

The Abyss is an cavernous complex located deep in the ocean near the Shrine of the Codex and the Shrine of Humility. Access will be via a diving bell. The entrance is covered with a magical glyph barring all entry except by someone who can unlock magic. The entrance area must be water tight prior to breaching the seal or the complex floods.

It houses all manner of demons and other nasty individuals. All sorts of hellish features adorn the cavern, including: lava lakes, geysers, boiling mud, swift, dark rivers, ancient ruins, a keep, gigantic bas reliefs and more. The Avatar should be near the end of his/her quest by the time he can enter this cavern.

The Abyss is the domain of demons and other hellish beasts, but unlike earthly hell, it is not a place of suffrage for the damned. It merely is another "world". While some of what is going on is similar to the Inferno, those tortured here are quite mortal and have either been caught intruding, or have been hunted in the "upper world".

PLOT INSERTION

The Avatar should have attained the etheric shield power and have access to eighth circle spells. Completion of this complex will be nigh impossible without either.

The remaining two members of the tribunal, kidnaped from the shrine of justice, during the reconciliation of their forces, are kept in the cells below the great Iron Keep on the second level. Also one of the great columns penetrates one of the rooms on the second level. The glyph should be removed from the column, and the tribunal members freed, before the Avatar leaves.

DETAILS

Level 1

(On Map 1A)

Journal note <abyssEntered>: *"On this day we descended deep into the ocean, near in a diving bell. We passed all manner of great beasts in the depths, but none molested us. When we reached the bottom there was a large glyph encrusted portal. My etheric touch caused the glyphs to glow and the portal to open like and iris. The rot, decay and brimstone was almost overpowering, but we know we must enter. Somewhere below are where the Lady Verona and Brother Amaranth are being held. Also somewhere there is another column and a glyph we must remove."*

1. The entry tunnel lets out into a huge cavernous chamber. The ceiling is lost in darkness (and who cares anyway!). The path opens onto a roadway through a nasty fetid swamp. The road is lined with columns covered in strange hieroglyphics. The road ends in a great arch blocked by gigantic gates. A giant demon stands next to the gate. He has a spear nearly as large as he is. He demands to know who seeks passage. If the answer is not true he will attack. If the Avatar answers truly he will be admitted. The demons love visitors, it improves their hunting (needless trivia).

2. Plain of the dead. The demons have a habit of throwing "unused" corpses into this chamber. Piles of the dead dot this room. It is difficult, but not impossible to navigate through the maze of piles here. Nothing attacks them as they go through here.

3. Another gigantic chamber. In the middle of the chamber is an island surrounded by swamp. An altar, braziers can be seen on the island. The swamp is too deep to cross, but there is a bridge across. A demon guards the bridge. To cross the bridge you must answer his riddle or defeat him in battle (not easily).

*"Bright pearls on black velvet,
Bright reflections in the sea,
Altars of the lupine lords,*

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Oh what could we be?"

.....Answer: the Moons

If answered successfully the demon will state this clue to the Avatar, "*Opposing day, one can reach the holy altar, but no other way.*"

Once across the bridge the way is barred by braziers to either side forcing the Avatar to approach the checkerboard painted area. This area must be crossed to reach the altar. Any attempt to reach the altar otherwise causes a force field (pathfind blocker) to keep people from reaching the altar. Only by re-crossing the bridge lowers the field..

To cross the area of the checkerboard you must enter at either knight position and exit out the opposing queens position on the board. You must travel in the pattern a chess knight follows. Each incorrect move causes slight damage to the party.

4. Chamber of the hunt. A demon is in here with his 4 pet hell hounds. If the party enters he is quite happy and sets the dogs loose. He will then try to hunt down the party (if they run).
5. A great crevasse cuts through the east side of the room. A river rushes in from the south and plunges into the chasm. A demon is in here throwing people into the chasm (for fun of course). If the party enters he will try to catch them and throw them. Meanwhile the other people will scatter leaving the room. The party is at an advantage because this demon does not want to kill them (at least right away), so his blows will be at lower power.
6. Hell hounds rest in here and will attack the party if they enter. They will try to hunt the party even if the party leaves.
7. There are several corpses in here and ghouls feeding on them. The ghouls will take an interest in the party once they come in, attacking them for more food.
8. This chamber contains a pit of lava. There is a small island in the pit, but no visible means to cross. A reveal spell will show an invisible bridge, but the party can take a leap of faith and try to cross at the right point. On the island is a chest. The chest is locked and trapped (poison, great damage). Inside is ~ 400 gp.

