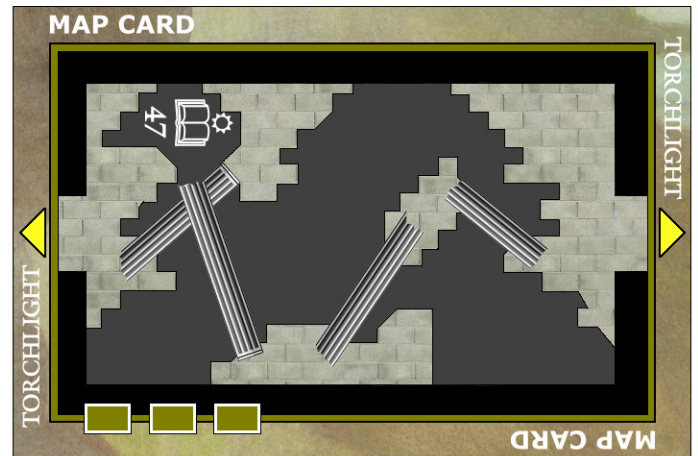
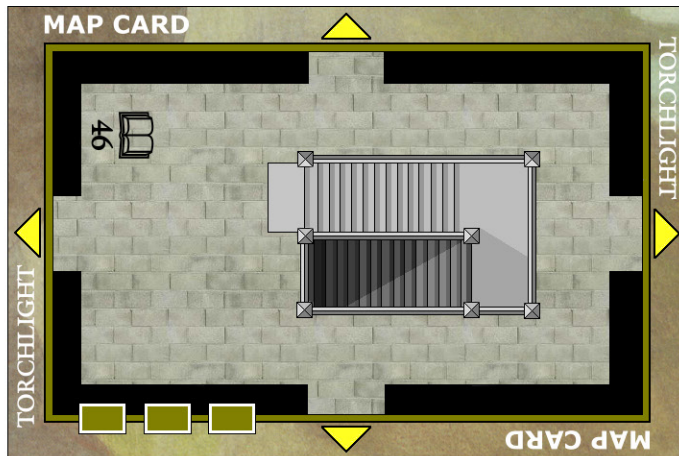
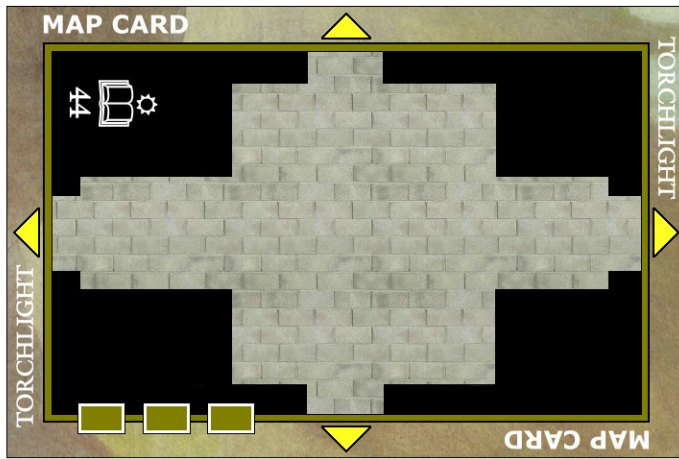
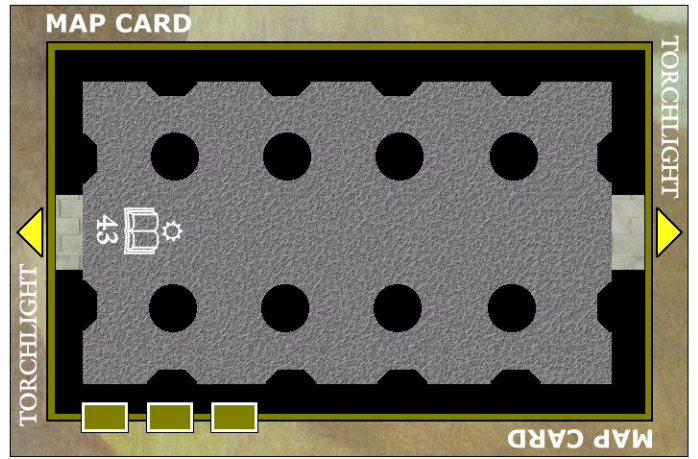
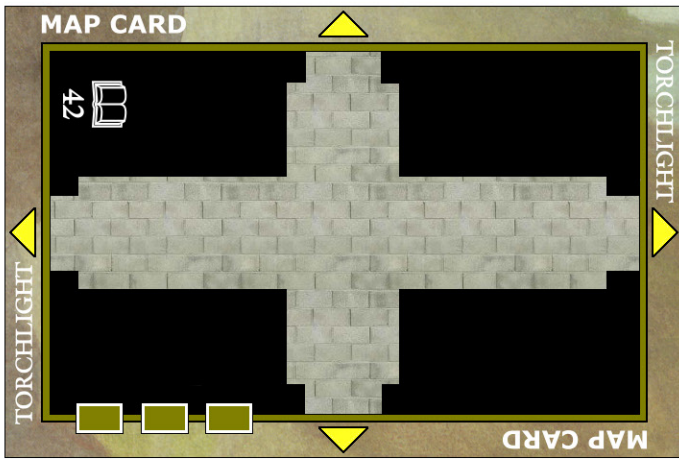
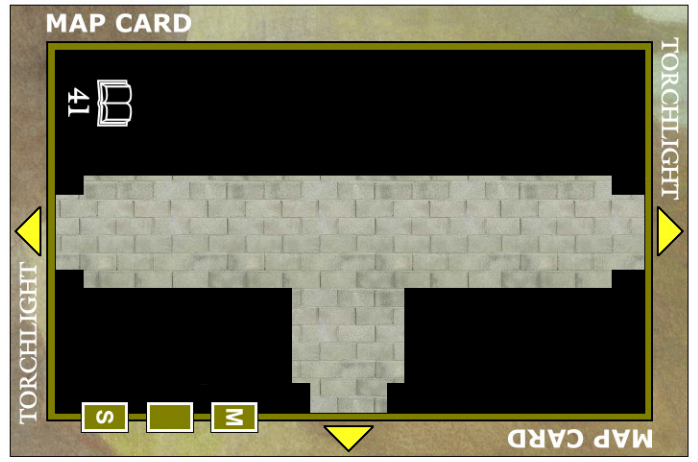
