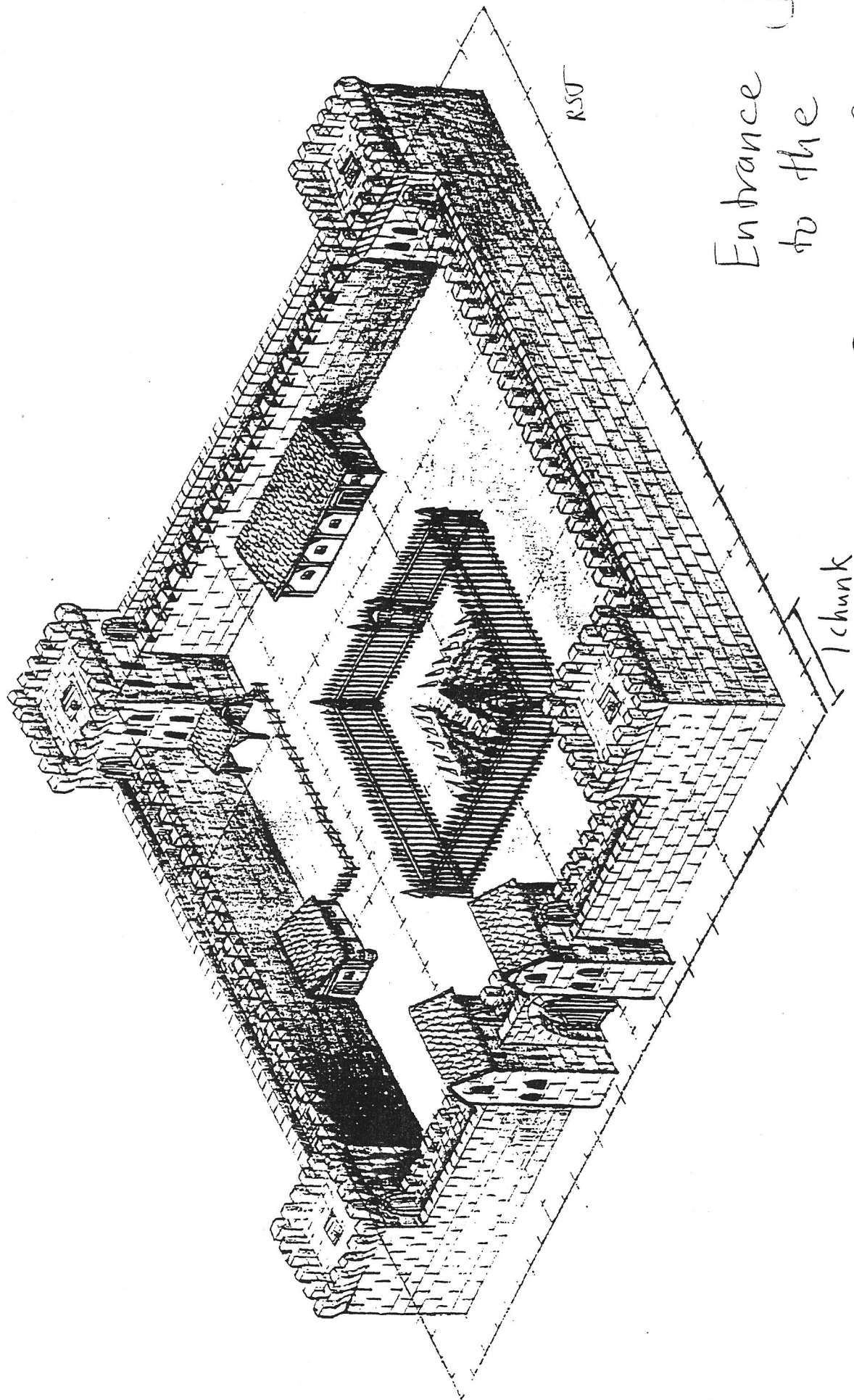


Wrong



Wrong

Entrance
to the

Prison of
Wrong

1 chunk

The prison of Wrong sits on a point of land jutting out into the waters of the North Sea. The prison is difficult to get to normally due to the surrounding mountains. Once there entrance is barred to the Avatar and party.