(On Map 1B)

9. Here stands the warden of the headless. He is a giant troll. His whole job is to oversee the use of the headless as slaves for the demons (more useless trivia). He will attack anyone climbing the ramp. Otherwise, if the Avatar stays on the lower level, he will summon the headless, who will go to the edge of the cliff and throw boulders at the party. If the party crosses the river they will be out of range of the boulders. (See note after room 10)
10. Rooms of the headless. There are three headless in each room. If the Avatar enter the room they will attack.
NOTE: If the headless in 2A, room 3 were freed, then the headless will revolt and throw the troll from the cliff when the Avatar arrives. The headless will not attack the Avatar, but will bring him/her a chest of gold (~100) and thank him/her again.
11. Guardian of the tombs. This should be a very powerful demon. He will block any attempt at entering the tombs behind him. If no one tries to move past him he will remain where he is. The obelisk in front of him is also covered with hieroglyphics.
12. Carved over the arch entering this area are the words "*Only the pious can travel the route and pay homage to our spiritual leaders*" A clean floored chamber, with statuary adorning the walls (visual

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clue: The statuary is either very short and sitting on the floor, or is sitting in niches high up on the wall. A thin channel cut through the stone around the circumference of the room). The Avatar must enter in a crouch and crawl to the opening in the south wall. Anyone standing up will see a blade, as wide as the chamber, suddenly move from east to west at about neck level. You can try to crouch as the blade tips forward, but it is very fast! Oops! Hoped you saved the game.

13 Hall of the Heros. The arch way to this area states: "*None may pass*" Passing beyond this point subjects the Avatar and party to a huge burst of darts firing up the corridor (damage-heavy).

14. Biers of the Fallen. In each chamber is a simple cairn of rocks about 7' high. There is nothing of value with each, since they don't bury their dead with belongings. A painting of each demon is on the wall of each chamber, along with a name plate.

15. Another huge arch. The gate is closed and magically locked.

Level 2

(On Map 2A)

1. This room has a large fissure across the center of the floor. Steam issues forth in bursts from the crack. The whole room is steamy and a loud hissing is heard from the fissure. A group of killer plants love the steam in here. There are three of them. Behind the plants and on the other side of the fissure is a chest. It is locked and trapped (Darts for moderate damage). The chest contains a wand of lightning and a glass sword.

2. In here are two demons and four hellhounds. The demons and hounds attack immediately.

3. Chamber of the rebellious. In here is one demon persecuting a group of three headless. The headless are hanging by chains against the east wall. The demon is carrying the key to the fetters. The demon will attack the Avatar and company immediately. If the Avatar frees the headless they will thank him/her and then run out, working their way up to level 1B. If these headless leave unmolested then they will rally the other headless at level 1B, rooms 10, to aide the Avatar.

4. This cavern is quite deep with a pool of lave filling the lower area. Suspended above this is a bridge of metal (hot foot!). The bridge is balanced at the half-way point on a knife edge. The east end sits on a lip and cannot be overbalanced. However too much weight on the west end will tip the bridge up and drop the Avatar into the lava.

In the preceding cavern is a chest (unlocked and full of big rocks). The chest or at least some of the rocks should be placed on the east end of the bridge. Then the bridge can be crossed in safety. For the first time across, without using the chest, the tipping should begin very slowly once the midway point is passed. It should be very clear to the player what is happening. If they insist on making a run for the other side, they should be quickly dumped onto the molten rock (time to restore game!). The secret door is not marked and they must try to open the blank wall (and it will open, too).

5. A mass of activity is going on here. Headless dressed in massive robes are carrying baskets of rock and ore from room 7, and in through the eastern entrance to this room. The procession leads up to the pit at which some of them break off and throw the rock down to the lava. Another set of headless walk past the guards, across the bridge, and into the keep, where they deposit their ore on a pile in the outer bailey of the Iron Keep.

The demons of the bridge are very powerful and are backed up by twenty more from the keep. The Avatar and LB can try to assault the keep, but this would be difficult and needless, but possible. LB

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will mention, that "if they could sneak into the line of headless, then they might get in to the keep unnoticed."

