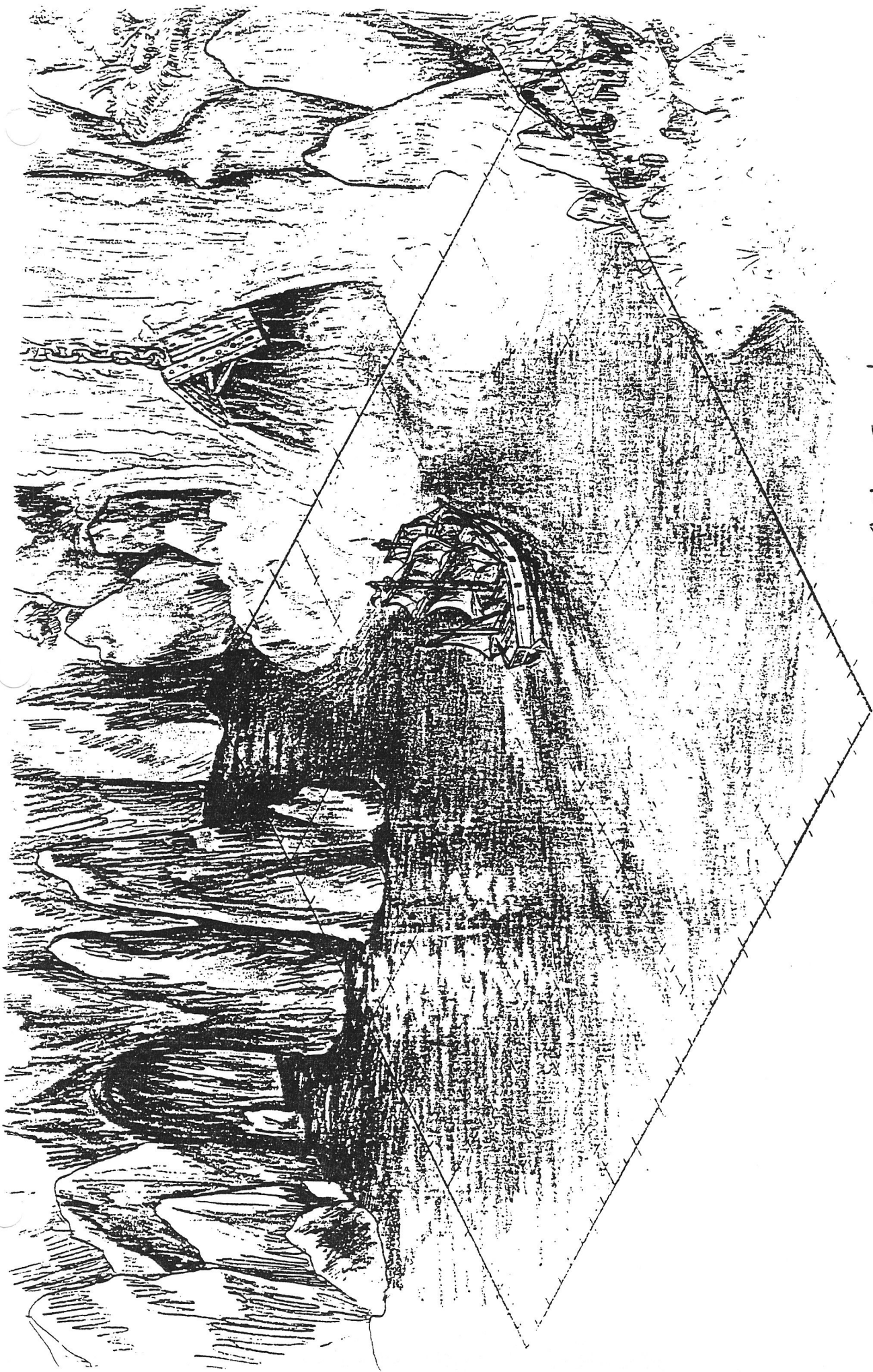


Shame



Waterfall Entrance  
to the  
Halls of Shame R50

Deep in the Serpent Spine Mountains, at the headwaters of the a River is the entrance to this complex of caverns. The entry is unique and showy. It is the home of a renegade band of adventurers, pirates, and thieves. Travelling the path to the entrance will require a ship, since no footpath will be accessible to the party. Chances are their ship will be destroyed, once entry to the caverns is gained.