PLOT INSERTION

The prison will be an unexpected stop on the Avatars itinerary. While spying on Lady Verona or Brother Amorph (which ever is last) the Avatar is discovered spying and summarily rendered unconscious. When he/she wakes up they are locked in a cell deep in the unpleasant surroundings of Wrong. Gloating over the Avatars predicament is Blackthorn, in person. As his gloating concludes, a guard unceremoniously dumps Raven in the cell with the Avatar. Raven was trying to arrange an escape for the Avatar.

Raven, upon awakening will find guild marks in the cell and the two will escape into the passages below. While running about they will free those prisoners that are falsely accused and thereby gain the Avatar another Etheric power.

DETAILS

The prison is constructed of heavy field stones, forming a large fortress. Within are guard houses and an iron fenced stockade. The pit, within the stockade, has stairs leading downward to the cell block. Guards patrol the towers and inner areas continuously and they are vigilant. No one is allowed entry to the fortress area. One of the odd features of the fortress is that most of the engineering has built it to defend against attacks from within.

The dressed fitted stone walls are three times the height of a man. In most sections the walls are a minimum of 3 m thick. The gate house and towers are taller and thicker than the curtain wall. However, the guards are extremely nervous and edgy because of the enormous column just outside of the fortress walls. The column stretches up into the sky as high as they can see. Its rending efforts have ripped a chasm in the earth, trailing its motion. It won't take much to get the guards to abandon their post when confronted with such incredible magical forces.

Inside the bailey of the fortress are three smaller buildings. One houses the watch commander and armory. A small farrier shed stands at the edge of a corral. The last is a storage building containing materials for repairs and, if needed, siege support. At all times the picket gate is closed and the watch commander has the key.

Once the Avatar has released the prisoners in room 4, level 2, a riot will begin. It will sweep quickly through the prison, and all prisoners will chase down guards like hunting dogs. The guards will begin to flee once the riot begins. They are already on edge due to the column. When the Avatar begins to exit the second level, all will seem deserted. None of the guard positions are manned, and the entire upper fortress area will be deserted (except for the occasional prisoner). All prior exit doors will be unlocked and standing open, including the iron picket and main gate.

Journal note <wrongExited>: *"We have found are way out and the prison is deserted. It looks like the riot has driven off the guards. We will now head out and try to locate our other companions."*

Level 1 (Prison)

All tunnels are fitted and mortared stone on all surfaces. Torch sconces are scattered along the walls at twenty foot intervals. The corridors of the prison levels are always brightly lit and torches maintained. Guard patrols are in groups of two and walk the perimeter of the floor they are on every hour. During their patrol they check each cell door.

1. The entry chamber has a small table and one guard. There is a log book of prisoners on the table. All prisoners are signed in and out from this point. Notice; very few have been signed out. The guard has

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the key to the gate leading into the cell block. He will only open the gate when a prisoner is escorted or the guards are alone.

2. Mess hall. Several large tables cover the main area of this room. Benches are pulled up to the tables and some chairs line the walls. Banners also decorate the walls. There are some dishes, mugs and bottles on the tables. There are three guards in here eating now. They will attack any prisoners entering. The door at the back leads to the kitchen. The guards are each carrying ~4 gp in a pouch besides their weapons and armor.

3. A large hearth is set into the east wall. The kitchen has two large tables, shelves and two chairs. Food is always being cooked. There is always one cook and one assistant in here. While officially they are guards, they will not attack anyone, only fighting in self defense. There should be a lot of food available here.

4. Troll Cave. The prison guards have struck up an unusual bargain (useless trivia). Any prisoners, or bodies that have to be "disposed of" are given to the trolls. All of the guards know where the secret door is, but they will not tell. Only by observing the corridor for a brief period can the Avatar see trolls using the door and know where it lies.

There are three trolls living in here. They attack any intruders in their cave, thinking they are prisoners, occasionally a guard gets taken too, troll eye sight is not the best.

5. Storage room. In here are stacks of crates, containing tools (i.e. crowbars, shovels, picks, etc.)

6. Guard barracks. There is room enough for twelve guards in this room. There are twelve cots, two tables, several chairs, and one chest per bed. Each chest is locked, but not trapped. The chests all contain clothes and boots and maybe a spare weapon. In one of the chest is found a healing potion, in another is a pair of swamp boots.