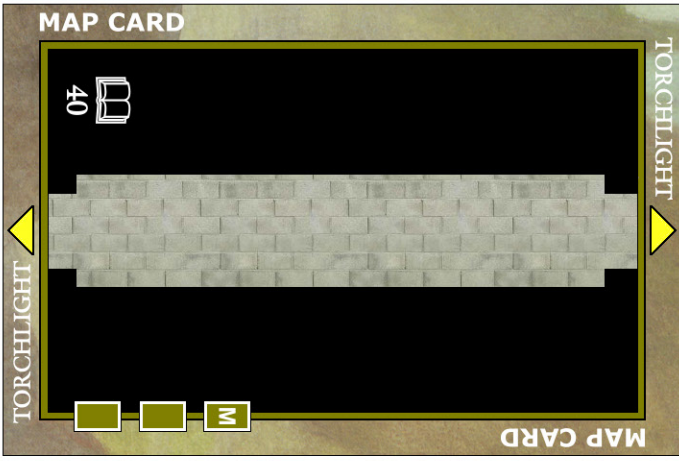
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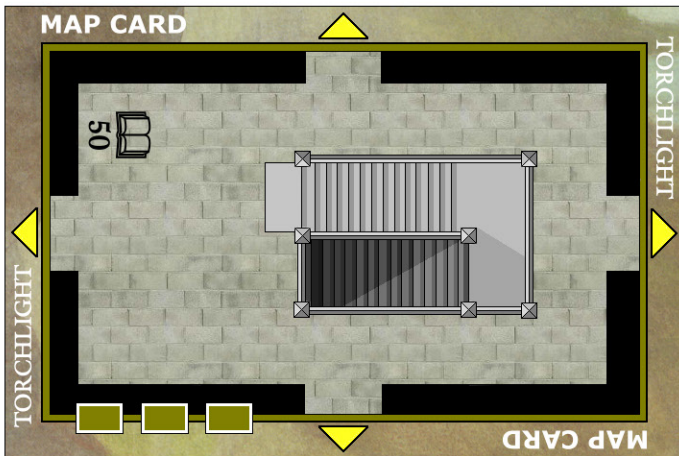
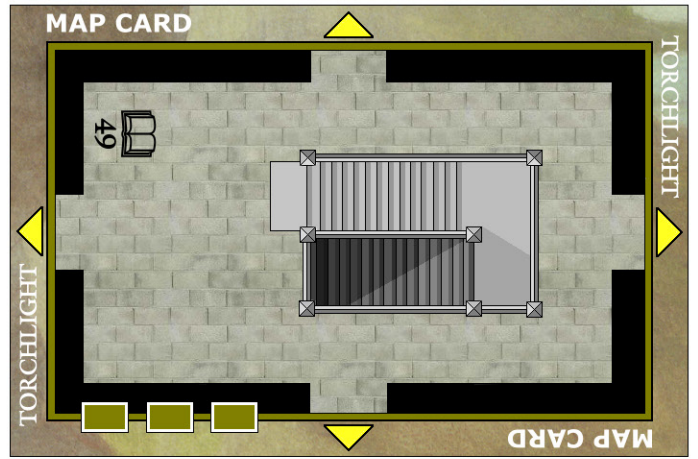
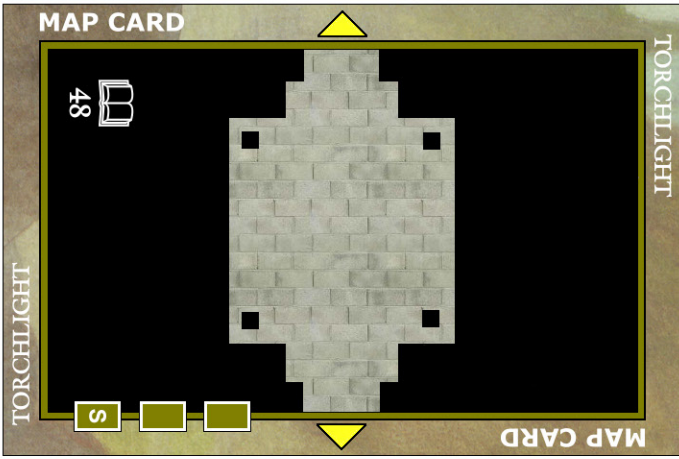
TORCHLIGHT ADVENTURE GAME

