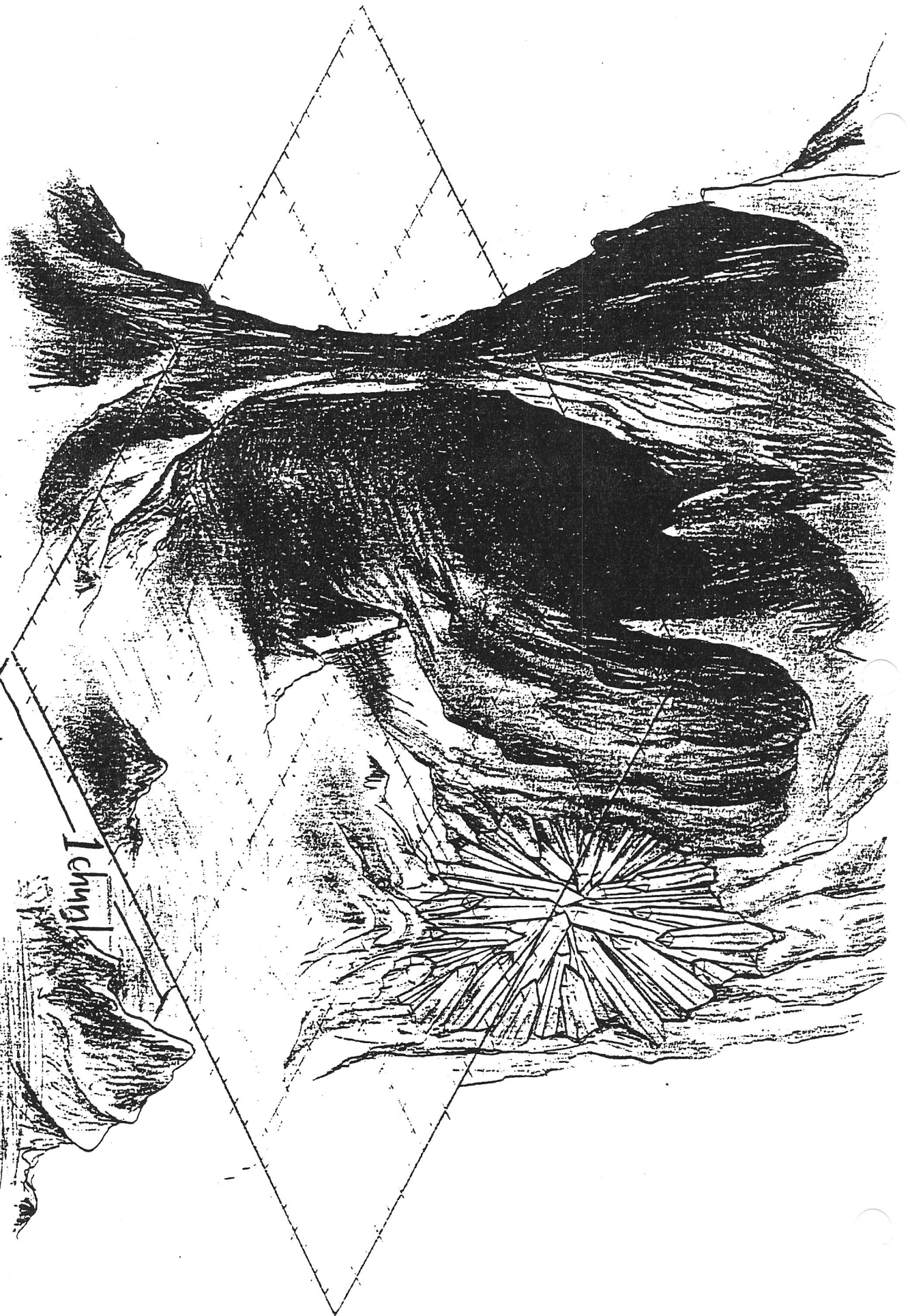


Hythloth

AX

Entrance to
Sunken Hythloth
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Hythloth is a great tunnel system leading from the ruined Ambrosia far out under the ocean. Eventually sealed sections of it can lead you, magically, back to Britain's sewers. Its ancient labyrinth of tunnels have been used as everything from a staging ground to a tomb. The entry and exit from its depths are sealed with heavy crystals that must be blasted away (using a powder keg and Desbet's know-how) to clear a path. Once the path is open the Avatar can travel between Britain and Ambrosia as needed. The areas within are populated with all manners of hardy creatures capable of surviving in such a hostile environment. Shades, ghosts, ghouls, rats, spiders, trolls, demons, skeletons, liches, slimes, xorns gazers, and more.