7. Warden's office. In here is a desk, three chairs a bookcase and a cot. The desk is covered with papers and such. One of the papers is interesting. It contains instructions that the new prisoners (Avatar and Raven) are to be considered a severe threat to society and the crown and they are to be left in the dungeon to rot. No food, and no exercise. The note is signed by Lord British, but Raven will comment (if there) that it is a forgery and a poor one at that. Another paper has a small map showing the location of the secret storage chamber (room 5, level 2)

The warden is away on business now so his office is left locked and deserted. The officer of the watch (upstairs) has the key to the office.

8. Cells. Each cell is small and cramped. There are two sets of manacles in each cell, but they are seldom used except for unruly prisoners. The cell doors are heavy oak, plated with steel bands, and extremely thick. A window is set at head height to allow viewing of the prisoners. Another small door is at floor level, where food can be pushed through.

The cells have a large bunch of damp, flea-ridden hay stacked in them. Some of them have leaks with puddles forming in the low areas. In some cells, rats have taken up residence, but not for long, since prisoners are not squeamish about adding a little rodent sushi to their diet. Rat skeletons should be evident in some cells. Each cell will have either one or two prisoners in them.

9. Entertainment room. A series of six manacles are set against the west wall. Two gibbets hang near the south. On the north wall, is a rack, iron maiden, the boot, screw jacks, etc. There is a table in the room containing knives, mallets, needles and a chart of human anatomy and nerve clusters. No one is in here.

10. Another empty chamber, but there is a table in here and a barrel containing water. A set of rungs lead down to prison level 2.

Level 2 (Prison)

1. This is the cell that the Avatar and Raven are tossed into. This place is really filthy. There is a bucket in one corner. A steady drip from the ceiling has filled the bucket to overflowing and it's now puddling on the floor. The hay smells really bad (Raven will surely comment on this once awake)! Avatar will notice that all of their belongings, except clothes and the journal are gone. Blackthorn gave them the journal so they could right down remarks about how it is to starve to death and he could then read the journal later for his amusement.

When Raven is placed in here she will be unconscious. The Avatar must take the bucket and pour it on Raven, waking her (wet T-shirt night). Once awake, Raven will comment on how poorly she was searched and she will produce a lock pick from some nook or cranny on her person. She will then unlock her's and the Avatar's shackles. Because of the way the door is constructed there is no access to the key hole from inside the cell and no way to reach it from the window. Raven will then find guild marks in the cell indicating a secret passage. The passage is a stone block that can be pulled out from the east wall.

Beyond the wall is a dug tunnel running south behind this cell block. The tunnels lead behind each cell in this block and a secret door opens into each one, but the main cell door is locked and there is no way to reach these door locks either.

Journal note <wrongEntered && ravenAwake>: *"My head hurts like the very demons of the Abyss are pounding on it with hammers. I awoke to find myself imprisoned somewhere. Blackthorn taunted me for a while, but then grew bored and left. But not before he had Raven thrown in here with me. She was unconscious, but a bucket of cold water helped wake her up. Now she is working on a way to escape."*

2. Armory. In here is stored the main arms for the underground guardsmen. There are stacks of spears, several swords of different types, axes, crossbows, long bows, and crates of arrows and bolts. The door is locked. Watch leaders (room 6, this level) have the key.

3. Another barracks. There is room enough for twelve guards in this room. There are twelve cots, two tables, several chairs, and one chest per bed. Each chest is locked, but not trapped. The chests all contain clothes and boots and maybe a spare weapon. In one of the chest is found a healing potion and a curing potion. Another has a set of 12 magical arrows.

4. Interrogation room. Before reaching the door, screams will be heard echoing from the other side. Not as advanced as the torture room on level one, but just as practical (?). A table and three chairs are in the room. A set of wall manacles are on the north, with two prisoners hanging there. Another prisoner is tied to a chair with an iron boot on his foot. A large brazier in the corner has irons and a large kettle water boiling on the coals. The prisoner in the chair will be screaming as two guards men beat him mercilessly. The Avatar must kill these two. They are evil. Once freed the prisoners will run down the corridor and seek to free the others.

These prisoners will kill the guards in 6 and take the keys freeing all the prisoners and starting a major riot. The prisoners will not attack the party, but guardsmen will attack the Avatar and Raven on sight.

