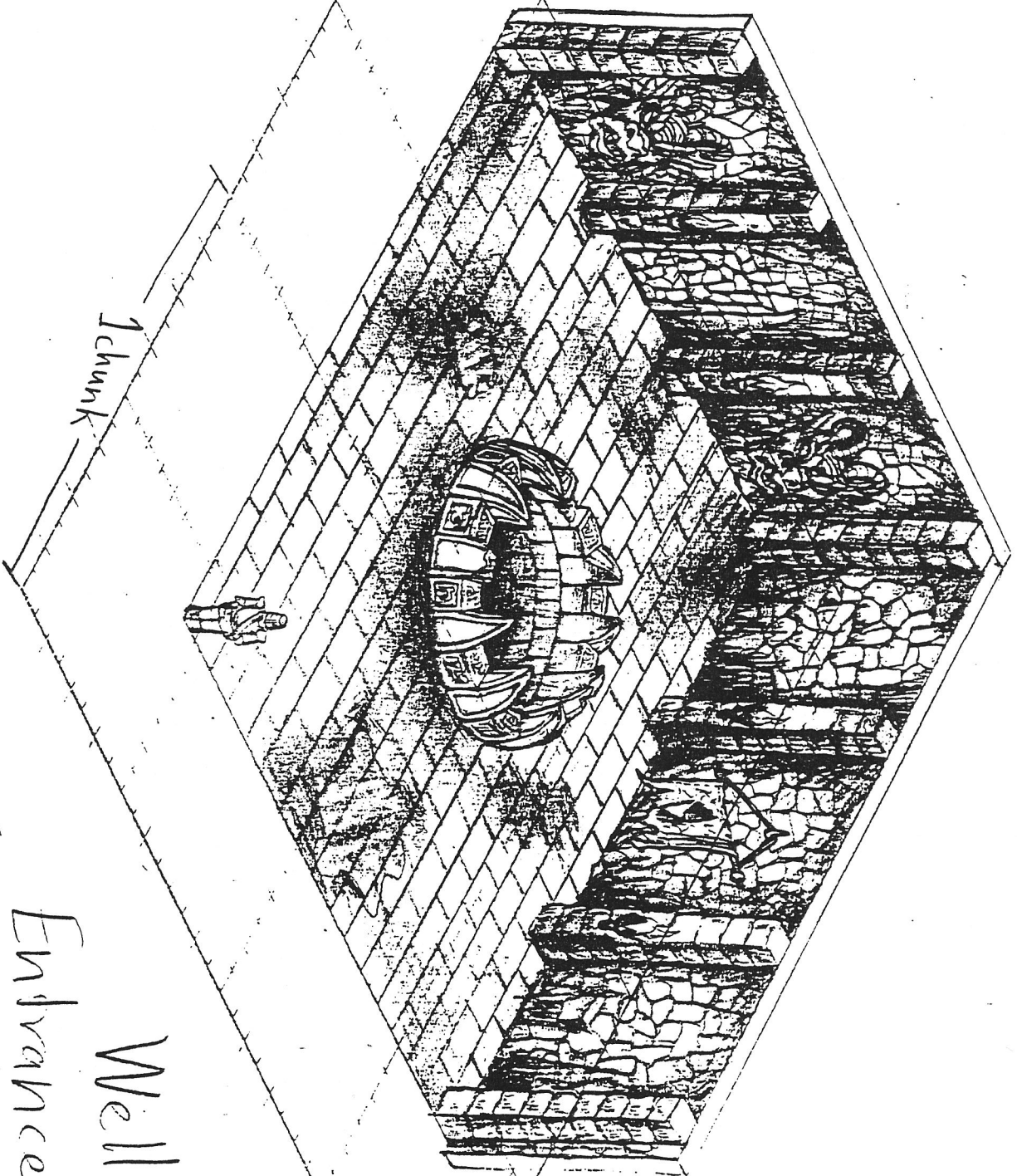


Catacombs of the Angry Dead



1st floor

Secret chamber

