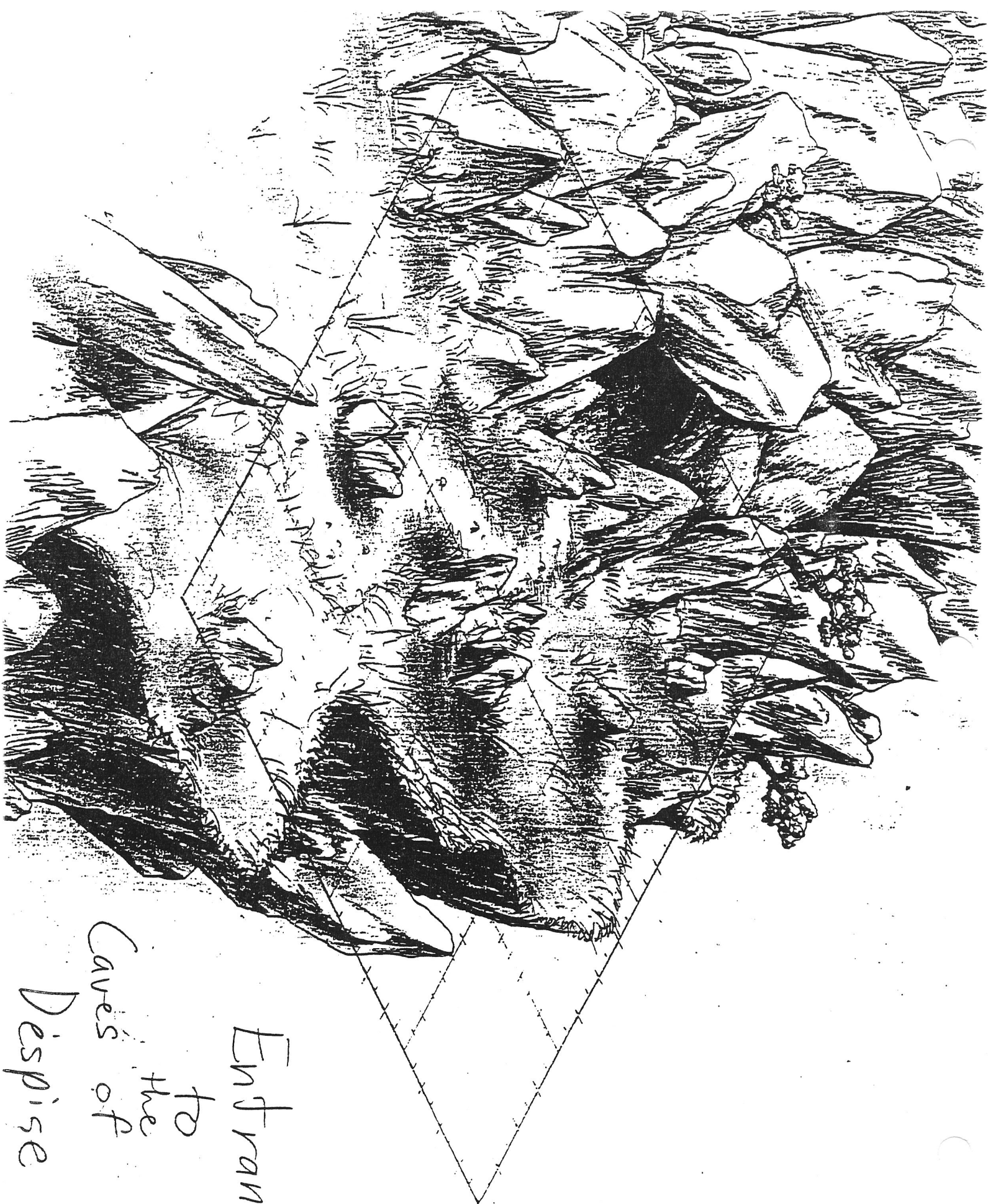


Despise



Entrance
to the
Caves of
Despi

Despise is located just north of Britain in the Serpent spine Mountains. The caves are a combination of natural caverns and delved tunnels. The tunnels were formed by either monsters or man depending on the section the party is in. They are easily accessible and are filled with denizens that are easier to defeat than some of the other dungeons. This makes a good first stop for the Avatar and group.