5. This secret area is known only to the warden and one of the papers on the desk has a map to it. Inside are the Avatar's and Raven's possessions.

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6. Watch leaders room. In here the sergeants of the guards reside. There are three beds in here and three chests, but only one of them will be here at any time. One will be patrolling the first level and one will be in the fortress. There are also three chests, table, four chairs and a bottle of mead. Each chest is locked, but no trap. The owners each have one key. The chest have clothes and other odds and ends. One the chest has a pair of boots of speed.

7. Holding cell. Three steps lead down into this dank room. Water glistens on the walls and puddles are more predominant in here. There are three prisoners in here, manacled to the wall.

8. Cells. Each cell is small and cramped. There are two sets of manacles in each cell, but they are seldom used except for unruly prisoners. The cell doors are heavy oak, plated with steel bands, and extremely thick. A window is set at head height to allow viewing of the prisoners. Another small door is at floor level, where food can be pushed through.

The cells have a large bunch of damp, flea-ridden hay stacked in them. Some of them have leaks with puddles forming in the low areas. In some cells, rats have taken up residence, but not for long, since prisoners are not squeamish about adding a little rodent sushi to their diet. Rat skeletons should be evident in some cells. Each cell will have either one or two prisoners in them.

Level 1 (Cavern)

These tunnels are a composite of old mortared stones, natural, cavern and excavated tunnels. The mortared stone passages are in bad repair. Plaster is flaking off and piles of loose mortar have built up little piles all over in the corridors. The shaking produced by the column is just accelerating the decomposition of the walls. When it shakes there should be a good deal of loose mortar falling down.

1. Once a square chamber, but the pressure of the column has destroyed the west wall as it pushes slowly through the walls, moving SE. Rubble is piled all along the west and south west of the chamber. Faded frescoes can be seen on the walls.

2. In the center of the chamber is a pedestal. The center of the pedestal has a slight depression in it, but there is nothing here. The door to the south is open. The tunnel to the west ends in a pile of debris and the column.

3. A hexagonal chamber. A tunnel leads out the SE, S, SW, NW, And N walls. On the NE wall is a set of three levers. Once the Avatar is standing before the levers, the north door (to room 2) will shut. The doors do not have locks, but will not open. In fact, trying to open them will release a poisonous dart, causing, slight damage.

The levers can open the door and they do it in a binary pattern relating to room number. Setting them to 000 (all up) causes any open doors to close also anytime one door opens, the others close. 001 releases a spear trap causing moderate damage to Avatar. 010 opens the north door. 011 sets off the spear trap again. 100 opens the NW door. 101 opens the SW door. 110 opens the south door. 111 opens the SE door.

4. In the center of the room is a pedestal. On a small depression on the top is a gem, but of unusual cut. The gem looks like an oddly carved crystal, but in actuality it is a ruby. It looks like it is a piece of a large gem.

5. Another pedestal, and another piece of a gem. This piece is different, but obviously part of the same larger gem.

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6. Another pedestal, and another piece of a gem. This piece is different, but obviously part of the same larger gem.

7. It is evident that a big fight occurred in this room. The pedestal is knocked over and broken. There are two troll skeletons in the room. Both of them well hacked up with an arm or two in a different part of the room. The walls are blackened and the skeletons also show signs of being burnt. A human skeleton in plate armor lies near the east wall. The armor needs repair, but is still functional. There is a sword in one hand, slightly pitted because of the effects of blood over a very long time. There is also a backpack. The pack has rope, wine, an invisibility potion, lock picks, and a magic dagger. There is also a quiver with 10 arrows and a bow slung on his back.

The unusual thing is that the left arm of the skeleton is extended before it towards the east wall. In fact the arm goes through the east wall, looking like it is cleanly hacked off at the point the wall begins. This is an illusionary wall at this point, leading back to room 8.

8. Here are a few items to get the Avatar a little farther along. Three scrolls. Two are neutralize poison, one is a magic unlock.