## PLOT INSERTION

The Avatar must join the "guild" to gain access to all sorts of information, ships, and the friendship of Samhayne. To get into the guild requires getting a sacrifice (stealing an item). Samhayne sets the task as obtaining the quicksword, currently held by Kaeden, the leader of the band in Shame. The guild will provide the ship. Also by completing several tasks within and defeating the leader, the Avatar will gain an Etheric power.

## DETAILS

This dungeon flow is reversed, as it was in Deceit. The party will enter on the lowest level and work their way to the top. They will then exit the caves on the south side of the mountains near a marsh.

### Level 4

1. Entering the caves can be tricky. After following the river to the headwaters, while dodging gun emplacements in some sections of the canyon, the Avatar's group will reach a small lake fed by a broad waterfall. To one side is a beach landing, destroyed pier and a two story building, built near the cliff face. The party must storm the building and eliminate the guards. Once this is accomplished, they can use the machinery inside to breach the waterfall.

CUT to Flic: A huge chain will pull an old ships bow from the water beneath the fall. It will rise to about half the falls height, providing an umbrella for the ship to pass beneath it. The waterfall continues to spill around the edges. Once clear the chain will lower the shield automatically..

Journal note <shameEntered>: " We have successfully navigate up river to a great waterfall at the end of a box canyon. Only a small house sits near the only landing. After the attacks in the canyons up river we knew to expect trouble. And trouble there was. We were assaulted on landing and had to kill the occupants of the house. Inside the house was a piece of machinery that raised a barrier into the stream of the waterfall allowing us to enter. We re-boarded our ship and sailed into the darkness beyond, only to find a small village and tunnels leading back into the mountain"

2. A large cavern is mostly filled with a large lake. An underground river runs in from the NE. To the west a section of land has been turned into a small village with two docks. Some ships sit at the docks, but one space is large enough for the players ship. Cannon implements sit up on the walls and begin firing on the ship as soon as the player comes through. If the ship sinks, the current will drive the raft to the dock area and the group can disembark.

3. Four fighters immediately attack the party on the dock. When these are finished, four more come. After those four more come. Then they are all gone. The buildings are composed of five dwellings housing two people each (now dead), and a tavern (now unoccupied).

A tunnel leads out the north side of the village.

NOTE: These caves are a combination of dry caverns and underground rivers. By using foot travel and skiffs they can navigate the entire reaches of the dungeon.

4. Two guards attack the group here. There is a set of stairs leading up to level 3

5. An underground river roars into this chamber over a smaller waterfall. It will require a skiff to reach this and other river points due to the strong current. A set of ladder rungs is set near the waterfall. A

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party can climb these and onto the ledge. A chest is here locked and trapped (darts, poisoned, light damage). Inside the chest is a pouch with ~10 gems at ~5 gp each. Also there is a dancing sword (see magical items list).

6. A stagnant shallow pool.

7. A large swirling chamber water seems to be flowing toward the east exit from the room. The current at that entrance is strong and flowing away from room 7 to room 8. In the passage to room 8 a cable is across the tunnel with a large danger sign on it. It will stop the boat and they will have to move it to one side to continue. If the party decides to continue they will die. Time to restore the save game.

8. There is a large sinkhole in the floor of this room. It can't be seen, however, due to the large quantity of water flowing into it as a whirlpool. Traveling into this room is certain death.

9. Barracks. There are beds chests and table and chairs in this room. There are also four fighters who attack.

### Level 3

1. Weapons and tool storage. There will be two fighters in here and the door is opened. They will attack the Avatar and group. Inside are several items: 2 shovels, 2 picks, 4 buckets, 3 barrels, 4 crates (empty), 1 l. Sword, 2 broadsword, 1 2-H-sword, 3 daggers, an axe, rope, 10 torches, and 4 flasks of oil.

2. A large pool of water. The pool appears to be stagnant but a slight current flows out the NE passage. A skiff sits on the shore. A giant squid lives in the water and will attack the group before they get in the boat.

3. Another large cavern with a large body of water. There is no boat here so the party will need the skiff in room 2 (this level). At each landing point is one patch of slime and a killer plant.

4. There is a small island at the center of this chamber. There are two killer plants on the island. Also there is a chest. It is locked and trapped (poisonous gas). Inside is ~100 gp, a healing potion, 2 curing potions, and Gauntlets of Strength.