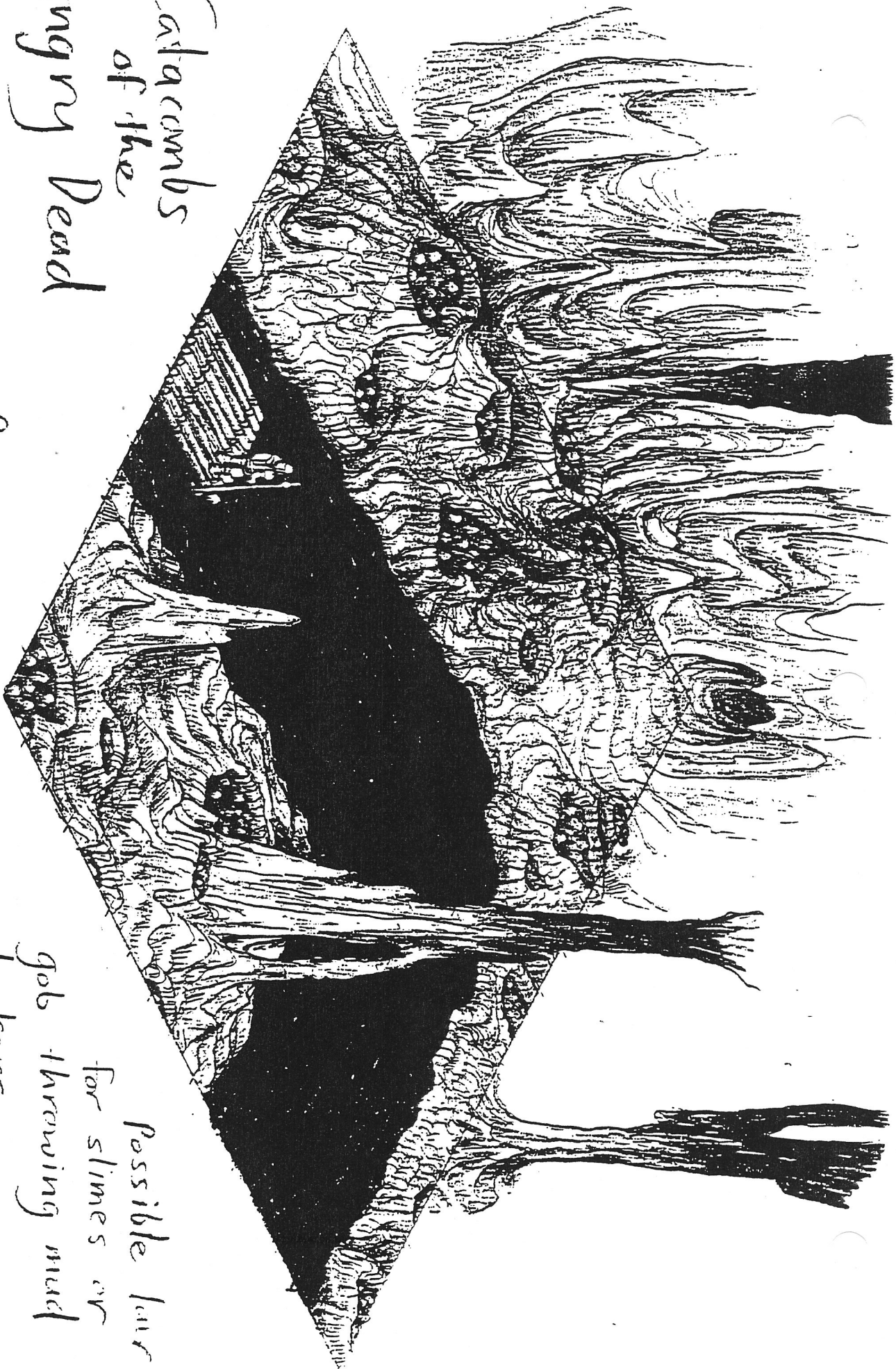
of the Dark Tower

Well of Souls

Entrance to the

Catacombs of the

Angry Dead.