PLOT INSERTION

The Avatar must delve into the depths and pull the glyph from the column releasing its power. Also the party must eventually reach Cove, which requires a balloon. Half of the plans are located within.

DETAILS

Level 0

Entrance: The path along the side of the mountain ends in a large opening, yawning in the side of the mountain. A path is worn to the opening, but some weeds have retaken it. Another path continues up and around the mountain (eventually leading to another opening at the top of the mountain, entering Despise).

1. This chamber is a guard post for the tribe of orcs living here. There are three orcs in here that will hatch and pathfind to party after they pass the opening into this room. Each carries a pouch with ~3 gp ea.
2. Four orc warriors attack party.
3. Four more orcs in here to attack party.
4. One orc asleep in this room. Stealthy moves will allow party to approach and kill orc easily. A chest is under the bed. Inside is two healing potions and a pouch of ~10 gp.
5. Three orcs wait here to attack party. Each carries a pouch with ~4 gp.
6. Training grounds. Several battered shields armor and weapons lie about. A large pool is against the back wall. A cave entrance lies just below the water surface. Four orcs are practicing in here and one instructing them as they enter. They turn and attack party on sight.
7. The orcs don't know about this. It can be accessed by swimming underwater. Getting out exposes the player to several large green slime patches. A ghost lurks here It doesn't attack the party, but keeps flying back and forth through the wall at the point where the secret door is. Once the party gets near that wall the door is revealed. The secret door is locked. The ghost disappears when the door is opened.
8. Tomb of Gherath Skullsplitter. A tunnel from the secret door leads back to a tomb chamber. A large sarcophagus lies on a slab of stone at the room's center. Various items (mostly in sad shape) line the walls. Banners, shields, 3 urns, 4 chests, and a nearly intact skiff. The chests each contain ~100 gp. The urns contain dust. A suit of magic armor stands in the corner and a magic weapon of some type.
9. A large arrow is carved on the ground, pointing at the boulder. Pushing the boulder forward (move). Reveals a passage to the north. Inside the small room are three levers. One lever opens the door leading to the stairs up to level 3 (north of room 6). Another lever opens a door leading to stairs up to level 2 (in room 11). The third lever opens the door to room 11 (this level).

Owner: B. White

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10. Six orcs are bivouacked in this area. They attack when the party enters. A small fire pit is in the center of the room. Several pallets surround the fire and three bags are in the corner. One contains troll bits. Another has several articles of clothes (one is a cloak of protection). The last chest contains ~25 gp.

11. Empty room. Large natural columns divide the room in places. A large door is at the south end of the chamber, but cannot open without activating levers in room 9.

Level -1

1. The forward position of the orc troops. A large natural cavern. A ladder leads up to level 0. Two exits, N and S. Leave the chamber. The southern one is blocked by a pile of old crates, pieces of wood and boulders. Six orcs stand next to the barricade. Four more are in the center of the chamber. All but two will begin to move toward the Avatar's party and attack. Only two orcs keep their bows and ply arrows at the party from next to the barricade. Next to the barricade will be six bows and two dozen arrows.

2. Six orcs are waiting in this area. They attack when the party enters. A small fire pit is in the center of the room. Several pallets surround the fire and two bags are in the corner. One contains food, the other contains ~30 gp and a potion of poison.

3. Here resides the orc chieftain and his four body guards. One really tough orc and four pretty tough orcs. The is a tent set against the north wall. Inside is a pallet and chest. The chest is trapped and locked (trap - poison needle, heavy damage) Inside the chest are several valuables including ~40 gp.

4. One orc stands guard here. He attacks all but orcs traveling through here (needless trivia). The main feature in the room is a large cistern filled with water. A table is in here and two bottles of wine are on it and some food.

5. Another large cavern. The southern exit is blocked with a barricade (as per room 1). There are eight orcs here. Four nearest the barricade use bow attacks on party, the rest move to melee. There are eight pallets here. Under one is a magic dagger. There are also eight bags in the room. Some have food, some have other weapons, some have useless items, but all have ~3 gp.

NOTE: This area contains trolls, which will be inactive if it is daytime above ground. All will be asleep except those in room 9. Stealthy approaches will give the party easy targets. The orcs haven't figured this out (stupid is as stupid does!)