5. And yet another large body of water. The NE section of the landing has a killer plant and a patch of slime. The party will have to use the skiff from room 2 (this level) or swim.

6. This chamber is in ruins. It used to be a barracks, but the column has smashed through it. There are bodies everywhere. Victims of the initial impact. Near the column a loud rumbling and humming is heard. There are now three ghosts haunting the room and they will begin to harass the party.

Also the glyph on the column is visible. When the glyph is removed it will jolt the Avatar (moderate damage).

**Journal note <shameGlyphTaken>:** *"We have found the heart of another of the columns of Corruption. After plucking the glyph, the column seems to have stopped."*

### Level 2

1. A group of orcs are working with the other occupants here and have taken over this room. There are six orcs in here and they will attack the Avatar's group if they enter. There are six pallets on the floor. Each orc is carrying ~2 gp. Under one of the pallets is a ring of poison immunity.

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2. The paladin, Galarion's, chamber. This chamber is sparse in furnishings. A bed, table, chair and chest. There is a bottle of wine on the table and 12 empties scattered around on the floor. The chest is unlocked and contains old clothes, a dagger, a medallion showing the symbol of the paladin's of Trinsic, and a pouch with ~5 gp.
3. The mage, Marius's, chamber. The door is magically locked. This chamber is cluttered. A bed, 3 chairs, table, desk, and chest. The table is covered with bubbling glassware. The desk is stacked with papers. None of the papers is important. Inside the chest (locked, but no trap) is a spellbook (unreadable except by Marius), one of each potion and a wand of fireballs.
4. Guard chamber. Three guards watch this chamber admitting no one to Kaeden's Chamber except unless accompanied by the mage, Marius or the paladin, Galarion. If pressed they will attack. Otherwise they will only turn away the party.
5. A meeting chamber. There is a large long table surrounded by eight chairs. There is a side bar on the N wall. There are food items, wine, and mead on the side bar. A door exits from the SE edge of the room. The door is locked.
6. A nicely appointed chamber. There is a desk, chair, bed and chest in the room. The chest is unlocked and un-trapped. Inside are only clothes and a dagger. There are three drawers on the desk. The top drawer has blank paper. The second drawer has a magic dagger and a potion of healing. The bottom drawer has nothing in it, but will open the secret door on the north end of the chamber (SFX: a loud click and whoosh).

The leader of the band Kaeden, is in this room when first encountered. He will fight the party. If the party succeeds they will get his sword, the Quicksword.

**Journal note <kaedenDefeated && quickswordTaken>** *"We have vanquished Kaeden and now have possession of the quicksword."*
7. The secret closet. Inside here is found Kaeden's horde. Three chests each with ~50 gp worth of assorted items, magic shield, 2 regular shields, suit of plate, suit of scale, a broadsword, a magical long sword, and another magic dagger.
8. Empty
9. Mess hall. There is a large hearth and open kitchen at the west end of the room. Long benches cover the rest of the hall. There will be four fighters and a cook in here when entered. They will not attack at first (they are busy eating). But if talked with they will realize their mistake and attack.
10. A group of orcs are working with the other occupants here and have taken over this room. There are six orcs in here and they will attack the Avatar's group if they enter. There are six pallets on the floor. Each orc is carrying ~2 gp.
11. There are 7 crates stacked in here. This was once a main storage, but they have moved since the column appeared. Kaeden relaxed that the column would eventually block all egress to the room (useless trivia). All the crates are empty except the bottom one. In here is found a potion of healing.

## Level 1

If the party reaches the troll cave then they have exited the dungeon. When this happens it activates another journal entry.