Catacombs
of the
Angry Dead

Possible Sample of

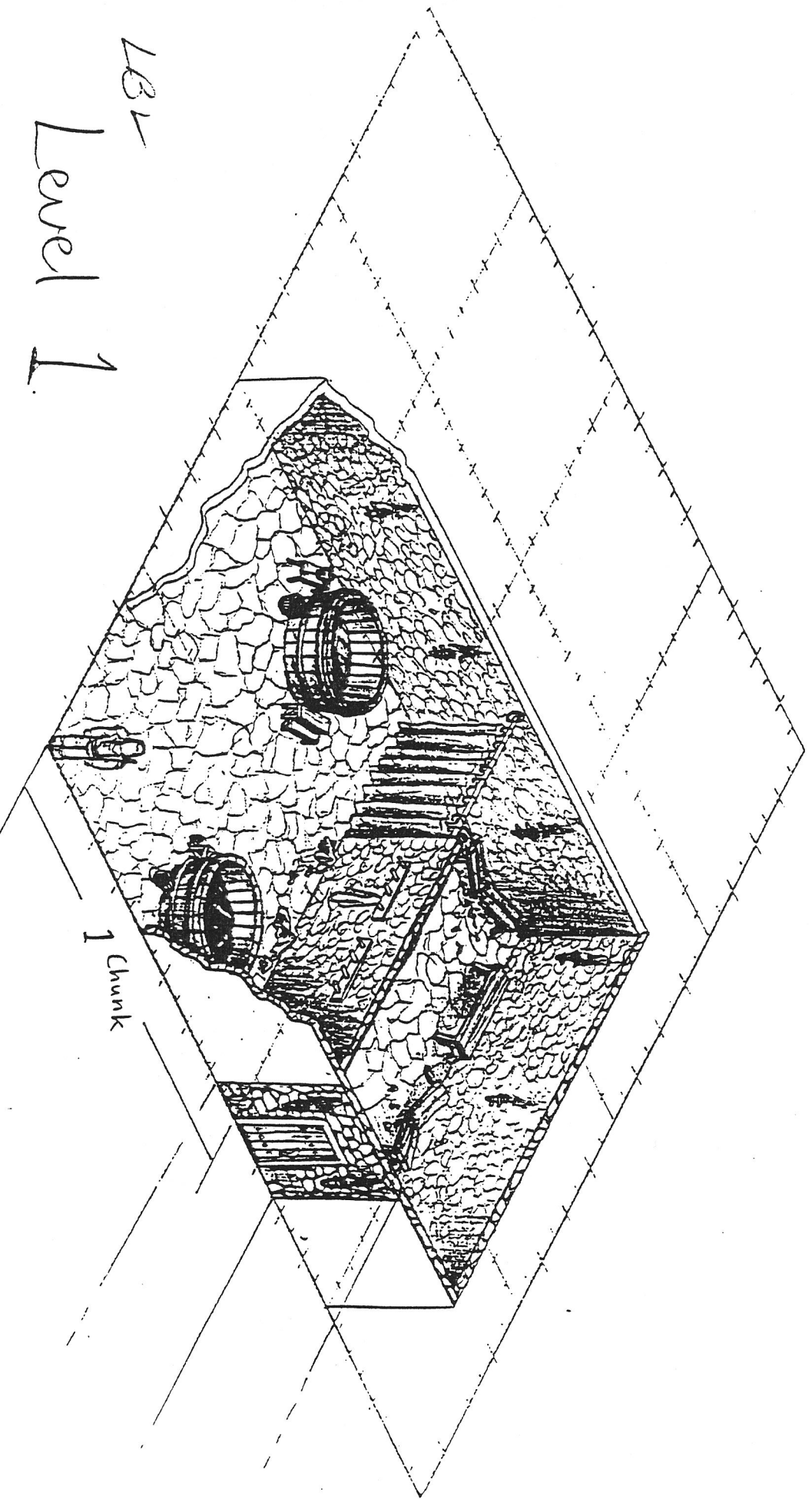
Room # 16

on Level 3

"Chamber of Boiling Mud Pits"

Possible lair
for slimes or
gob throwing mud
lurkers.