6. Almost empty room. A large glowing column penetrates this room top to bottom. The room is large enough that the whole circumference of the column is visible. A chasm follows it, and a pile of rubble is pushed before. There is an audible rumble/hum near the column. A crude stone altar has been stacked on skulls in this room. The altar is blood covered and odds and ends of victims lie about (maybe something useful). The trolls in this area worship the column as a sign from the Gods. It just appeared in their midst one night. They think that this is the omèn that will lead them in a victory over the pesky orcs (all useless trivia except to the designer). Four trolls will hatch from room 9 if altar is approached. They will pathfind to party and attack. Characters cannot enter chasm.

7. Lots of Trolls. Seven trolls are in here eating. Parts of orcs lie here and there. They attack party when they are intruded upon. There are piles of debris used as beds in here. There are a couple of swords, an axe a crossbow and 5 bolts under the debris.

8. More trolls. Three trolls reside in here. They attack on intrusion. They don't have anything useful.

9. Guardians of the holy. These trolls take their job about attacking infidels seriously. They attack anyone who approaches the altar in room 6. Otherwise they will wait here and attack any who enter this room. They have piles of debris for beds also. Digging in these finds the soft item (Looks like a glowing blob of clay. This can mutate into a pick, shovel, magic dagger, magic sword, or magic-boomerang hammer.)

Level -2

1. Entry chamber. Stairs lead up to the main floor (level 0) Otherwise room is empty.

2. This room is a shambles. Very old furniture and other debris lay all over. This is the home of four gremlins who will begin to track the party and attack when they can.

3. Another disused room. All items are in a bad state of repair. Furniture, tapestries and such. There are also four more gremlins in here that begin to cause problems. Also hidden in one pile of debris is the gremlin horde. A backpack, and inside are ~45 gp, some other valuables including a wand of fireballs.

4. This is a high vaulted chamber with enormous columns supporting the roof. At the south end of the room is an altar. Everything is dusty and covered in cobwebs. A large ankh sits on the altar. A great deal of the "holy ground" is desecrated. Lurking along the walls are six spiders, who will attack anyone near the altar. In the webs is a body. On the body is a backpack and a pouch. The pouch has ~20 gp and a 2 gp nugget. The backpack has a bag of components, a shovel, rope, dagger and two throwing axes.

5. This room is dominated by an enormous glowing column. The column has rent a huge gash in the floor (and ceiling, although it doesn't matter). This is the same column from the level above. Any occupants of the room have fled.

6. The column also penetrates this room. A large berm of rock and dirt are pushed up in front of the column. A glowing glyph plate is visible on the column. The Avatar must remove the glyph in order to stop the column. When the glyph is removed it knocks the Avatar back and deals a moderate amount of electrical damage.

Journal note <despiseGlyphTaken>: *"I have found the root of another of these columns of evil. Striking the glyph from it has caused me harm, but its power has been placed in check."*

A river and several small pools are also in this area. On the entrance side of the river, two gazers are living. They attack the group when they enter. On the opposite side of the river is a large pile of rubble. Sticking out of the rubble is a skeletal arm. The group can cross the river with a skiff or by swimming. Digging in the rubble un-earths the body. On the body is a ring of Invisibility and a pouch with one healing potion and one curing potion.

7. Empty. Secret door opens when group enters via west opening, but closes if they approach the door directly. Party must edge along west wall to secret door or it closes. It is wooden, so they could beat it down or blow it up if they wish.

8. Secret room. Piles of old crates and rotted bales are in here. A few old weapons can be found. This was once a militia store room for one of the past inhabitants. Maybe some markings on the crates could hint at past bad guys.

Level 1

1. An entrance chamber to this level. A dead body lies on the floor. (Very old !) It has nothing on it of use. Two suits of scale mail stand in the western corners of the room. An old banner is set on the wall between them.

2. High bay area. An immense chamber. It once may have been natural but has now been squared and lined with fitted and mortared stone. High above is a large set of doors, set in the rock of the ceiling (not visible to player) A large winch sits against the east wall, the cable running up and away overhead. There are four large rings set in the floor. Also scattered around are bits of wicker, ropes stakes sand and two bags filled with sand. Also amongst the debris is half of a large piece of paper. Half the plans to the construction of an airship and the necessary spells to make it work.

Turning the crank on the winch (use) causes the doors in the roof to open to the outside. Basically the character would see the shadow pulling back and letting in bright light, (assuming it's day) suddenly filling the chamber.