All of the action here can be seen from a distance. Near the edge the northern most lava lake stand two headless doing some meaningless task. If approached they will attack. Once they are finished, LB and the Avatar can take the heavy robes and baskets from them and slip into the line going back into the mine area (room 7). They must follow the line of headless, which has breaks in the line at points, to the piles of rock or ore. Fill their baskets with ore (if they get rock, the demons at the gate will send them away, demanding that only ore can be taken inside), and walk into the keep. Once they drop the ore they can slip into the front door.

This whole scenario could also be performed with the Avatar and LB invisible and slipping in with the ore group. Once inside, they need to go invisible ASAP to slip through the throne room and down the stairs into the dungeons below the keep.

6. The Iron Keep. This is the palace of Slasher of the Veils . The battlements are walked by 10 emons and 4 hellhounds. If the guards at the bridge are attacked, then these will pathfind to party and attack. Otherwise they only walk the battlements unless attacked. Once inside there are only three rooms. Ten more demons, each with a hell hound walk around here along with the chief, Slasher, who is on the throne in the room with the stairs. If the Avatar and LB do not go invisible before navigating the inside of the effort) if necessary. Once on the stairs and going down, the other demons in the keep won't follow.

The head demon here, Slasher , has a ring and key necessary to gain admittance to the treasure rooms below.

7. Mining area. Two demons are overseeing the tunneling of new passages. There are two large piles of rock in the room. One is ore (mythril) and the other useless rock. The line of headless divides in to and one half goes to each pile. The demons will be whipping furiously. If LB and the Avatar are not in disguise, then the demons attack. If they are, then the demons take no notice. One of the demons is carrying a magic 2-H-sword.

(On map 2B)

The first gate is hanging on its hinges, open. It is in bad repair.

8. The western half of this cavern is covered with a boiling mud pit. Three demons are standing out in the mud. As soon as the Avatar enters they begin to fling hot mud at him. They cannot be melee'd with since the mud is too deep for the Avatar and it causes damage. They must be killed at range.

9. Three demons and three headless are in here. They will attack the Avatar on sight.

10. This large cavern is steamy and hot (commented on by LB). Near the center of the room are two large geysers. The runoff from the geysers, mildly acidic, pours down channels and into an acid lake, highly acidic, against the east wall. Between the geysers rests a great dragon and two Wyrmguard. They will attack the party on sight.

11. Carved on the cliff face, between two ramps (leading up to level 1B) is a huge leering demonic face. The mouth is open in a ferocious snarl. A tunnel can be seen going back between the teeth. A large demon stands outside the mouth and challenges any who would pass. He will tell the Avatar, that an item of great power lies beyond and only someone worthy can pass to see it. To get past him he must be bribed

with a magic item, because no matter what the Avatar says, he is not worthy enough in this demon's eyes. Of course the demon can be killed in combat.

12. The room is a scene of preserved carnage. There are demon bodies and many undead remains in here. All of them seem to be concentrated around a body of a mage in the only clear spot in the room. The only item he bears is a holy staff and a piece of paper in a pouch telling of the staff. It will slay any undead on touch automatically. It will also have a low chance at slaying any demon by touch, otherwise it causes double damage to any evil creature (Boy, I bet he wishes he had found this a lot earlier, but it would be handy if he hasn't faced the Iron Keep yet).

13. In this room a bunch of balls continually bounce around the chamber (bad demonic magical experiment....useless trivia). If they hit a living creature they explode with a most devastating affect (heavy damage).

The remaining balls will continue bouncing forever unless they touch. The Avatar might be able to soak up a lot of the damage, but not all of it. The best course of action is the use of a time stop to freeze the balls and walk around them, or avoid this room all together.

14. Two demons are in here and will attack the Avatar on sight.

15. The end of this hall ends in another rumbling, humming column. The glyph plate is visible and can be removed with the usual jolt of electricity (moderate damage).

Journal note <abyssGlyphTaken>: *"We have found the last of the columns. I have removed the glyph and the column has stopped rumbling, but if what we have been told is true, the already have enough energy stored to rip apart the world. Perhaps the glyphs can help see us through the crisis. We must return these to Hawkwind at once and discover their true nature."*

Level 3

The first part of this level (rooms 1-6) are fitted and mortared stone. The remaining area is natural caverns.