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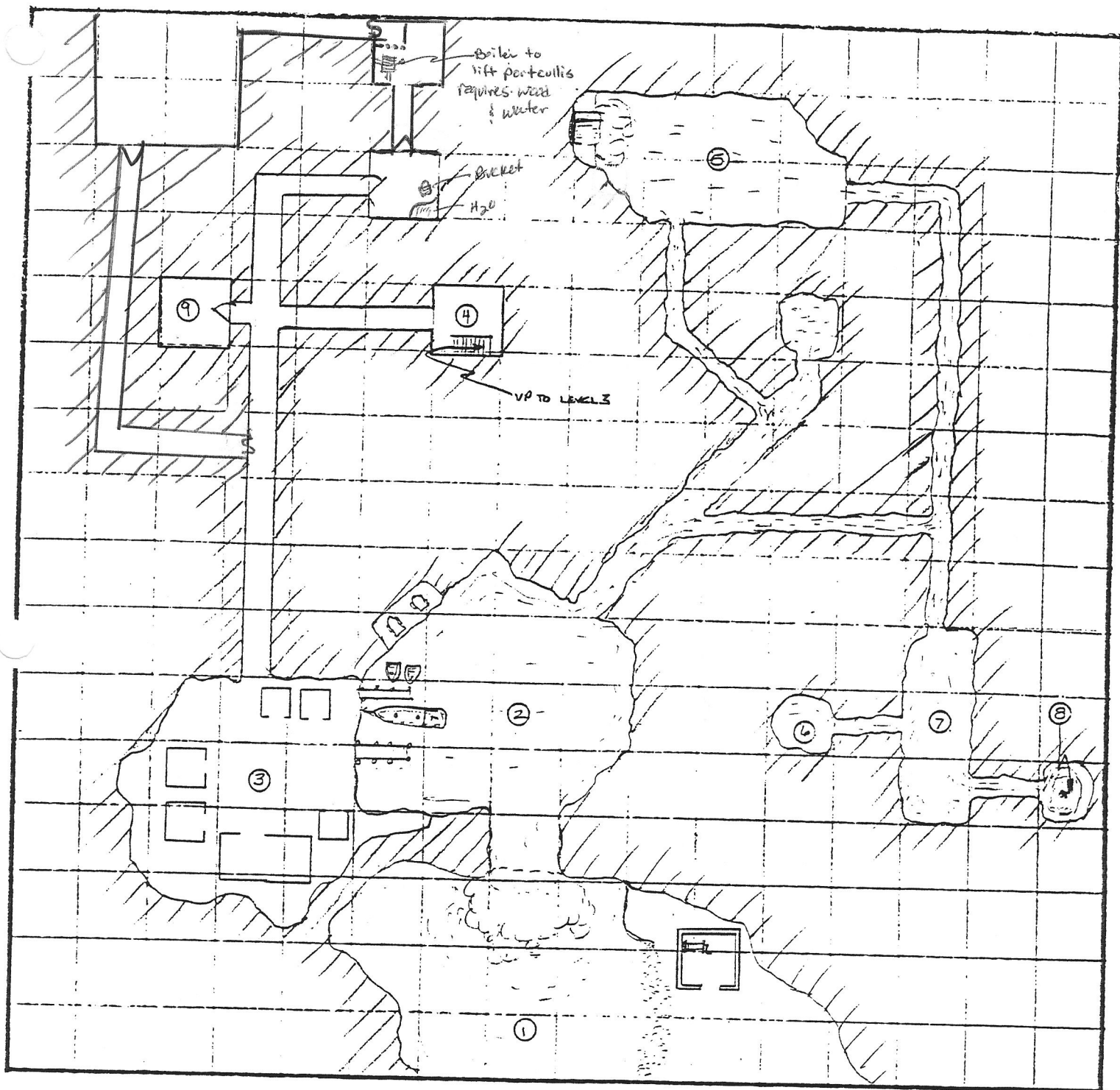
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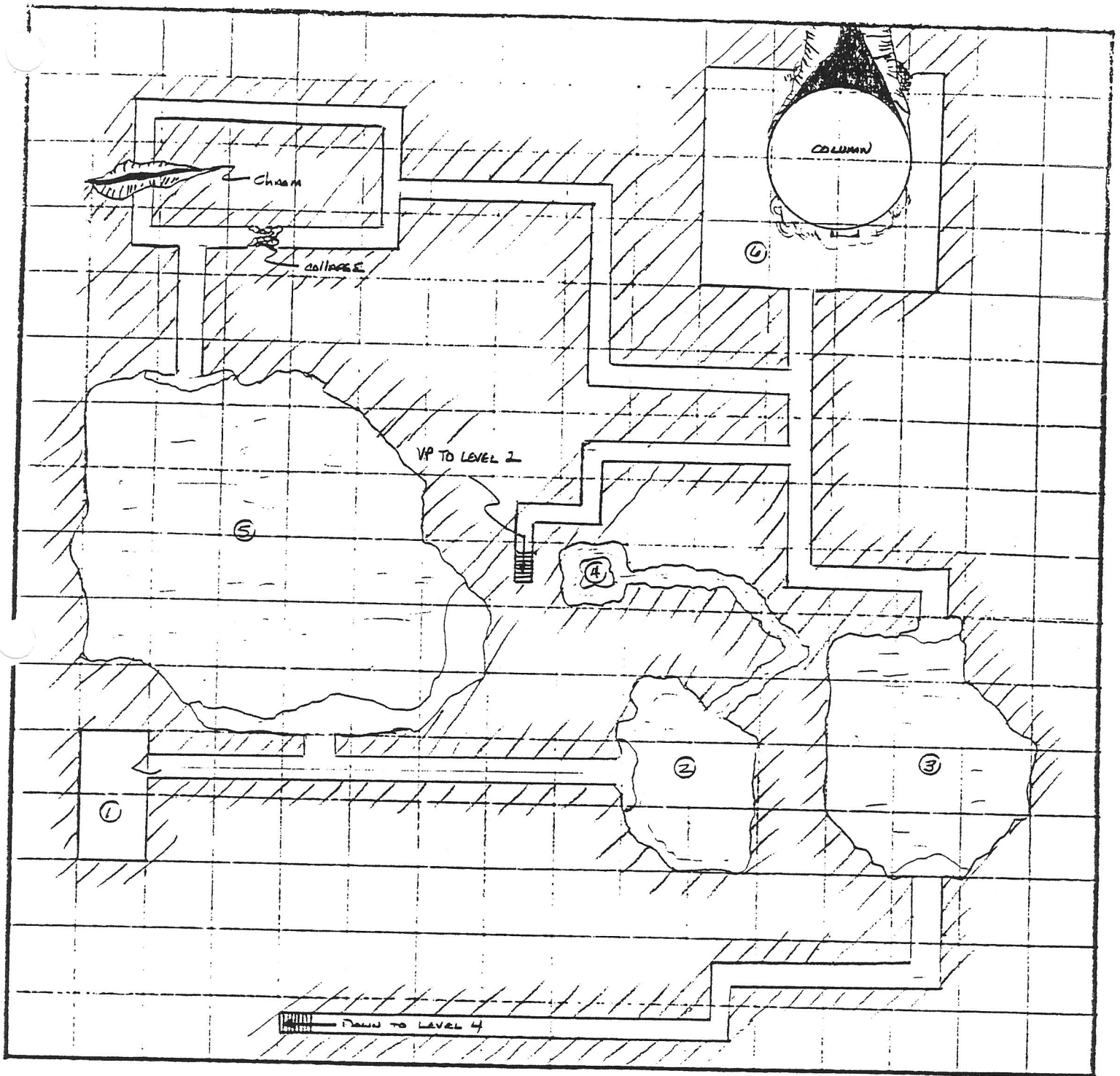
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**Journal note <shameExited>:** *"We have found another exit from these tunnels. This one opens out onto the marshes west of Britain."* **<quickwordFound>:** *"We must now get to a port to get another ship and sail to see Samhayne as soon as possible."*