Card sheet no: 9



TORCHLIGHT ADVENTURE GAME

Card sheet no: 10



Card Box for the Torchlight Adventure Game





QUEST FOR THE ORICRYST

HERE CAN BE FOUND A TALE OF CENTURIES PAST, OF HOW THE ORICRYST OF THE TREL'SARA CAME INTO THE POSSESSION OF THE DWARVENDIM STONEKINGS. DO NOT SUPPOSE HOWEVER, THAT THIS IS A LEGEND OF CHAMPIONS OR HEROES, OR INDEED OF GREAT DEEDS OR POTENT MAGIC. THIS IS THE STORY OF ONE MAN ALONE, WHO BRAVED THE DEPTHS OF A VAST RUIN TO FIND A PRICELESS ARTEFACT. IN THE WORLD OF ARBORELL THAT MAN IS YOU.

QUEST FOR THE ORICRYST IS A CARD-BASED GAMEBOOK ADVENTURE SET WITHIN THE ANCIENT RUINS OF ARBORELL. THIS CARD SET INCLUDES ALL THE CARD SHEETS REQUIRED TO PLAY THE GAME AND PROVIDES DIRECTIONS FOR PRINTING AND ASSEMBLY.

MAY GLORY AND REPUTATION FOLLOW ALL WHO ARE SUCCESSFUL.