1. Guards chamber. There is one demon and two Wyrmgaurd here. They will attack anyone who is not a demon or Wyrmgaurd. If by chance the Avatar and LB have taken the armor from the Wyrmgaurd at level 2, room 10, then they could retreat, put it on and enter this room and the cells unmolested (until they freed the prisoners, then they would be attacked).

2. Guard hounds. Six hell hounds rest in here and attack anyone but demons entering. If the secret door is opened and someone enters via the direction from room 4 (level 2), then the demon and Wyrmgaurd in room 1 also move to attack.

3. Guard chamber. In here is one demon. Unless he is shown the ring of Slasher of the Veils, then he will attack. This demon has the key to unlock the eastern door.

4. Prison cells. Each one of these is a small chamber with a pallet and bowl in it. Only #5 and #6 are locked, the others are open. The room at the end is a large holding cell. There are a few skeletons in here and manacles on the wall. If entered, the skeletons will animate and attack.

5. Brother Amaranth's cell.

6. Lady Verona's cell.

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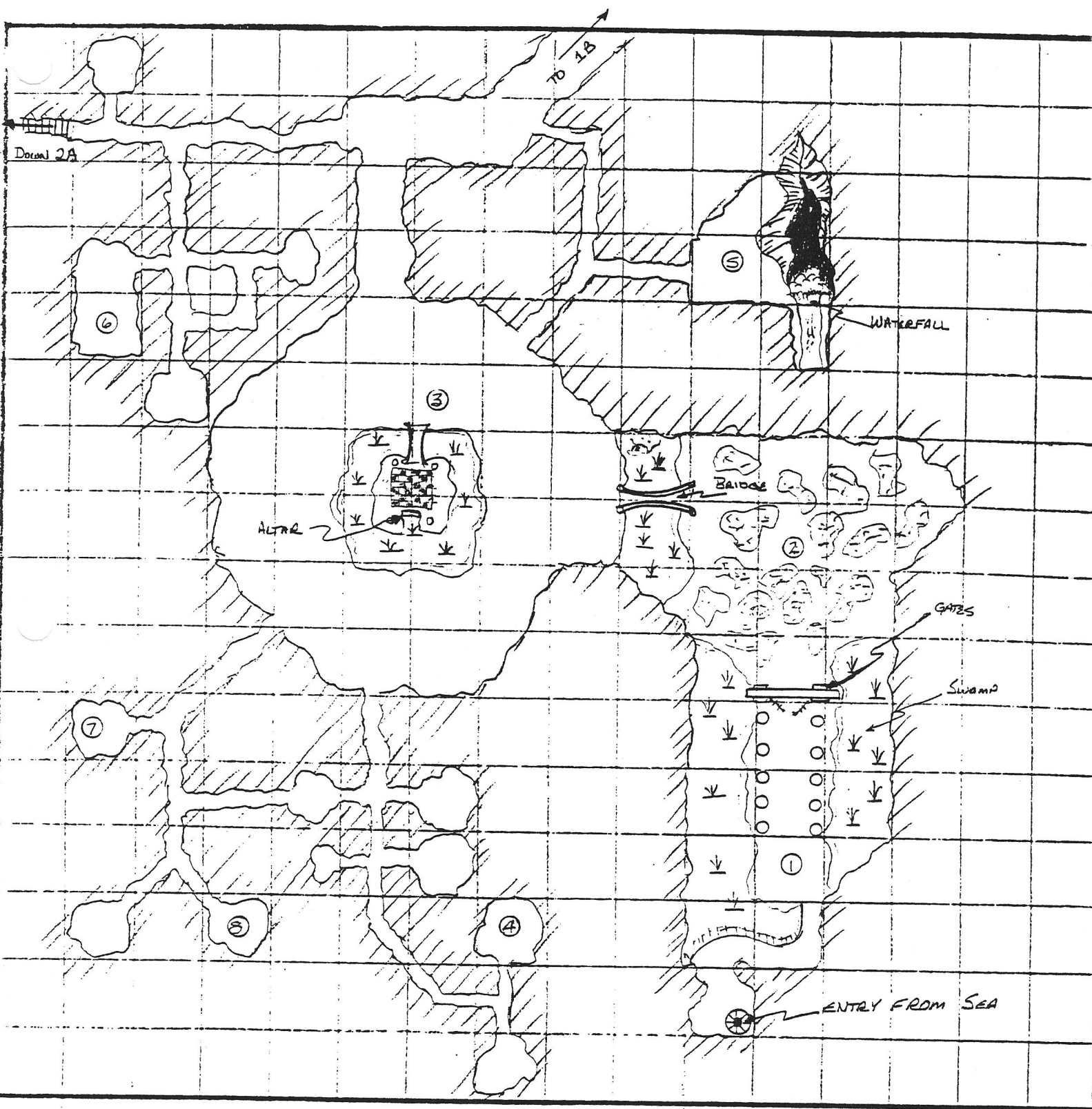
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Journal note <veronaFreed && amorphFreed>: *"We have found the imprisoned members of the tribunal, Brother Amorph and Lady Verona. Now that we have them, we can leave this place as soon as possible. I hope we can get back to the diving bell in one piece."*