3. Inside this room is a large pile of sand and a stack of bags. Also there is a shelf with a hodge-podge of tools (i.e. hammer, saw, adz, tongs, and pliers).

4. This was once a bed chamber, but it is now in very bad repair. Everything is either torn or broken.

5. Probably once a lab. Several tables lie broken on the floor. A great deal of glass and a few reagents (findable) lie about. One chest is still undamaged. The chest is locked and trapped (filled with poisonous gas). Inside is ~25 gp, a healing potion, a sleep potion, a curing potion, and an invisibility potion.

6. A living chamber. Various items of furniture are dusty and in disuse. A large table stands near the hearth on the west wall. Cooking implements and such lie about. On one shelf is two bottles of wine and one of mead. A barrel in the room is actually a mimic that attacks when the party is too close.

Level 2

1. Entry chamber from the lower levels. There are 12 cots in this room. All in bad shape. There is nothing of value in here.

2. Another sleep chamber. Three cots and three chests are in here. Each chest contains some clothes and one has a dagger and swamp boots in it. The room is in bad repair.

3. Another kitchen chamber. Pots pans and the like laying about. A large hearth is on the north wall.

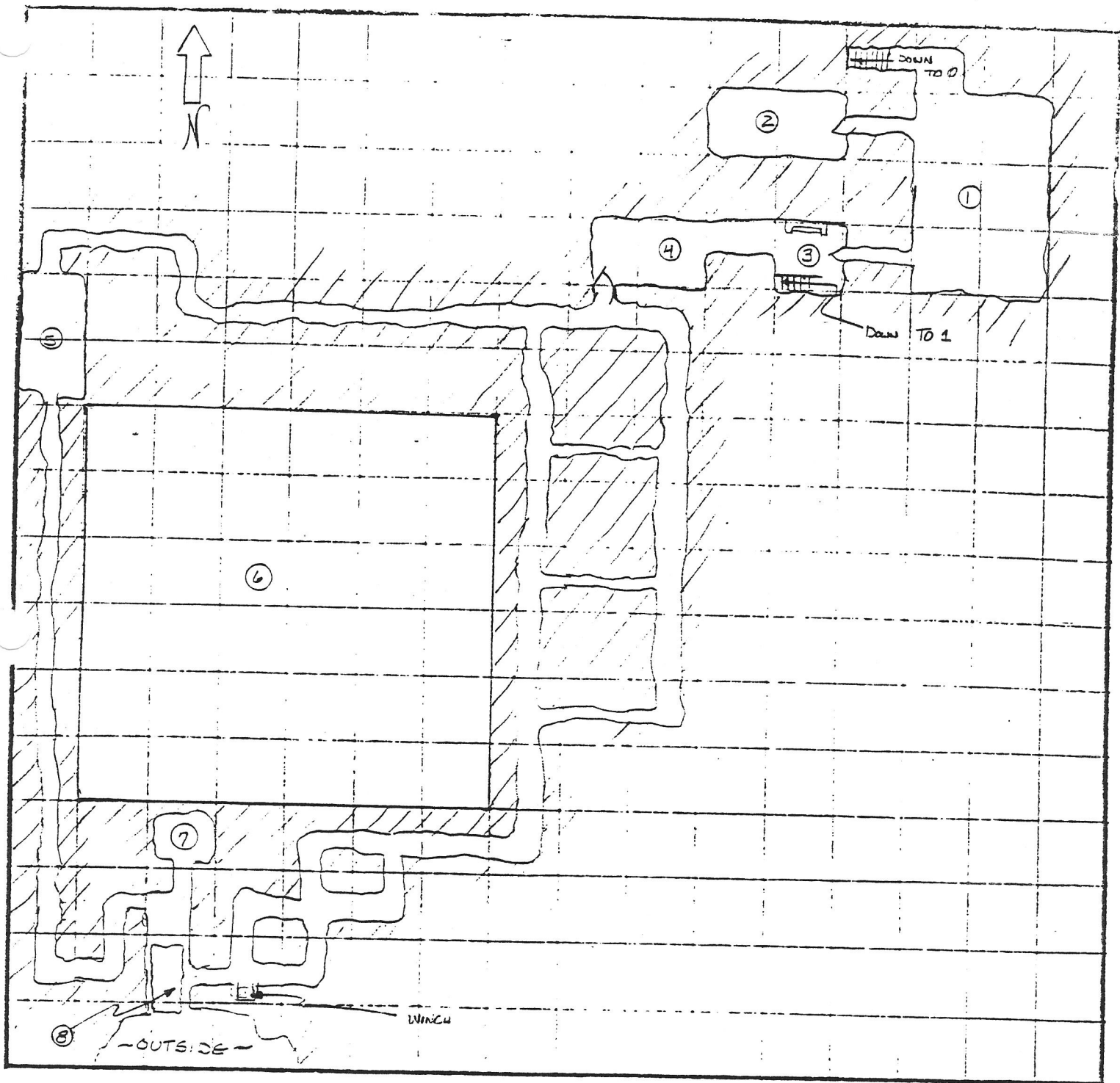
4. The dining hall. Two heavy large tables are in here along with numerous benches. One of the tables is overturned and most of the chairs are busted up and scattered about.