PLOT INSERTION

At one point the Avatar must travel to Ambrosia to seek the aide of Vasagralem and Desbet. To get to Ambrosia required falling into one of the whirlpools at sea, near the ruins of New Magincia. But once down the maelstrom, there is no return by the same route. Therefore, the group finds out about the route through Hythloth. The entrance is sealed with crystal growth and must be blasted through. This will also be necessary when to exit.

DETAILS

The first section (1A) is composed of natural caverns and lava tubes. A section of river crosses a couple of rooms. There are a few guardians on this level and they tend to be powerful.

Level 1A

Journal note <hythlothEntered>: *"With Desbet's skill and knowledge we breached the crystalline entrance to the tunnels of Hythloth. We must use these ancient passages in an effort to reach Britain since we cannot return to the sea through the whirlpool."*

1. An immense chamber. From the north wall a waterfall pours forth into a pool. The pool drains into a swift flowing river, exiting the SE side of the chamber. There is a large bridge in the room, crossing the river (which is too swift and deep to ford). As soon as the group crosses the bridge, 4 gazers fly down and attack the party.
2. Steam room. Two large steaming caldera's are on the east side of the room. A large partitioning wall covers the west side. The steam suddenly bursts out occasionally and could burn party members if too close. Two demons lurk around the partition, but will hold attack (if possible) until the group is near the geysers and then will seek to fight them while their back is to the geyser and they are taking damage from the steam.
3. There are several magic items in here that can be had by solving a puzzle. (TBD)
4. The river runs into the room from the west and then roars into a cataract on the east. Descent is not possible down the chasm. It would surely mean death. Four spiders are lurking near the chasm and will attack.
5. The bat colony. 20 bats call this home. They will attack any who enter, but will concentrate the attack on any light bearers.
6. Several skeletons of warriors lie in this room. Disturbing the remains (getting belongings) will cause six of them to animate and attack. The booty is odds and ends in several backpacks.

Level 1B

1. Columns of the Fallen. The obelisk at the beginning of the corridor speaks of the king entombed here and the curse on disturbing him. Ages past an ancient king of Ambrosia (gargoyle), buried himself and his fallen warriors in these caverns in hopes that none would loot the tombs. So far successful. Each of the columns tells of a gargoyle warriors heroic deeds. Once the center of the hall is reached, then the columns will suddenly become undead, gargoyle warriors and attack.
2. Shrine of the King. A great gargoyle pyramid is on a rise in the middle of a large grotto. The tomb looks undisturbed and the front entry, magically locked. Before the tomb stands a particularly nasty demon, set as guard. Once defeated and entry gained, then the Avatar and party will descend into the tomb's chambers (Level 2 and 3) the traps are nasty and deadly.
3. The long hall. A great corridor stretches into the distance. Odd carvings are on the wall and several skeletons lie about on the floor. Eight spiders lair in the room to the south and will pour forth when their layer is passed or entered.
4. A summoning chamber. Who used this chamber is unknown, but that which they summoned is still here. A great invisible demon attacks the party on entry. He is pissed at being summoned, imprisoned and left here without release. The party can kill him. Or if they read the book on the altar it explains how to break the circle and release him. The demon will leave and not harm the party if they do this. If they do release him, he will reveal the secret door beneath the altar and tell them to push the altar out of the way..
5. A magical storage. The altar must be pushed out of the way to get to the passage. It only moves to the NW. Once moved they can enter a hall that leads to the chamber. Here all manner of magic items might be found.
6. Another long chamber. In here are four xorns looking for food. When the party enters, the xorns have found their meal...the party.
7. In here lurk four more gazers. If the party enters they will immediately attack.
8. The lava pit. A large caldera has pushed up in here and is leaking out a good deal of slow moving lava. Cavorting and playing around the lava are 3 demons, who will attack the party.