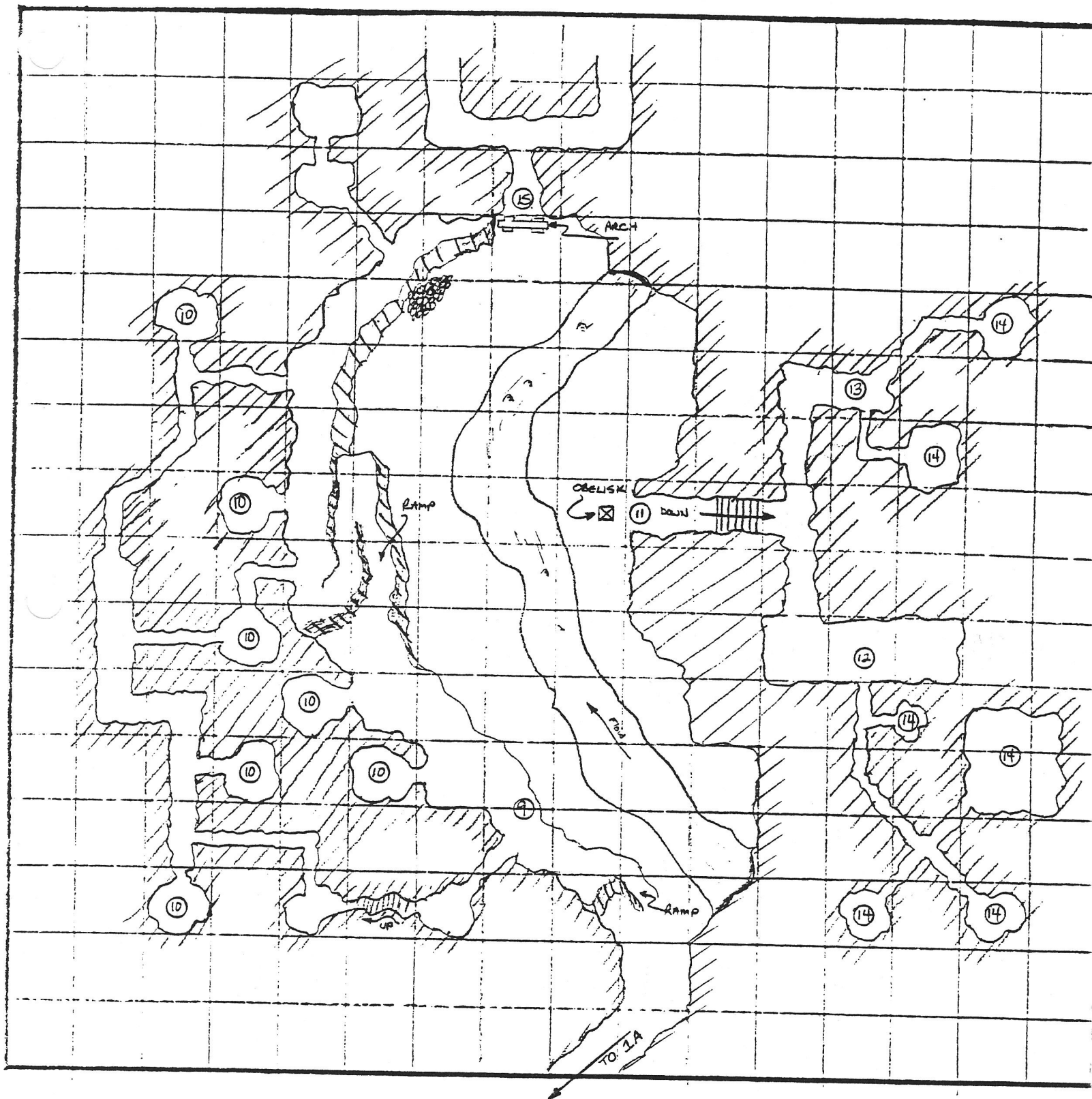
7. The legion of the undead. Slasher of the Veils has placed a small army in here in case of war with rival demons. It also provides a dandy guard for his treasure. There are 20 skeletons, 10 ghouls, 1 boogeyman, and 3 ghosts. The holy staff from level 2, room 12 would be very handy here.