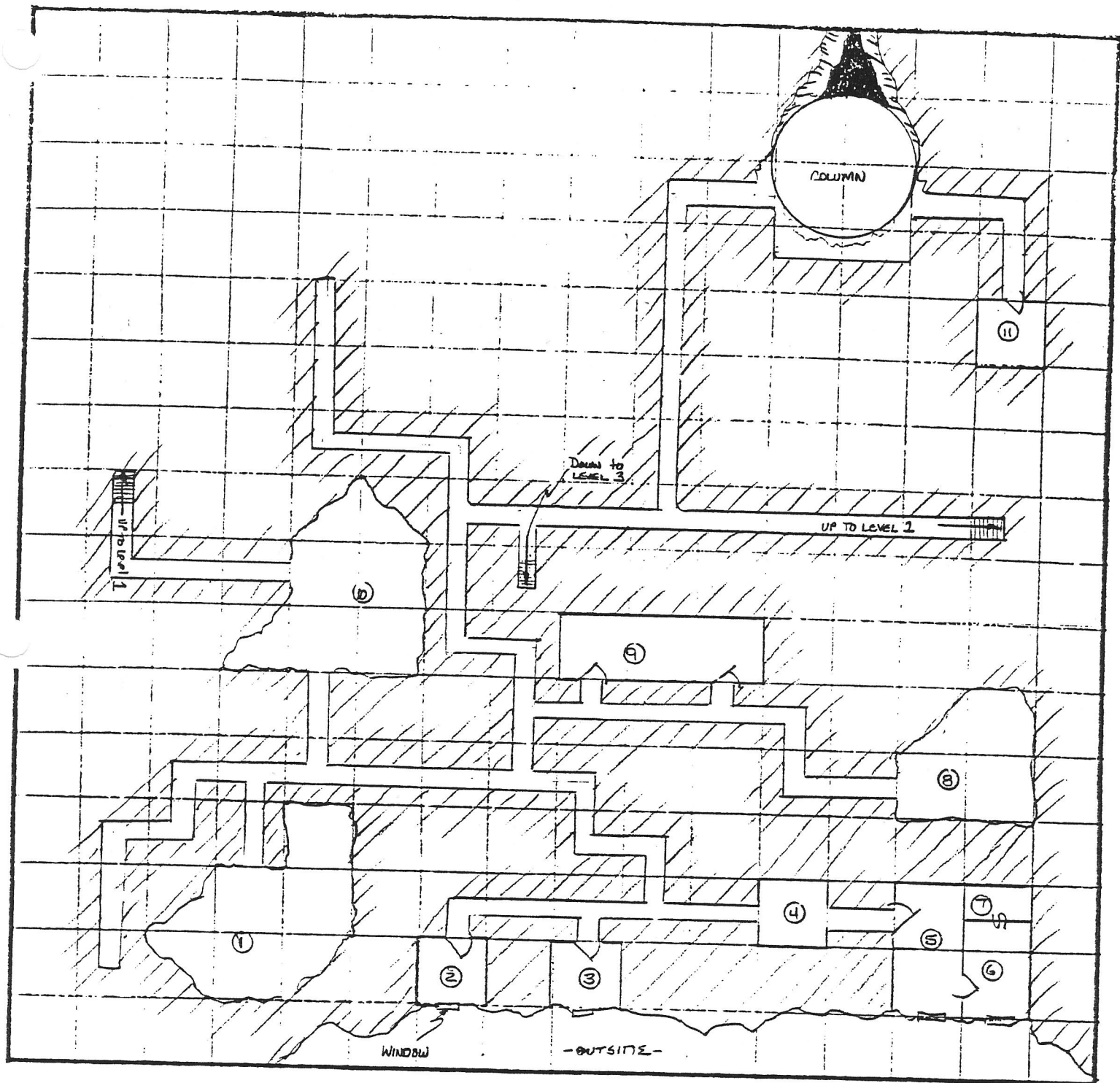
1. The troll cave. Three trolls live here. They work with the group in Shame and will attack anyone intruding or passing by the opening to their lair. The each have a pallet of mangy furs, but nothing of value.
2. Another troll lives back here. He is stronger than the other group and will be tough to beat. Under his nasty fur pallet is a pouch with ~4 gems at 3 gp each and a set of swamp boots.
3. Empty
4. Guard chamber. This is a ready area with only a table and four chairs. On the table are four mugs and a bottle of wine. Four guards sit around the table. They will leap to attack as soon as the room is entered. Each guard is carrying ~6 gp and a chest key in a pouch.
5. Barracks. There is room for twelve fighters in here, but only five are in here now. There are twelve cots and 12 chests. Each chest is locked, but none are trapped. Inside are assorted items, but none magical. Each guard is carrying ~6 gp and a chest key in a pouch. One of them is also carrying a potion of healing in the pouch.
6. Barracks chamber. Three fighters are here asleep. If the party is stealthy, then they can get three easy kills. There are four cots, a table, four chairs, and four chests. The chests are locked, but none trapped. Each guard has a key on his person, but no gold. One chest is empty. Three other chest have assorted items plus each has a pouch with ~10 gp.
7. The door to this room is locked and there is a large red sign on it that says danger. Inside 3 gazers have taken up residence and have been hunting rats (and humans) when possible. The use the chasm behind the shaft to travel around, but the party can't (useless trivia). They are hungry and attack immediately. They have no treasure.
8. Lead fighters room. This chamber is locked. Inside are two fighters, much stronger than what has been found (except for Kaeden or Galarion). They leap up and attack as soon as the door opens.  
Inside the room are two cots, a table, a barrel (ale), chairs, and chests. The chests are locked, but not trapped. On the table are two bottles of mead and two mugs. Inside the chest are a healing potion, a long sword, a dagger, an axe, a bow, 24 arrows, a suit of scale mail, a shield, and a pouch with ~25 gp. Also one of them has an invisibility potion.