Catacombs of the Angry Dead



LBV

Level 1

Room 7a,

"Servant's Bathing Room (Men's)"
(note 'slime' in one of the vats)

3-D Overview of levels.

Catacombs of the Angry Dead

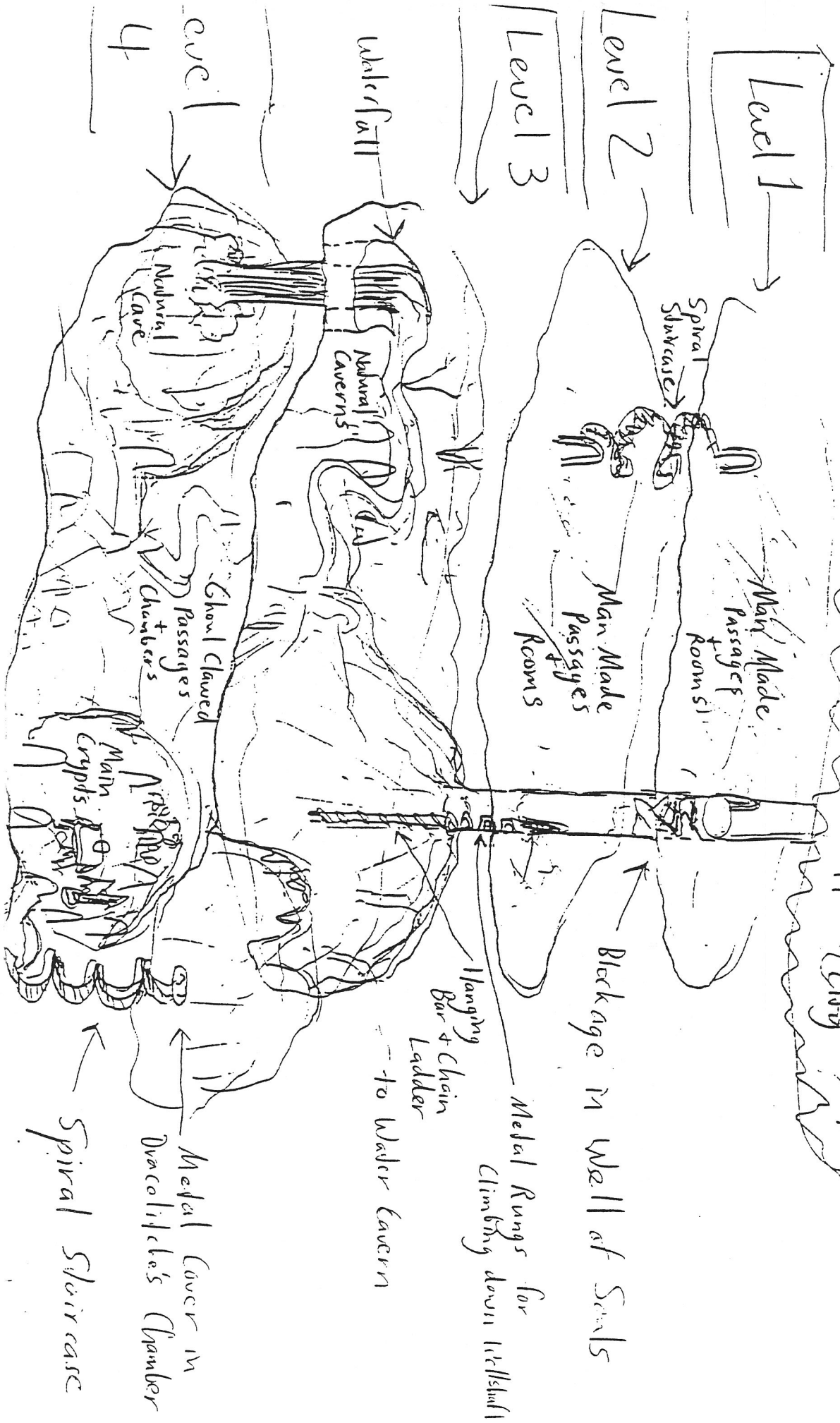
(beautifully drawn huh?)