5. Empty

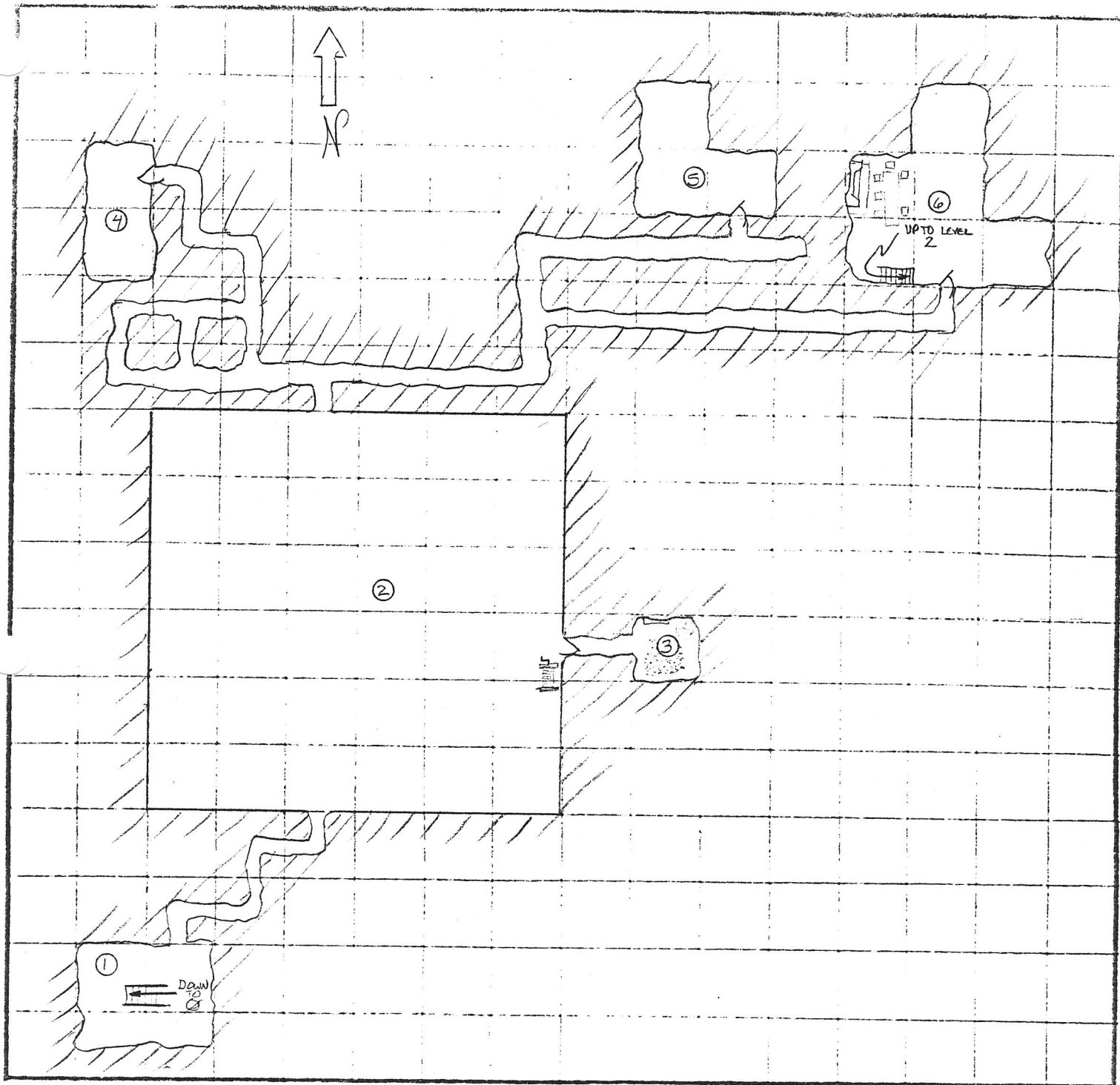
6. Open area of high bay (see room 2, level 1).

