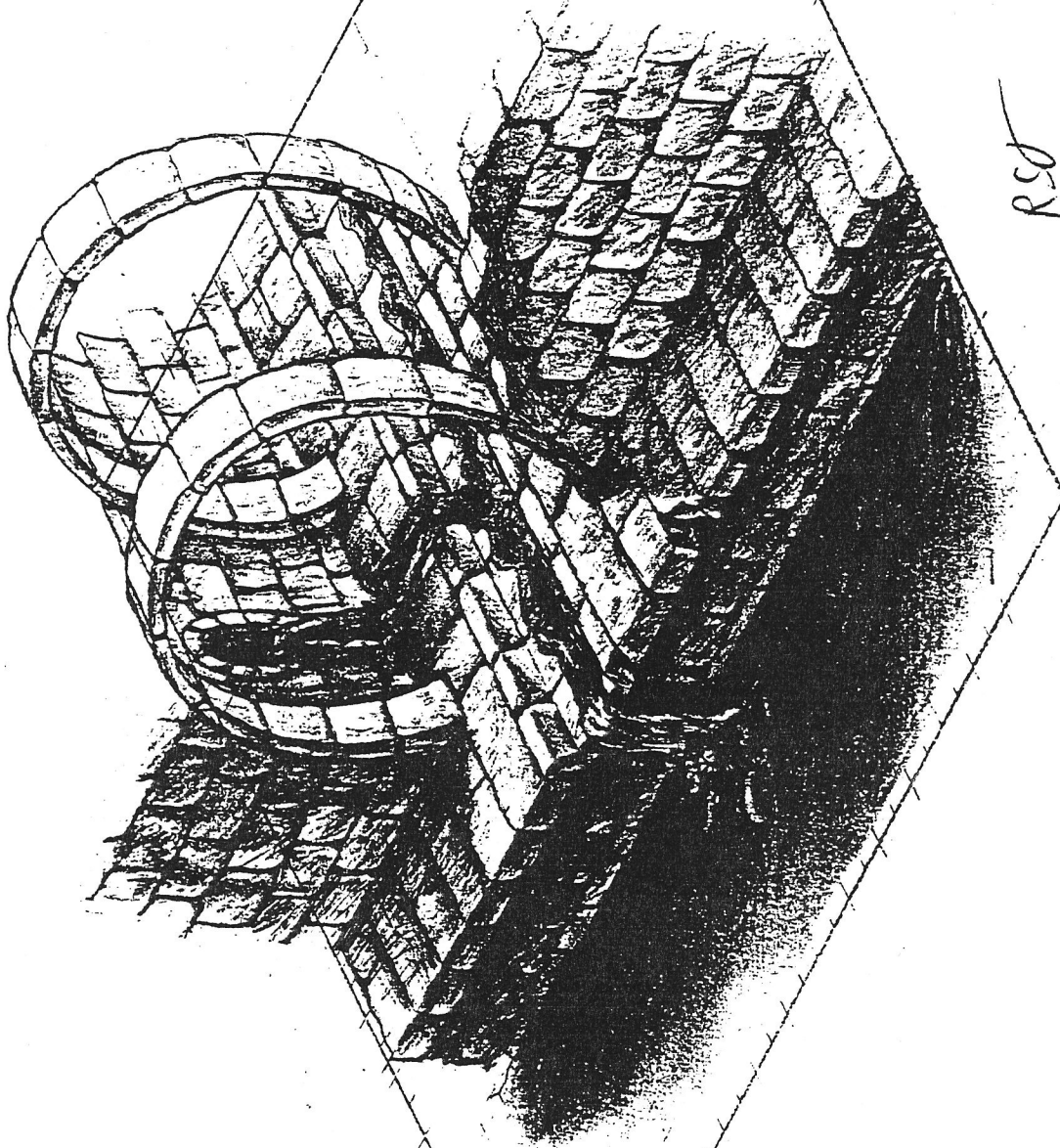


**Sewers of Britain
and
Dungeons of Stonegate**

Sewers
under
Britain



RSJ

Beneath Britain lies a complex system of tunnels forming a sewer. They are accessed via different points in town or in the Castle, or by journeying to Ambrosia and crossing Hythloth. The tunnels are the homes of all sorts of nasties you would find lurking in damp foul regions.