Wend Gothic "Well of Souls"



Ruins of
Syrabrac City

Wend Gothic



On the isle of Skara Brae there is a dark Tower, formerly owned by the mage Horance. Inside the towers boundaries is a secret chamber where in sits the Well of Souls. The Avatar must descend by rope into the Catacombs of the Angry Dead. Deep inside these chambers lurks a Dracolich that is releasing untold hundreds of the dead in response to a call from the other evil beings of Britannia.

PLOT INSERTION

The body of Lord Corrigan disappears soon after his assassination. To prove the guilt of Blackthorn and his minions, the Avatar must retrieve the body. Through a round-about search the Avatar seeks Helain in Ebonwood. In a vision she reveals that the body is in the Well of Souls. The Avatar must then journey to the Well, enter and retrieve the body.

Also inside lurks the Dracolich. By defeating the Dracolich all of the dead will "re-die" and find peace. Giving the dead peace will gain the Avatar another Etheric Power.

DETAILS

The well only descends to the first level where it is blocked by rubble and debris from the cataclysm. The well opens out at this point through an arch and into a hallway.

Journal note <deadEntered>: *"We have found a well, hidden inside Horance's tower. This must be the Well of Souls. If what Helain has told us is true, then Corrigan's body should be laying on the bottom. This should be an easy recovery. We will lower ourselves down to the bottom and then haul the body out. I anticipate no problems."*

Level 1

Journal note <wellDescended>: *"I may have been to abrupt in my judgement. The well is blocked only a few feet past its lip. There is an opening here letting out into what looks like a series of unoccupied rooms and halls. Lord Corrigan's body is no where to be found, but Shamino has examined the area and found numerous claw marks near the opening. Something must have taken the body. We will begin to search these levels until we find his remains."*

1. Servants quarters. The door is blocked by chairs on the other side and it will have to be smashed down. Inside are two skeletal remains laying huddled on a bed. One male, one female (by their clothes). There is a bottle partially full of poison on the floor. A diary is on the desk and entries show a period serving Horance before the cataclysm. Several notes question Horance's sanity in studying the undead he discovered in ancient tombs beneath these levels. Some entries after the cataclysm tell how this couple was trapped down here with no means of escape. The blockage used to be above this level, but the shaking caused by all of the earthquakes now occurring in the world have shaken it down to level 1. The entries talk about how the dead will come up to this level from somewhere far below and hunt humans. Killing them, devouring their flesh and removing the heads. Where the heads have gone, the writer does not know.

2. Servant quarters. Door is standing open. Two beds, a table, two chairs, and an unlocked chest full of clothes. Furniture looks to have been roughly shoved around. A headless skeleton lies on the floor.

3a-f. Servant quarters. There are four beds, a table, four chairs and chest full of clothes. There are two headless skeletons lying in the room. Most of the furniture is either tipped over or broken.

4. Armorer's quarters. A master blacksmith was once living here. Weapons hang on the wall. Some have fallen to the floor. There is a bed and a small table with one chair.

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5a, b. The apprentices chamber. Two apprentices to the armor smith were quartered here. A skeleton, headless, lies in room a. The door to that room has been smashed off its hinges. Otherwise there is a bed, chair and a small table in each.

6. This room has wood stacked in abundance against the west wall. A large hearth dominates the whole south wall several large metal pots hang on hooks here and there. A large spout is on one wall, with a draw bar just behind it. Pulling the draw bar lets water pour out of the spout (and if there is not a bucket or pot to catch it) and onto the hearth.

7a, b. The bathing chambers. Women in a and men in b. There are a few large wooden tubs in each room. Some of the tubs are rotted and falling apart. Inside a couple of the tubs slimes have taken root. There are a few headless skeletons scattered about also.

8a., b Small linen closets.

9. This is a room for linen storage. There are two big shelf units running down the center of the room. The sheets and towels on these have long since rotted. Three rats have made a nest in the NW corner.

10, 11. Scullery chamber. There are large wood fire metal basins in this room for pots and dish washing. Also there are shelves of cleaning supplies. On the wall hang a few brooms and mops. There is a headless skeleton lying in the middle of the room.