9. The door to this room is blocked by a magical device that will not unlock if the arrow firing machine in room 10 and 11 is active. If no one has entered room 10, then this is unlocked. A headless II is in this chamber and is very hungry. An old skeleton lies in the corner. Searching it reveals a suit of leather armor and another long sword. A diary tells about how this prisoner got lost down here. A rat bit him and he wandered in delirium (diary gets kind of vague from then on) but it should be obvious he was insane with poison and fever before he died.

10. Once a much larger chamber, but the column has taken care of that. A chasm bisects the chamber, separating it from room 11 to the north. However, the original trap in these rooms is still active. As soon as a person enters room 10 the arrow firing machine will begin firing. The arrow trajectory follows the dotted line on the map. The arrows come in a continual line, and there is no way to cross the firing line without getting hit. The arrows magically disappear after hitting the wall. They are poisoned (heavy damage). On the west wall, across the firing line is a chest.

To stop the arrows the Avatar must fire an arrow at the point where the arrows are leaving the machine. With his arrow firmly embedded in the exit orifice the machine over heats and blows up.

The chest is trapped (poison needle, heavy damage) and locked. The chest contains the magic 2-H-Sword, "Wyrmsstrike". It provides resistance to dragon breath (half damage) and does double damage to dragons.

11. Contains the arrow firing machine. This room is inaccessible by the Avatar and Raven.

12. A natural tunnel connects two sets of stair wells. This gives the player access from the Cavern levels to the Prison level. The collapsed section can be cleared by using a shovel there. The magically locked door can be opened by using the scroll found in room 8 (this level).

Level 2 (Cavern)

1. This is a large natural cavern with several openings. The chamber is the home of two more trolls. They will attack anyone who enters.

2. An enormous cavern. The column is in the middle of the room and has cut a large chasm through most of the rest of the cave. Near the northwest corner is another pedestal, with a depression in

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the center. The depression is larger than those found up stairs. The Avatar can now put together the pieces of gem. It goes together like one of those wooden puzzles of a sphere. The completed gem sphere will rest nicely in the depression.

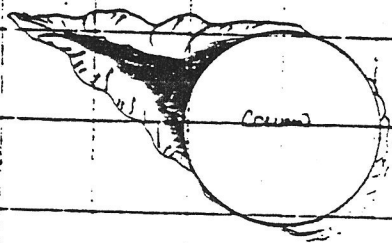
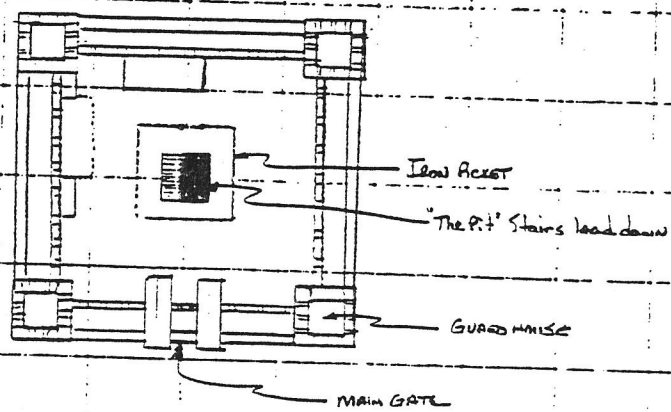
Up on the northwest wall is an opening with stairs visible, but it is too high to reach. Once the gem is in place a series of steps will rise up to the opening, allowing access to the spiral stairs.

Journal note <wrongStairsUp>: *"It seems that the gem pieces we found earlier all fit together into a larger sphere-shaped gem. This gem fits into a pedestal in one cavern. Once we placed the gem there stairs rose up allowing us access to a set of spiral stairs. I have a hunch that this will lead back up to the prison level."*