PLOT INSERTION

The sewers provide a means of access to different parts of the city without using the streets. Particularly when the Avatar must use them to access the Cathedral when he/she spies on Brother Amaranth. They also provide the connecting point to Hythloth, but until the crystal is blown from the Hythloth side, the sewers cannot provide access to that dungeon. Also they are the means to travel to Stonegate via teleport and underground passage.

DETAILS

NOTE: Most of these areas are fitted stone tunnels with a tubular shape. At various points small openings in the wall have water running from them. Water tends to flow in a trickle down the center of the corridor until they reach the river or pool. Near the river and the pool edge are found patches of slime.

1. The entry from Lord British's castle. Nothing in here.
2. The entry from Baldwin's house. Three barrels filled with ale and a rack of wine bottles (~30). The door into the room is magically locked.
3. The entry from Lace's house. Various weapons adorn the walls and the door out is locked (with an exceptionally good lock).
4. Main collection chamber. A great deal of outlets from the streets dump into this room. All of the small streams flow into the pool at the NE corner then exit via the river. This is also the "office" of a rather crazy person. The man in here is the keeper of the sewers. He has to make sure that it all flows properly and that trash doesn't back up the collecting rivers. He also has his loyal pets, 15 rats. The rats will avoid party members unless they threaten or attack the man. The only item of value he has is a set of pan pipes that can call or drive off rats.
5. Empty
6. Home of the sewer keeper. Here are all his meager belongings. Everything in this room is in bad shape. There is 1 gp that can be found with a diligent search.
7. Small cave. This chamber houses 10 bats. The bats are rather docile and will attempt to leave the area rather than combat, unless someone is carrying a light source. They will concentrate attacks on a light bearer.
8. Teleport chamber. On top of a two step platform is a teleport point that will take you to the chambers under Stonegate (room 10).
Journal note <firstArriveSewers>: "I found the teleport beneath Stonegate and it has sent me hither. I hope this is the sewers of Britain as Hawkwind indicated it should be."

Dungeons of Stonegate

The dungeons beneath Stonegate keep are not in use much anymore. The cells and such haven't seen prisoners since the last dictator ruled the keep. Currently Hawkwind resides as the master of Stonegate. The tunnels consist of a dungeon area and a set of natural caverns. Within the natural areas are two man made chambers. There is almost nothing in the catacombs to threaten the Avatar, or is there?

PLOT INSERTION

This is the first dungeon the Avatar will enter. Albeit, the Avatar has no choice since Hawkwind places his feet on the path of this quest, and the only path to begin is through the dungeons. The Wyrmguard have discovered the tunnels, by entering in Britain, but haven't been able to get through the main door into the dungeon section. When the Avatar goes through here he will encounter some of the lower members of the Wyrmguard, on his way to Britain.

DETAILS

Journal note <enterStonegateDungeon>: *"Hawkwind has set me on the road to Britain. He says to enter the dungeons below and travel to the teleport. This will take me to the sewers of Britain. There I must find the exit up to Britishes castle. I hope my friend, Lord British, isn't in as bad a shape as Hawkwind has eluded."*

Note: the journal entry activates only once.

1. The main storage area. Stacks of food and barrels of water fill this chamber. Hawkwind has put up some supplies in event he has to aide the citizens of Britannia.
 2. Old torture chamber. The door is locked. Hawkwind has the key. Several implements of heavy sport lie in various states of disassembly.
 3. Mass holding cells. These two cells have room (and manacles) enough for twenty people in each. On the floor of the northern most chamber lies a skeleton. If it is disturbed it will come to life and attack the Avatar.
 4. A series of individual holding cells. Each could house two people. They are all locked and unoccupied.
 - 5, 6 Empty
 7. In here are two bedrolls and one of the Wyrmguard. He will attack the Avatar. Once defeated the Wyrmguard has leather spiked armor, a broadsword, a dagger, food, and a bottle of wine. In a pouch is ~20 gp. There is a lever on the wall that opens the door to room 9. If this is not pulled, the Avatar cannot get through the door to room 9
- Journal note <defeatFirstWguard>:** *"I have just defeated a strange warrior in combat. His armor is all black and covered with spikes and studs. His sword also bears strange markings and has an unusual design on the quillions. I am not familiar with the symbols and design that marks the tabard either."*
- <takeWguardArmor>** *"I must take the warriors armor and weapons since I have arrived in Britannia without either of these items and Hawkwind was unable to furnish them. I hope no one mistakes me for one of the dead guard's companions."*