12. The feast hall. A very large room with huge tables lining the center of the chamber. The tables are covered with broken dishes and goblets, as is the floor. A gibbering old man comes up to you and babbles nonsense at you. Then he attacks all of a sudden.

13. Larder. A large room stacked to ceiling with shelves and barrels. Most of these are empty, but a few canned goods on the highest shelves remain. Things like brussel sprouts, beets, mustard greens, etc. At the rear of the room, behind a barrel is a small opening. The Avatar will have to crouch down to get into it. This leads back to the gremlin caves, but there are already two in the room and they will begin to attack when the chamber is opened.

14. The kitchen. Two ovens and two large hearths dominate this room. The center of the area is taken up by big wooden tables. Most of the stuff in here is either smashed or spilled, but some canisters with grains and flour remain.

15a, b, c. These rooms are storage areas for household odds and ends. Baskets, drying flowers, extra chairs, etc.

16. This is a room for linen storage. There are two big shelf units running down the center of the room. The sheets and towels on these have long since rotted. Three rats have made a nest in the NE corner.

17. Foyer. A set of stairs spirals down a half flight to a pile of rubble completely blocking the passage. No amount of digging can clear this area.

18. Seamstresses chambers. Horance often had new clothes made on a weekly basis. A seamstress lived here and now her body lies halfway through the door. There is a bed, table and chest in the room. The chest is unlocked and only clothes are in it.

19. Seamstress's workshop. In here are rotted bolts of cloth cutting tables and quilting racks. A loom stands in one corner and a spinning wheel in another.
20. This room was used as a robing chamber and mediation room by the clergy staying here. There are pegs on the wall and shelves. There are rotted cloaks on the wall pegs, except one that is not. It is actually a cloak of invisibility (must be used to activate).
21. Chapel. The doors are smashed open and the interior trashed. A small ankh statue still stands on the altar unmolested.
22. The head clerics chambers. This room is magically locked. Inside is a bed, chest, desk and chair. The appointments are plain. On the desk is a diary that whose last entry states that the clerics are leaving until Horance stops messing with dead things.
23. Stewards chambers. A nest of four bats have moved in here through the smashed open doors. Inside is a destroyed bed, broken table chairs and other. The bats attack anyone entering, centering on anyone carrying a light source.
25. Heavy storage. Inside are stacks of lumber, mortar, extra stonework, tiles, heavy tools and such. The ceiling on the back wall collapsed and has turned the west end of the room into a rubble pile. Nesting here are 6 rats who will attack immediately.
- 24a, b. Assistants to the stewards lived here. Both doors are open and headless skeletons are inside. Also there is a bed, table and chairs.
26. Minor library and study chamber. A great deal of books line the shelves of this room. The topics tend to be general, covering such topics as philosophy, religion, sciences, history and geography. There should be some maps and other things available here. The corridor leads to individual study cells.
27. Master librarians quarters. His skeleton lies just outside his door in the main library area. Inside is a desk, chair, bed and several more books.
- 28a, b, c. Study cells. Each has a desk and one chair.
29. Cool larder. A special designed room to hold wines and other beverages. A rack contains several bottles of wine and mead and three barrels are filled with ale.
30. This is a room for linen storage. There are two big shelf units running down the center of the room. The sheets and towels on these have long since rotted. Three rats have made a nest in the SE corner.
31. Armorers water closet. A room with a basin, chamber pot and a couple of books he was reading. His skeleton is in here lying with an open book, with pants around his ankles. Caught in the act, and now without a head, of course.
- 32 a-d. The gremlin tunnels. The gremlins have carved out these tunnels for themselves. The tunnels enter and exit from either rooms or hallways. The openings are small enough that a normal human has to travel in a crouch. Once in the tunnels the Avatar and group would move very slowly and the gremlins would steal them blind.

Deeper in they will find tiny caves tunneled into the rock. They each have tiny beads and desks. One chamber is stacked with food stolen from the larder. They have a pretty large horde of treasure stolen from empty rooms or corpses.