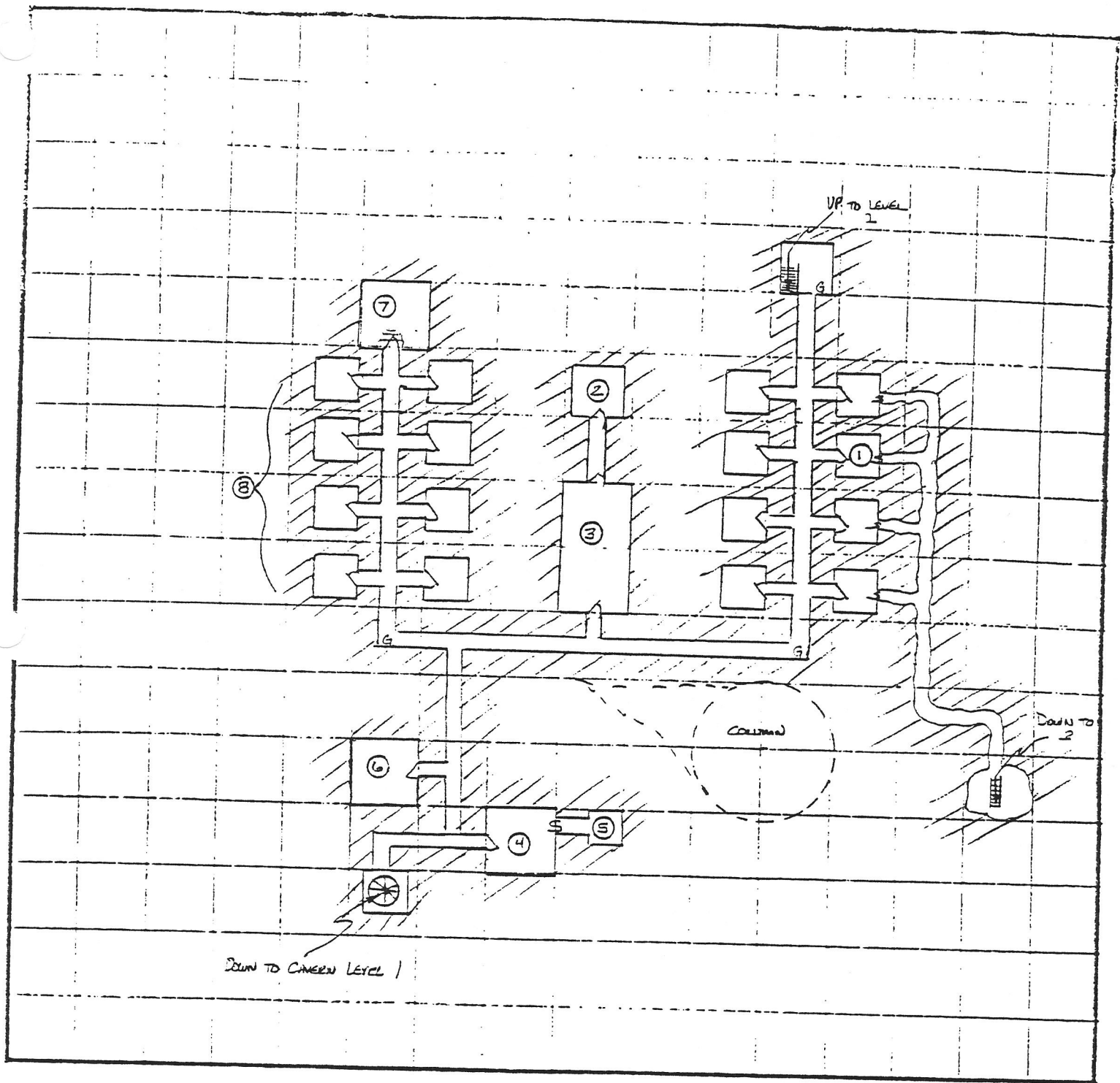
If the column is approached, the rumbling and humming will be heard. The glyph is visible here and the Avatar can remove it, suffering the electrical jolt (moderate damage).

Journal note <wrongGlyphTaken>: *"Raven and I have found another of the columns. I removed the glyph and was punished with an electrical jolt once again, but it seems I have shut down this column."*

3. This is the home of the trolls. Seedy blankets and rotting straw make up their pallets. A barrel of ale is in the room also. They have a few gold pieces in here under the pallets. ~25 gp.
4. A gremlin home. Three gremlins live here and hunt the adjacent tunnels. They will harass the party as soon as they enter. They have ~34 gp between them.
5. Two headless II are in here. They will attack anyone who enters.
6. Across the river (accessible only by swimming) is another body. This skeleton is wearing a mage's robes. There are a metal skull cap, ring of regeneration and two pouches on the body. One pouch is full of components, the other contains a healing potion and ~6 gp. The skull cap is the skullcap of contemplation. It will raise the wearer's intelligence.
7. This cavern opens onto a large spring-fed, underground lake. Gremlins lurk near the north tunnel entrance and will track and attack anyone traveling near the tunnel.
8. Troll cave. Another large cavern with a lake and river flowing into it. The trolls live on the beach area and have a nice fire going roasting a gremlin on a spit over the flames. They will attack anyone who interrupts dinner. They are carrying pouches each with ~30 gp.