7. Secret chamber. Not accessible if blocking door (8) on this level is open. Inside is a store of old food and weapons stacked in racks or in crates. Some items of arms and armor are in good shape and might be used by party.

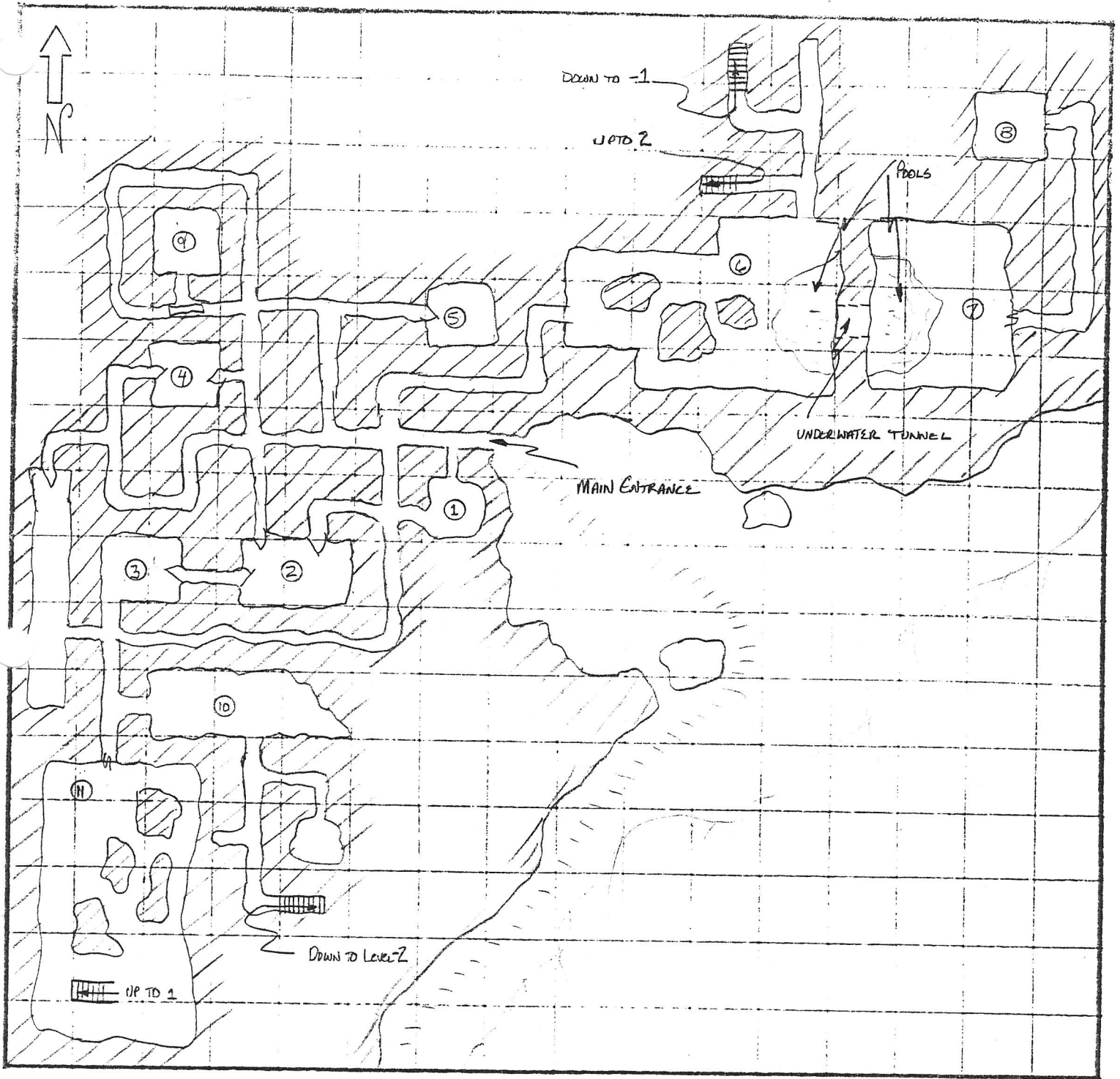
8. Sealable blocking door. Of ancient construction (useless trivia). A winch in the hallway nearby can pull the door open or closed. With the door in the open position, it has pulled back into the recessed area and a passage leads out. This also blocks room 7. It is in the closed position the group can still reach room 7.