33. Stewards meeting room and office. Inside are several desks and chairs.
34. Master at arms office. This was the person looking after the guardsmen inside these halls. There is a desk, chair, table and chairs, and the walls are covered with tapestries and banners, hiding the secret door to the south.
35. Store room. Various items needed by the men at arms are in here. Oil rags, whetstones, polishing compounds, arrow shafts, etc.
36. Master at arms bed chamber. Bed, table, chair, and a bottle of wine. Two ghouls look up as the party enters and they shamble forward to the attack. On the desk sits a set of magical gauntlets. Gauntlets of the fencing masters. These will raise the melee' skill of the wearer.
37. Secret closet.
38. Arms training room. Three rats call this home now and attack anyone entering.
39. Servant quarters. Door is standing open. Two beds, a table, two chairs, and an unlocked chest full of clothes. Furniture looks to have been roughly shoved around. A headless skeleton lies on the floor.
40. Grand foyer. A fountain bubbles in the center of the chamber, fed by some unseen source. To the north a set of large spiral stairs turns up and down. The up section can be seen as blocked, but the side going down is clear.
41. The door to this room is a mimic and will attack the character trying to open it. Inside it is another servant quarters. Door is standing open. Two beds, a table, two chairs, and an unlocked chest full of clothes. Furniture looks to have been roughly shoved around. A headless skeleton lies on the floor.
- 42, 43 Servant quarters. Door is standing open. Two beds, a table, two chairs, and an unlocked chest full of clothes. Furniture looks to have been roughly shoved around. Three headless skeleton lies on the floor one lies outside each door.
44. Another general library and study room. Several books on histories might be useful
45. Servant quarters. Door is standing open. Two beds, a table, two chairs, and an unlocked chest full of clothes. Furniture looks to have been roughly shoved around. A headless skeleton lies on the floor. As the room is entered a ghost rises from the skeletal remains and begins to attack.
- 46, 47, 48 Servant quarters. Door is standing open. Two beds, a table, two chairs, and an unlocked chest full of clothes. Furniture looks to have been roughly shoved around. A headless skeleton lies on the floor.

Level 2

Note: The well is open from this point on. There are rungs and a chain and dower ladder leading down into caverns below.

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1. Wardens chambers. The man responsible for overseeing the cells resided here. There is a bed, rug, desk, chairs, table, and wardrobe. There is a two bottles of mead on the table. A headless skeleton lies near the bed.
- 2a-r Prison cells. These all contain a pallet of straw and a bucket. Some hold dead prisoners, who starved to death when the main wardens all died in either the cataclysm or undead attacks.
- 3a,b Guardsmen's room. Each of these assistant wardens has a bed, wardrobe, desk and chair
- 4, 5. Storage chambers. Two ghouls are in room four and attack when the room is entered. They are hungry.
6. Interrogation room. Several sets of wall manacles adorn this chamber along with two chairs. One skeleton is on the wall, two are collapsed near the chairs.
7. Storage
8. Room for the head inquisitor. A bogeyman has made this his abode and will begin to take out party members if they are so foolish as to attack. If not he will attack them. It's not too particular.
9. Main office of the inquisitor.
10. Holding cells. This room is divided by bars into eight separate cells. Some cells have dead prisoners in them some are empty. All of the cells are open and all the skeletons are missing heads.
11. Torture room. There are four skeletons lying in this room. Headless of course. But when the chamber is entered the skeletons will animate and attack the group.
12. Guard alcoves. Two dead guards lie here, both headless
13. Another office. This one has four rats who assault the party when they come in.
14. Horance's main office. An ornate desk chairs and table are in here. All of the drawers are locked, but can be smashed open. Inside the lowest one is a healing potion..otherwise the contents are worthless.
15. Magical library. Lots of books dealing with the thaumatergical and necromatic arts. Two magic darts are up on the shelves and will lock onto two random party members and begin their assault.
16. Apprentices chamber
17. Private study of Horance. The secret door is activated by the wall sconces to either side of the door are both turned toward the door. If someone in the group is not wearing the symbol of Horance (room 18, this level). Then the sconces will belch forth a great flame as the secret door is passed. Damage to whole group (moderate).
18. Horance's bed chamber. A copy of Horance's personal protective symbol is carved into a medallion that lies upon the nightstand in his room.