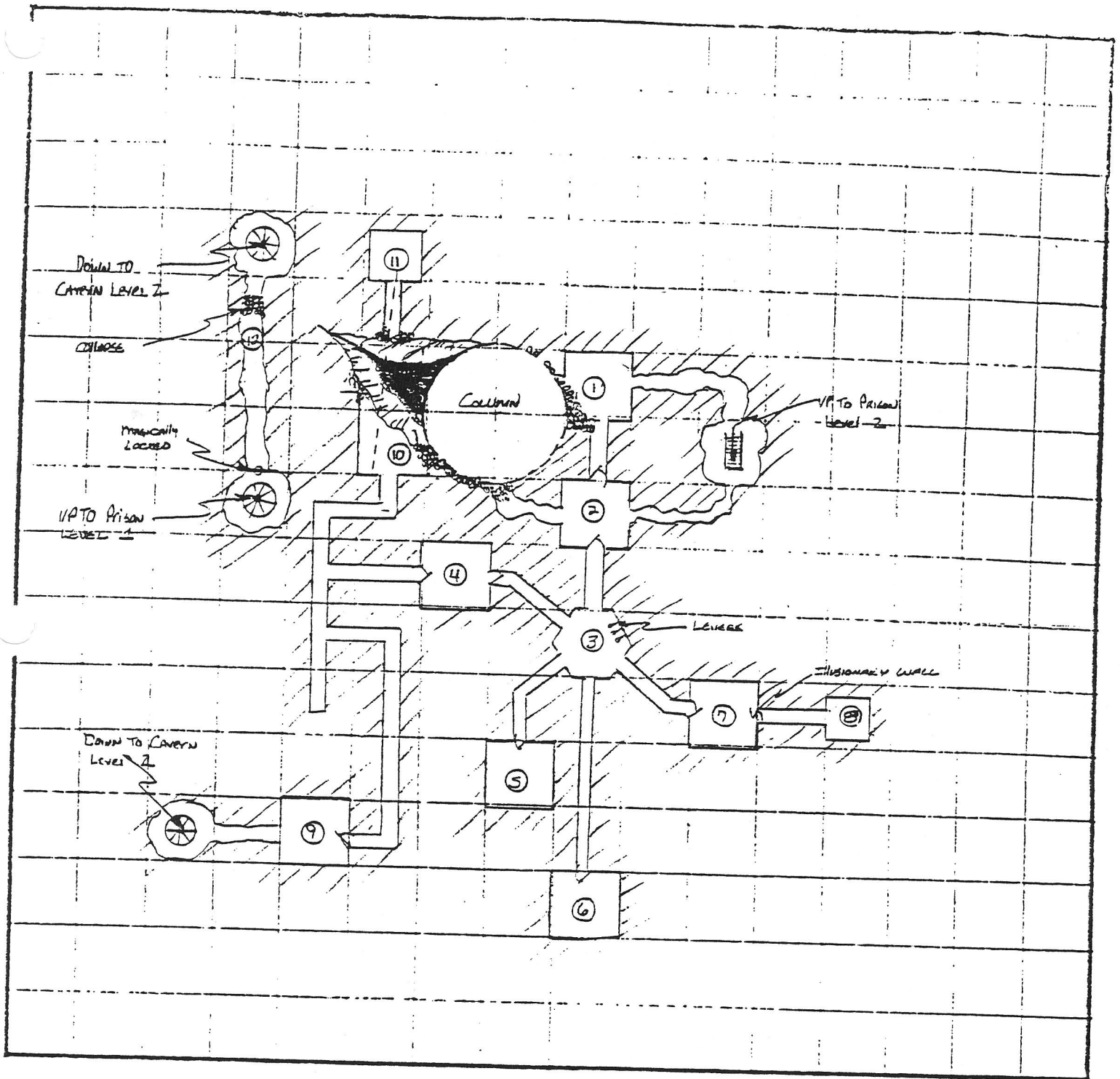


WIKEN - GROUND LEVEL

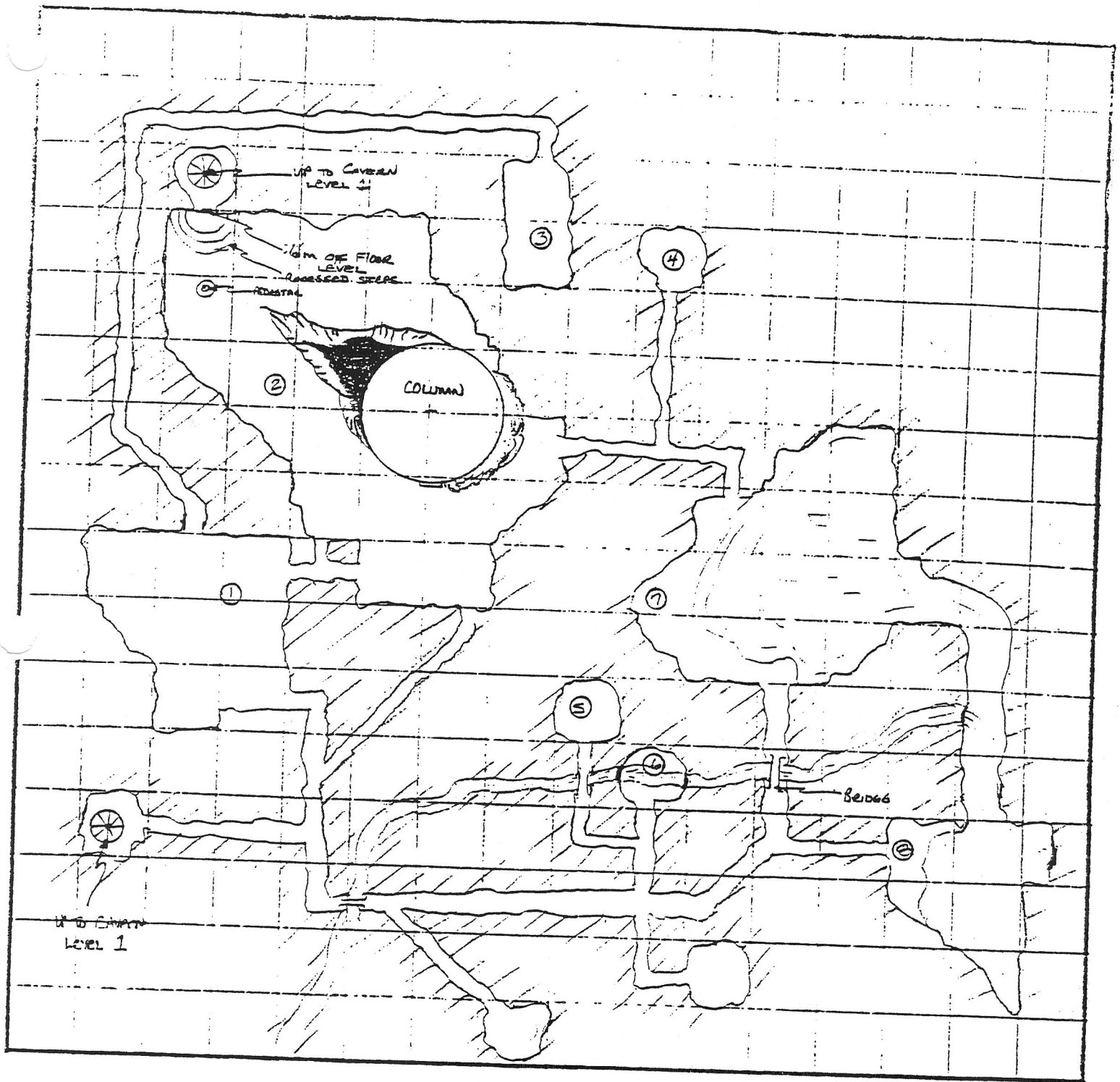


WRONG - PRISON LEVEL 2

G = GUARD POST



WRONG - CAVERN LEVEL 1



WRECK - CAVERN LEVEL 2