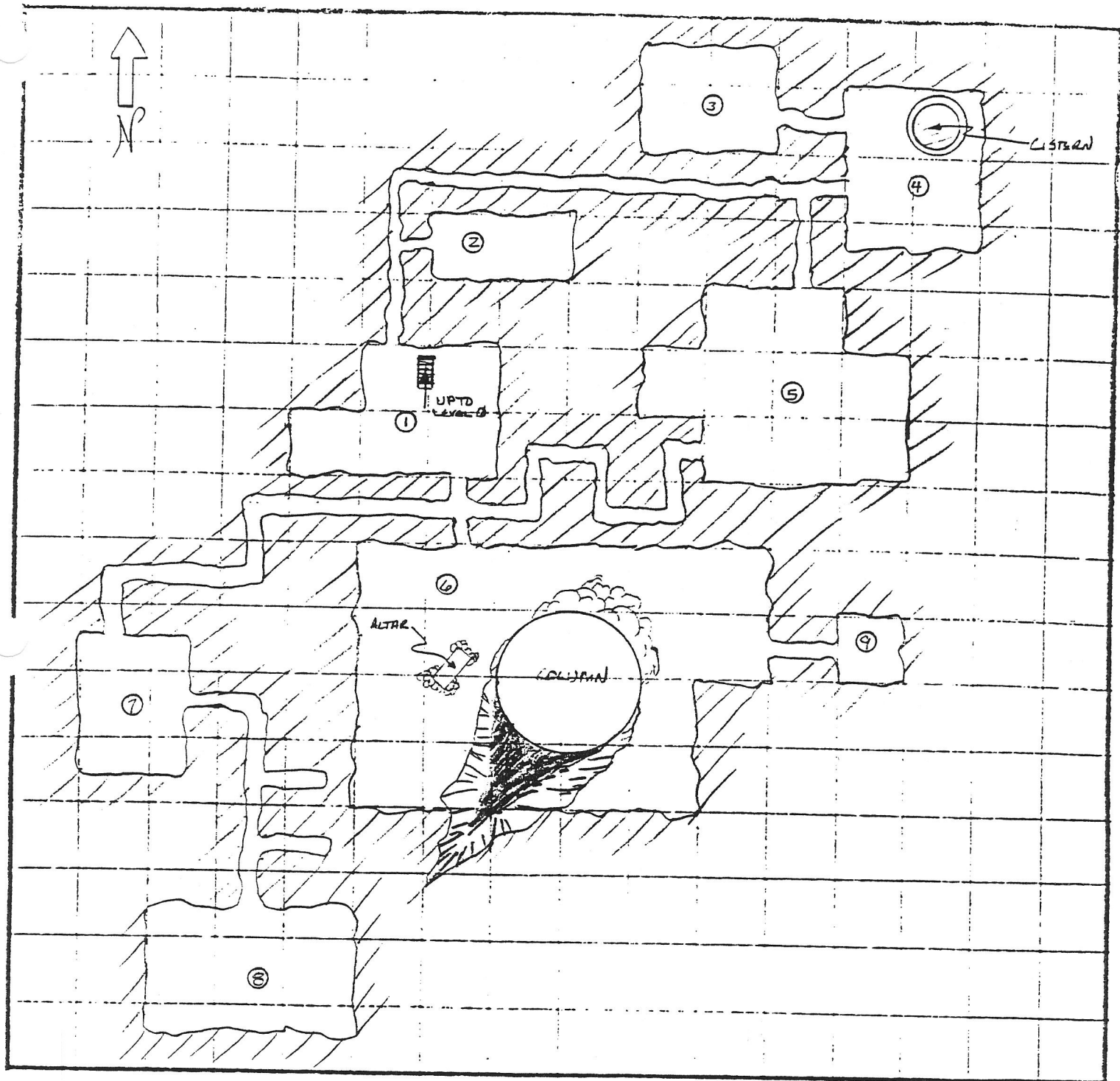
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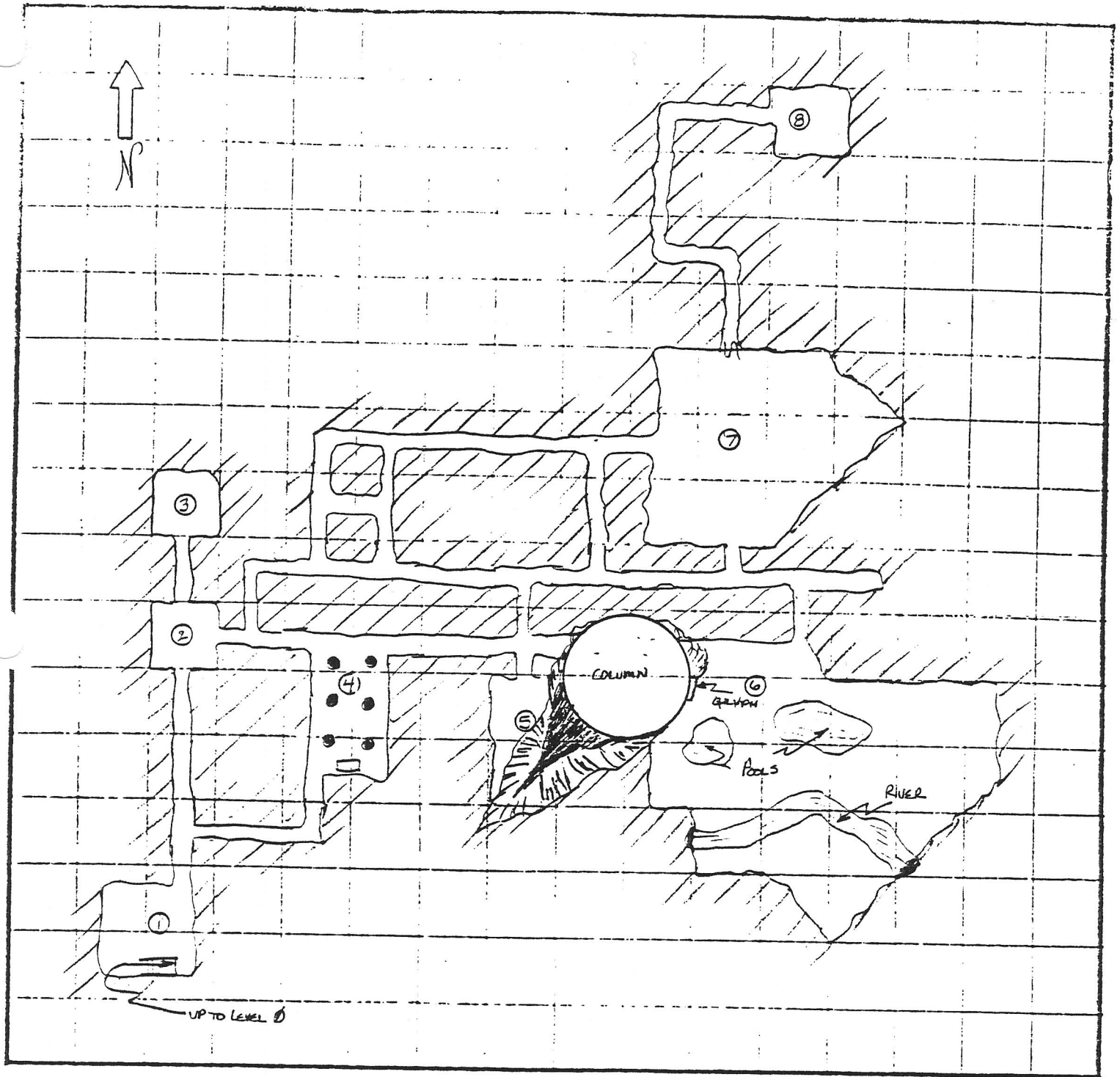
Deceit - Level 1



Deceit - LEVEL 1



Deccit- Level - 1



Deceit-LEVEL-2

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