8. The only way through the gate is using the key held by Slasher of the Veils . Beyond is the forge of virtue. A great lava fad forge with immense bellows and a magical anvil. Tools and such are laying about, along with several broken or badly worked blades. The adjoining chambers have raw stock or barrels of oil and water.

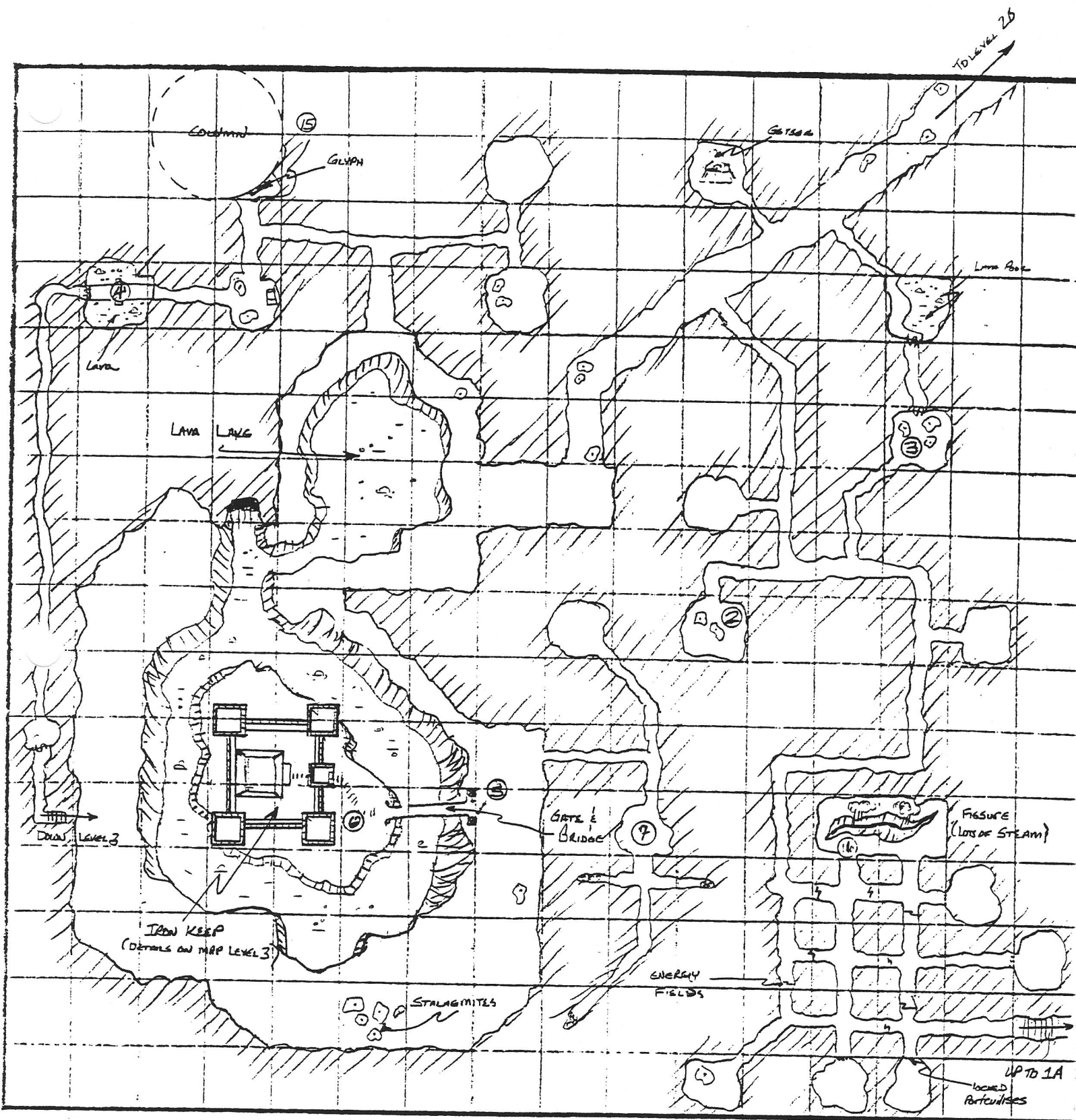
9. Magically locked entry. In here is the treasure of Slasher of the Veils . There should be several magical weapons and armor along with a goodly amount of gold.