Owner: B. White

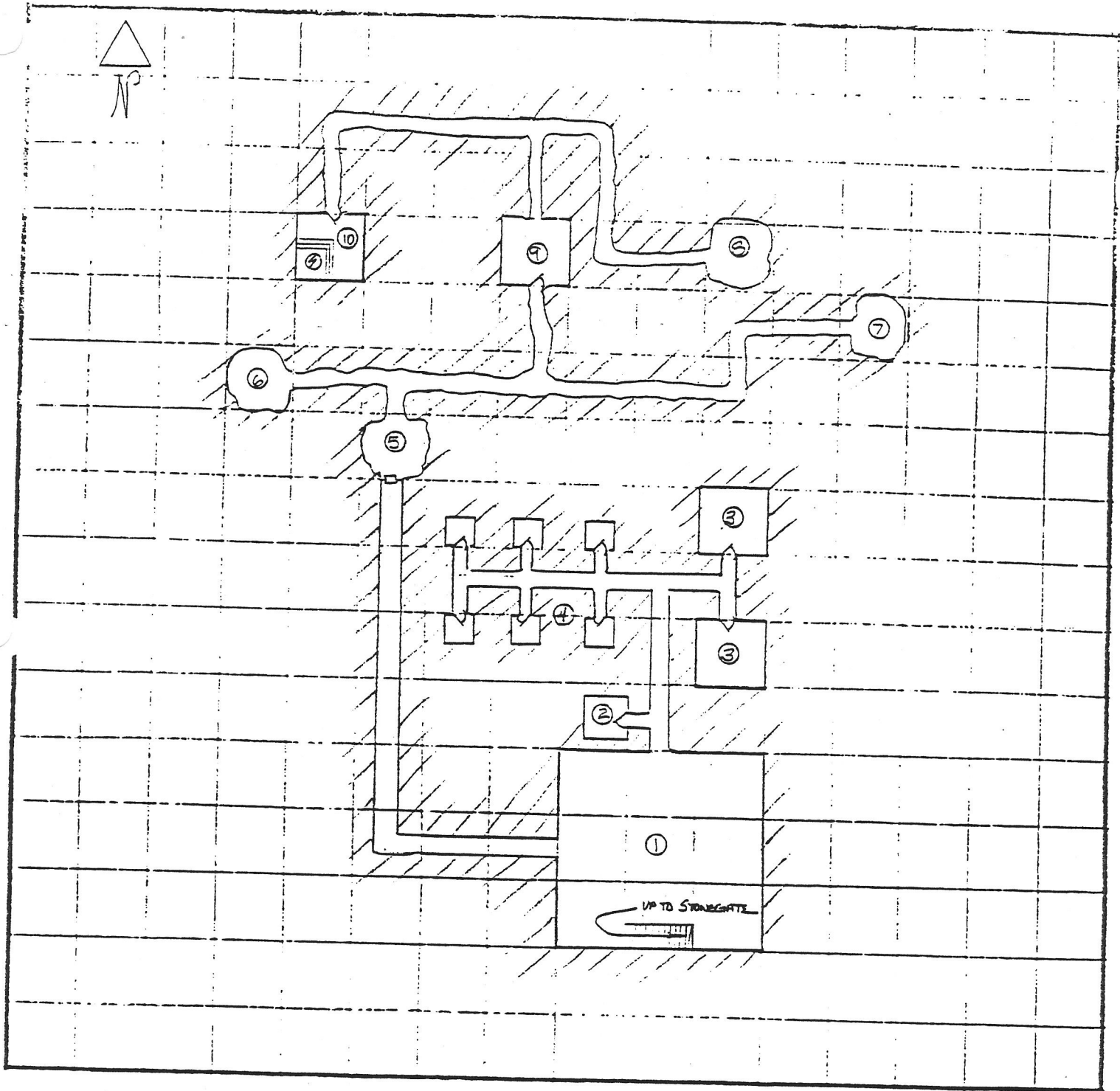
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8. In here is another lever on the wall. Pulling this lever releases the door into room 10 and the teleport.
9. A study chamber. There are several charts and maps on the walls. One of them will show the eight columns and plot their destruction. Also there are maps to the towns and such. In here is another Wyrnguard ready to fight. He also has leather spiked armor, a broadsword, and a dagger.
10. Teleport chamber. This teleport pad stands atop a three step dais. When the Avatar steps here he is transported to the Sewers of Britain (room 8)

fine



DUNGEON OF STONEGATE - LEVEL 1B
 - CONNECTS TO SEWERS OF BRITAIN -