Level 1C

1. This large chamber is crossed by a swift river that cuts through from the NW to the SE. A single bridge spans the waters. Lying before the bridge and asleep is a dragon. If it is not touched or disturbed (including loud noises) it will be unaware of the party. If it is bothered it will fight to the death. To the NW is its hoard.
2. Three ghost lurk in here (former dragon victims) their bodies lie on the north side of the room. The ghost will harry and follow the party making moaning and screaming noises, but not engaging them. If the bodies are thrown into the river, then the ghosts will leave. Destroying them is also effective, but they will not close with the party and will have to be killed at range.

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3. The river flows through this room also. In fact it is the only way to get to this room. Trolls have taken up residence in the room and are fishing the river for fish and other unfortunate beings. They currently have nets strung over the south edge of the room. If the party does not land a skiff quickly they will be stopped. Stopped or snared captives can cut themselves loose with a dagger only (sword is too big). The trolls will then attack. There are four of them here. The glyph will cause the Avatar moderate damage when it is pulled.

Journal note <hythlothGlyphTaken>: *"We have found another of the glyphs. Taking them still hurts, but it seems to be necessary to stop their power."*

4. At the far end of this damp chamber is a barrel. It is a mimic. In front of it is a large patch of green slime.

5. The river flows in from the north and down a large sinkhole on the south. If the party enters by skiff they must land immediately upon entry or fall in the chasm and die! Entry into the neighboring areas can only be made by coming here by river.

6,7 Four more trolls in each. Three chests are in the small room off of room 7, inside are odds and ends gleaned from the river (including fish and fish bones, but nothing of high value.).

8. The lairs of the headless. A while back an evil mage created the headless here to guard the entrance to his layer (1D). He succumbed to a demon that killed him upon summoning. The demon still lurks in the area. There are eight headless in this chamber and 12 more in the surrounding smaller rooms.

9. The chamber of the beast. The demon lurks here and will attack when disturbed. He asks no quarter and gives none. Among his treasure is 80 gp and a piece of the staff. The staff, if the other part has been found, will disincorporate any amount of undead, when they are confronted. The staff has been weakened by its mistreatment and will cease to function after three uses.

10. Worship area. The headless worship the demon and have made an altar of bones to him in this room. There are four headless here and they will fight to the death.

11. The river enters from the west and moves to the east. A skiff lies grounded at the edge of it.

12. Three ghouls are in here gnawing on a dead troll.

13. Here is a piece of a staff (the rest is in room 9). When combined with the other piece it will disincorporate undead.

14. The area before the entry and inside the room are covered with large hard scales. Scorch marks are evident at the opening and inside the room. If Raven is with the party she comments on the snake like stench in the area. It is the room containing the dragon hoard. Here are chests filled with: 100 gp, 20 gems (5 gp ea.), 3 round shields, 2 heater shields, a magic shield, a magic sword, 3 regular swords, a 2-H-sword, halberd, buckler, 2 chain mail, 1 plate mail, 2 boots, 1 swamp boots, and a ring of invisibility. Once entered the dragon will be awake and try to kill the party.