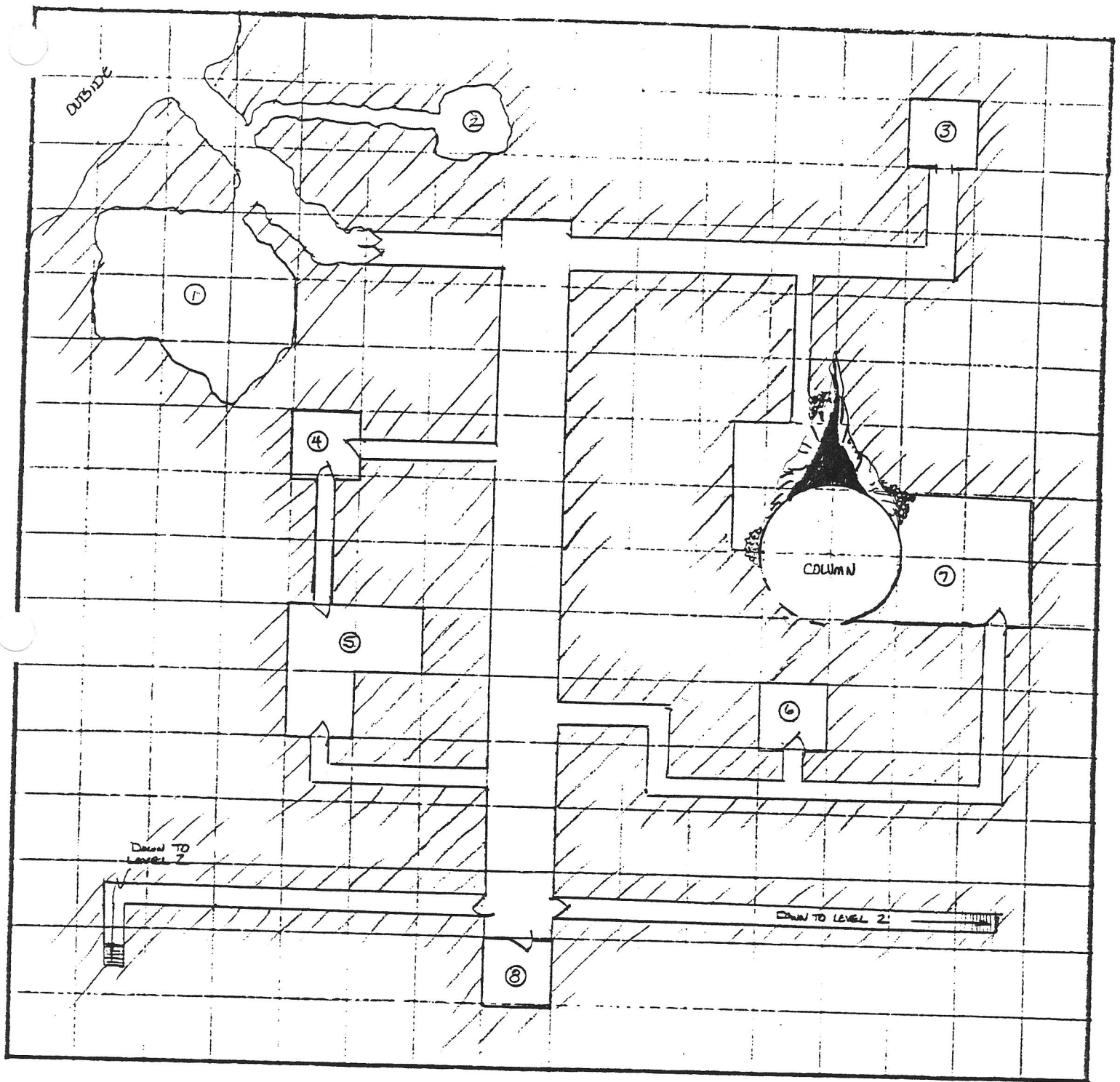
SHAMC - LEVEL 4 (ENTRANCE)



SHAME - LEVEL 3



SAME - LEVEL 2



SHAME - LEVEL 1 (EXIT)