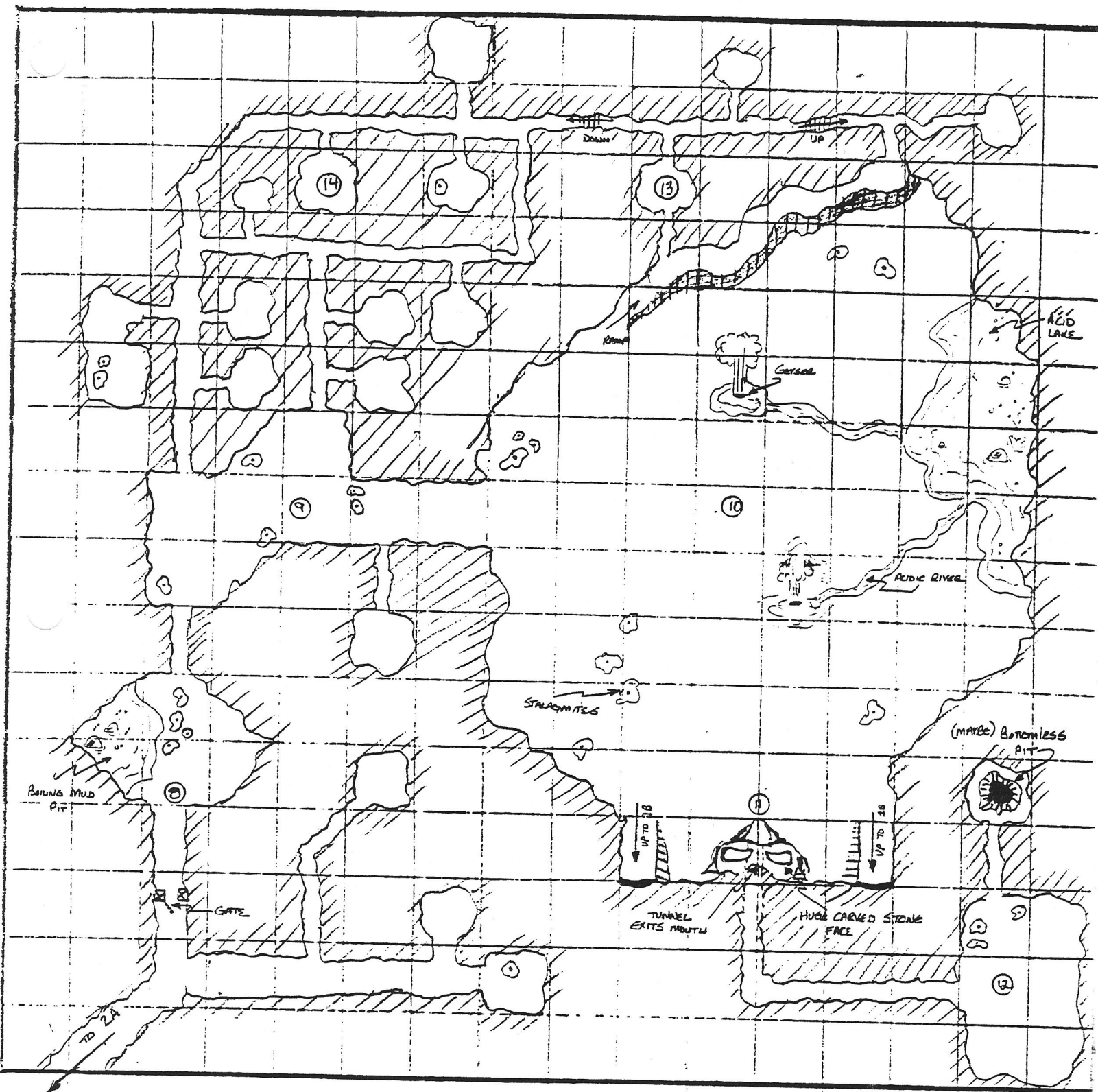
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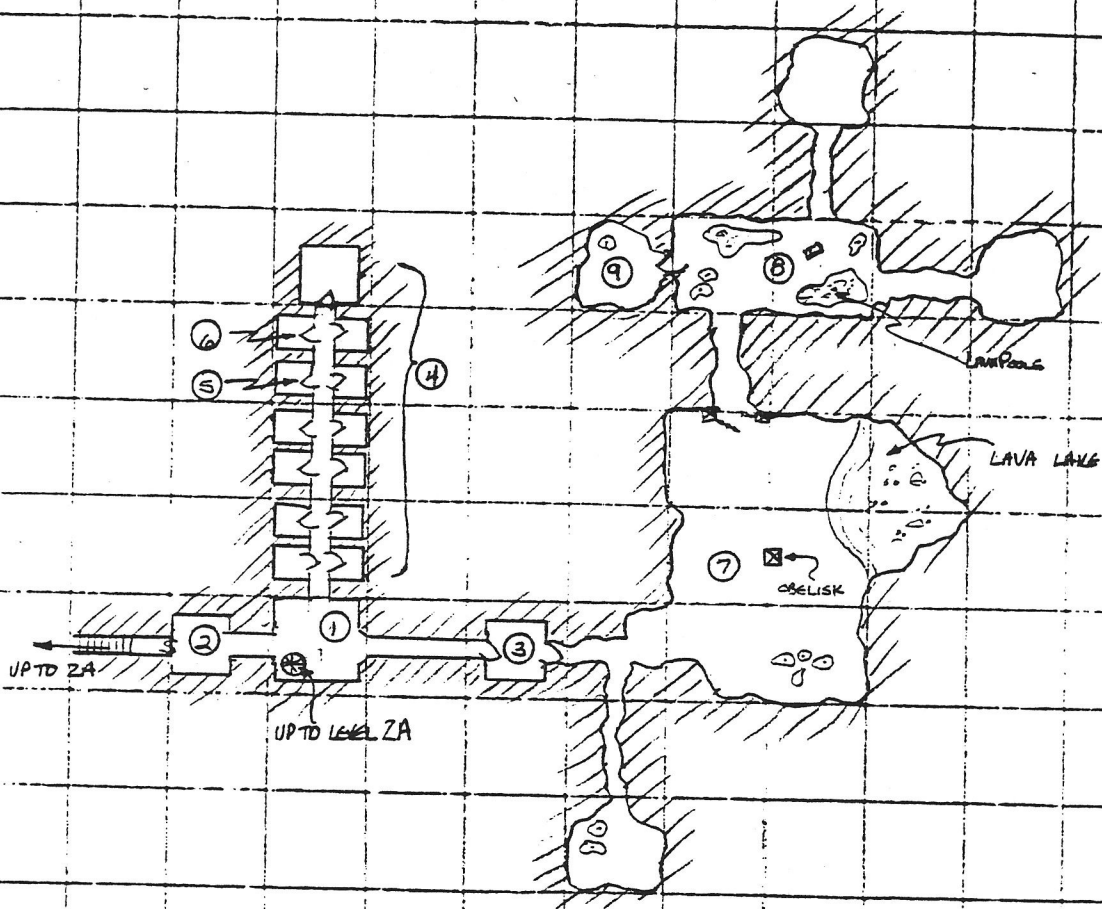
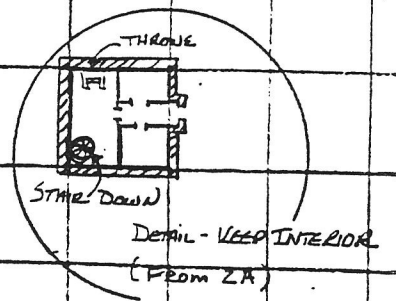
Abydos - Level 1B



ABYSS - LEVEL 2A



ABYSS - LEVEL 2B



ABYSS - LEVEL 3