Level 1D

1. Chamber of the ghouls. 15 ghouls attack the party (hope you have the staff).

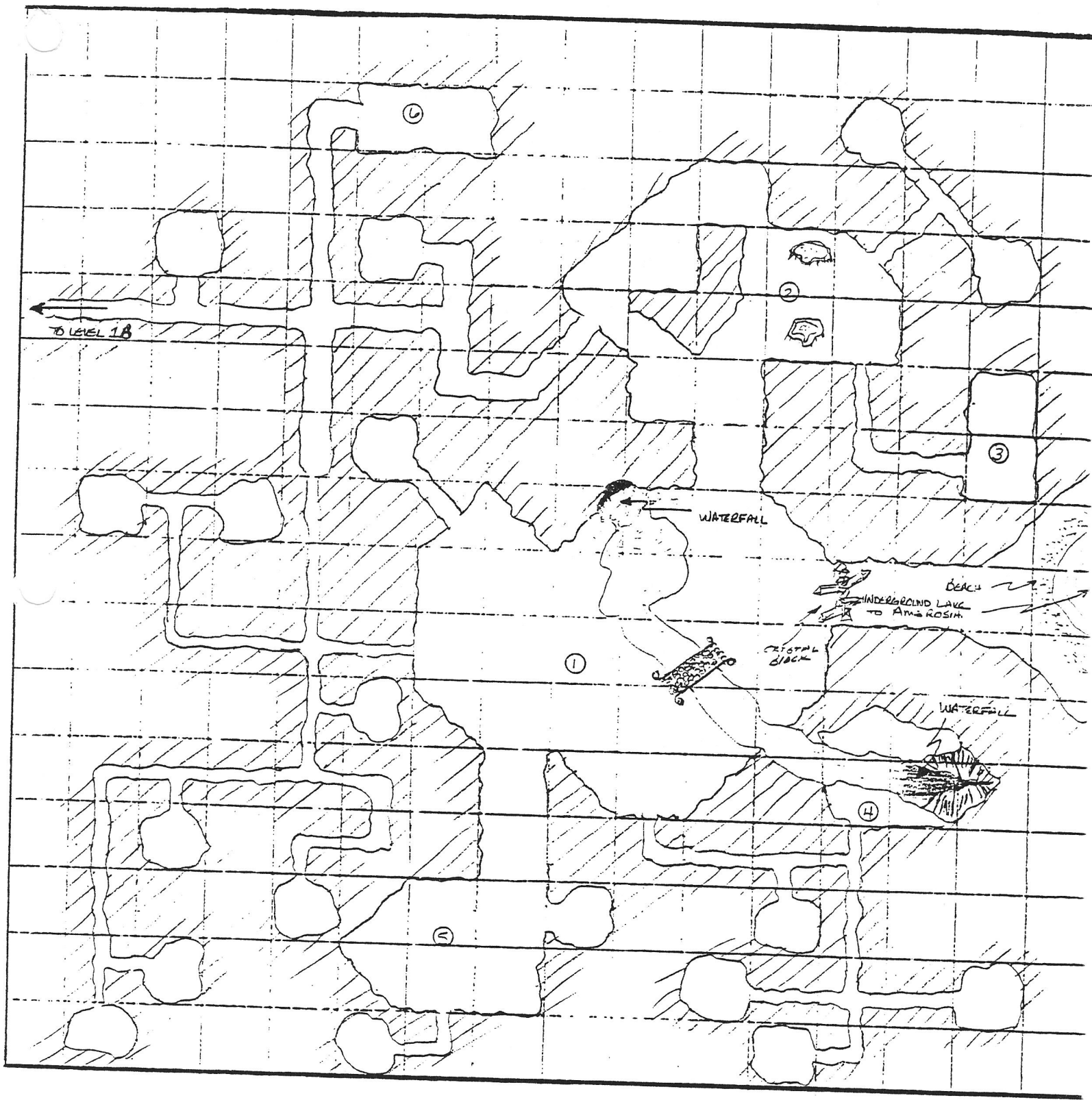
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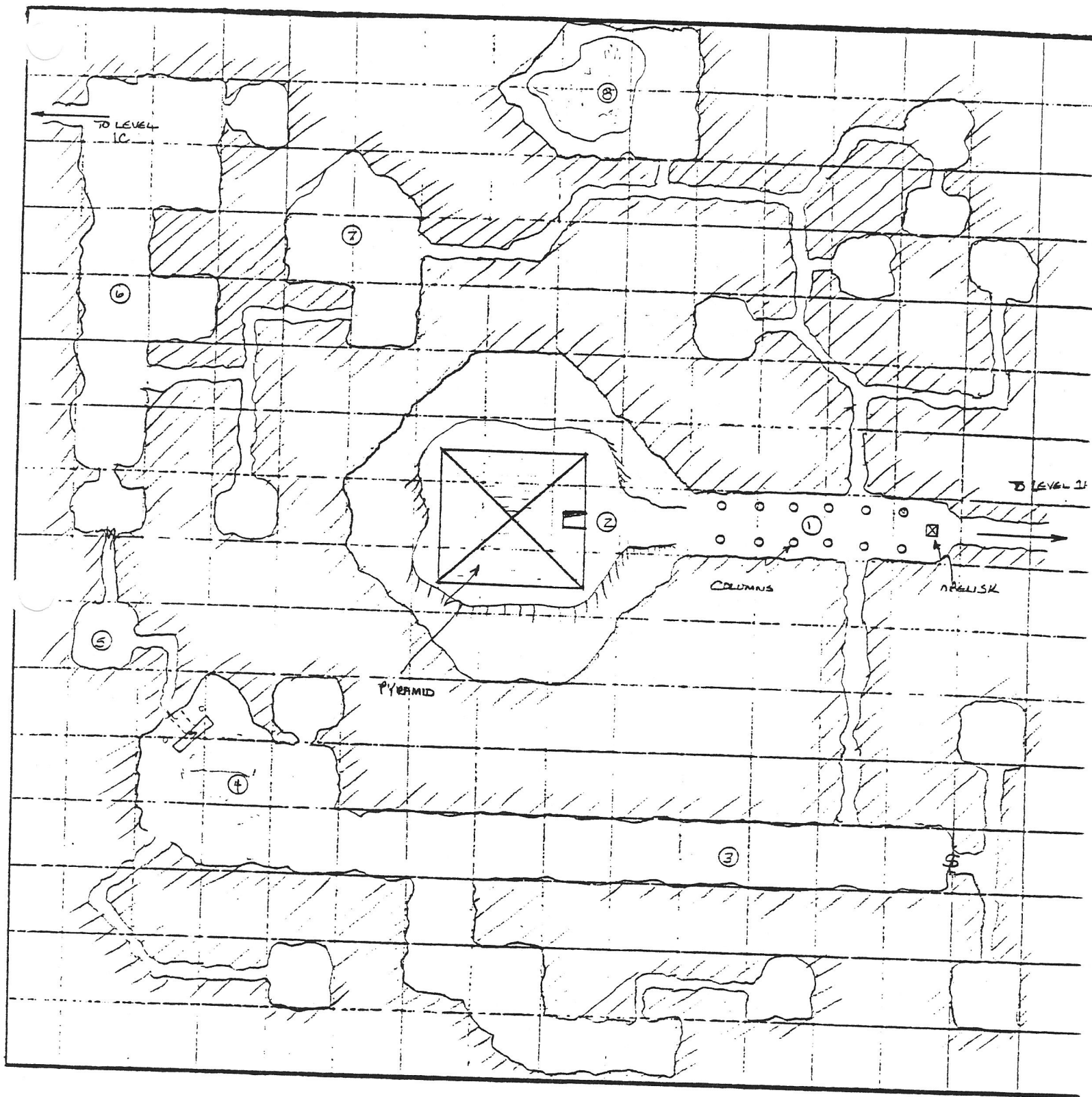
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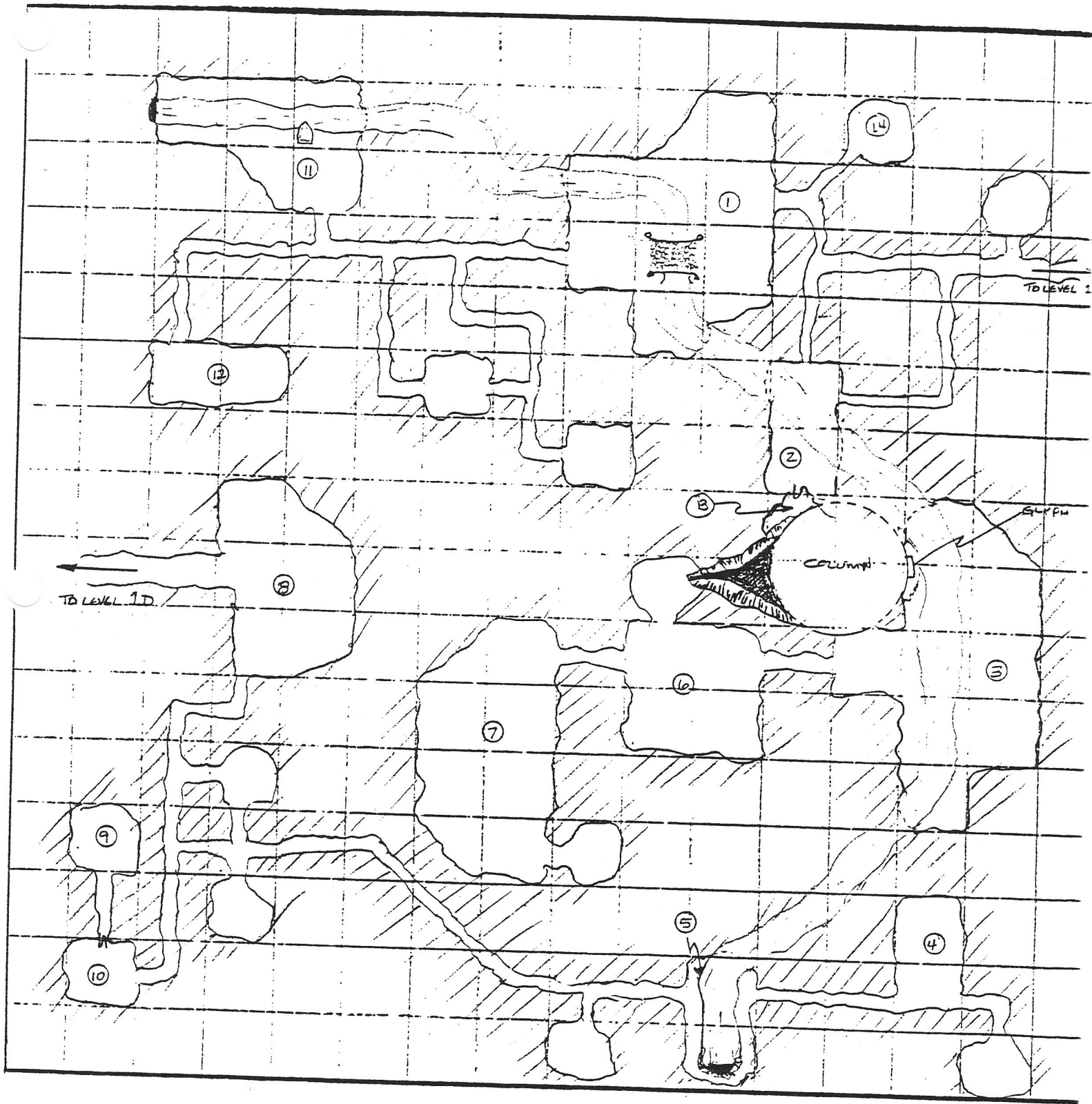
2. Chamber of the skeletal warriors. 15 attack the group (really need the staff). This is the entrance to the ancient mage's layer. The entrance is magically locked.
 3. A fitted stone chamber as are all in the layer complex. This is a storage area. There are many empty crates and some with worthless items.
 4. Chamber of the wizard. This is a bed chamber with desk, tables, chairs, bed, wardrobe, etc. Also the lich is in residence and will begin to attack the party. He has some old treasure hidden in a secret compartment in the wardrobe.
 5. Magical lab. Many potions and glassware set up on tables in here.
 6. Scroll chamber. Magically locked. In here are tables, chairs, paper, ink and a safe. Lockpicking the safe will be hard, but inside are several high level spells on scroll. The combination to the safe is on one of the pieces of paper on the desk, but not the top one.
 7. Foyer, guarded by a gazer.
 8. A plethora of rats greets you. There are 20 rats churning about this area and they want to eat the party.
 9. A bat grotto. Bats flit about this chamber and attack if accosted with a light.
 10. Two xorns are excavating this chamber and will attack when disturbed.
 11. Another crystal blocks the tunnel and must be blown. The other side enters the sewers under Britain.
- Journal note <hythlothExited>** (activates only first time through): *"Desbet has led us to another large blockage of crystals sealing a tunnel. With his guidance we set another powder keg and opened the way into the sewers of Britain."*



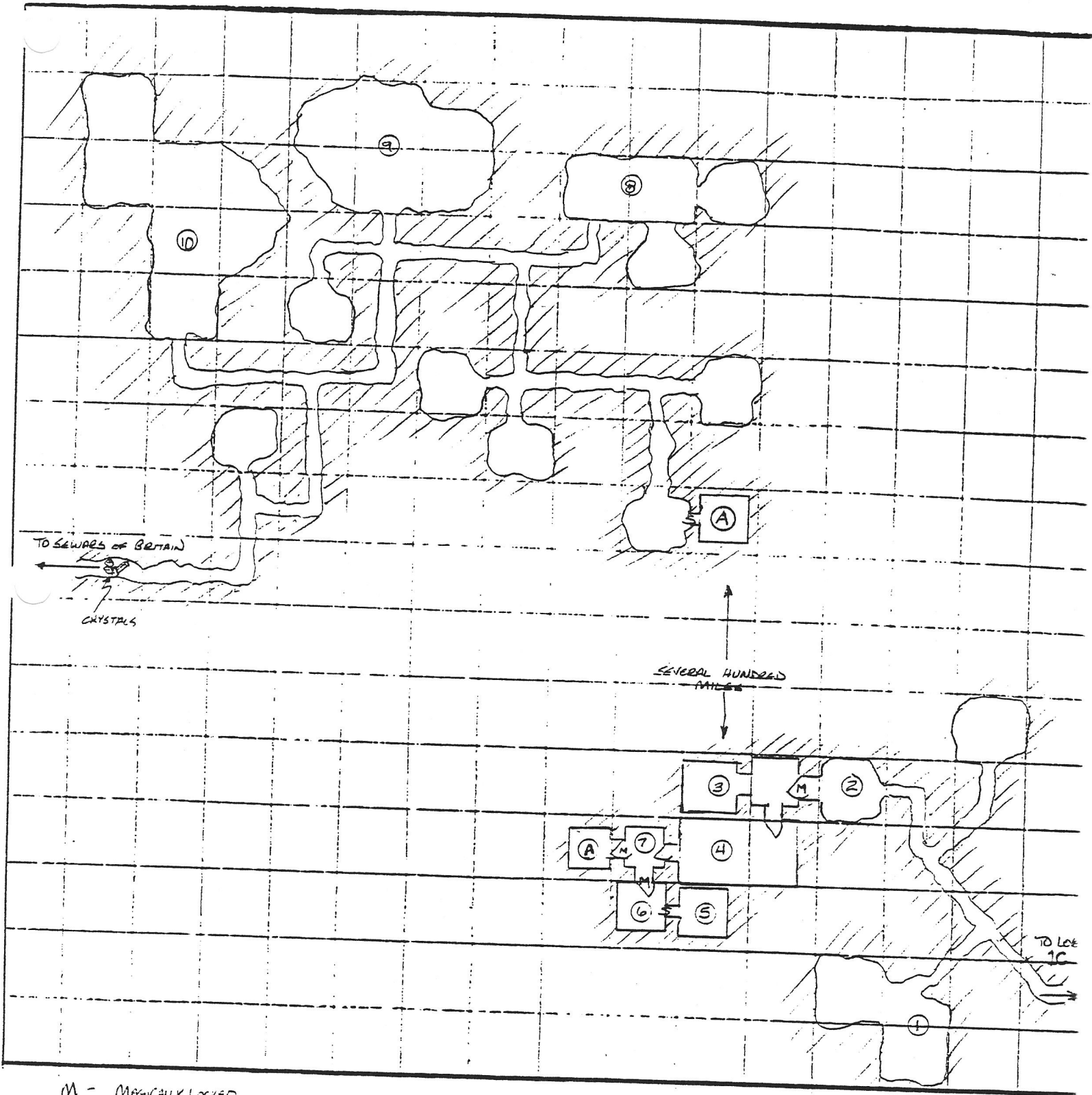
HYTHLOTH - Level 1A



HYTHLOTH - LEVEL 1B



HYTHLOTH - LEVEL 1C



HYTHLOTH - LEVEL 1D