19. The "summon a demon room!" or magical laboratory. Glass ware lines a table to the north. Some shelves to the north contain books on ritual magic. Inside the door to the north, explosive and exotic substances are kept, including one powder keg.

There is a large inscribed protective circle and thaumaturgic imprisoning triangle etched into the floor. An earthquake has rent the floor through the triangle, breaking the symbol. Horance's body lies nearby with his head laying to one side, untouched. The bones have been broken and the clothes rent and torn. Oops something must have gotten loose.

Large braziers stand about the room and shelves are on the SE wall. The shelves contain ritual odds and ends (i.e. matches, incense, daggers, candles, etc.).

20. A special imprisoning room. Behind a set of strong steel bars is another imprisoning triangle. The triangle is filled with an extremely pissed off demon. He will begin to fling fireballs at the group as soon as they open the doors. The door to the cage is locked so the demon will have to be killed at range. Near the NW corner leans a staff. There are odds and ends thrown on the floor all about it. The demon has been trying to get a hold of that staff for the last 50 years. If he could get it, he could have gotten out....Oh well.

The staff is the Staff of the Eight Circles. It contains eight spells, one of each circle. It can fire each spell 8 times each day. The staff is charged with the following spells: light, protection, sleep, unlock magic, explosion, sanctuary, death bolt, and summon demon. The main trick to this staff is that you must be a mage of the spells circle or higher to get that spell to function. Also the staff can strike an opponent with the same damage as a magic sword.

The staff owner can set a default spell at any time that will automatically be used when the staff is selected. If the default is not wanted, a menu of the other spells will be revealed. If used with an attack command, the opponent is struck rather than the magic being cast.

Level 3

This area of the dungeon is honeycombed with caverns. Most of it has a very swift powerful river flowing through it. The party will have to build a raft at some point to make it to the level below.

1. A large chamber is mostly covered in water. This is where the water for the well was drawn from. A beach is to the southwest and a large dry tunnel leads out to the west. Several small rivulets pour into the lake. A small waterfall dumps out of this chamber and into a series of underground rivers.

There is a large amount of broken timbers, machinery, cogs, and rope laying in the SW corner. All the materials to build a raft are present. The party will have to build one to go any further in this dungeon.

2. The lair of the Dracolich. The great undead dragon lies near the back of the cavern. Treasure is piled against the north and south walls. A large steel cover plate (manhole style) is near the Dracolich area. The cover is far too heavy for anyone to lift from this side. The Dracolich raises the lid every night so that the undead can go about. Bones and corpses lie all about the area. The fungus in the room glows with an eerie light.

NOTE: When the dracolich is defeated, then the dead will rest. No more new undead will be created here. This event, giving the dead their peace, triggers the Avatar acquiring the **Etheric Power of Touch** (see document on magic for description).

3. A small waterfall descends into the river below. The fall is small so no damage will occur to the raft or people.

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4. The river passes through a slightly larger area. Some stalagmites extend out of the water. The raft will bounce off of these as it moves along. Bats fly about the room, but do not attack.
5. The river makes a bend and a small beach of silt has built up. There are some old rotting corpses on the beach and two ghouls are feasting here. They will attack if the players land and disembark.
6. Another turn of the river has created another silt beach. A few corpses are here, but no undead.
7. Five gazers are in this dry cave. They have been preying on small animals (as evident by the little animal skeletons) and they need to supplement their diet. There is some treasure in a pouch in the room. The pouch contains ~25 GP.
8. A small dry chamber. Two headless II are in here and attack anything looking like a meal.
9. The river widens into this larger chamber. Silt beaches have built up on the west and east sides. A giant squid has moved into the waters here and will attack the raft if it comes through. If so they will be pushed to the beach where three ghouls wait to feast on their bones. Skeletal corpses are all around the beach area.

From this point the Avatar and group can walk on dry land, but by room 18 they must collect enough stuff to make another raft.
10. A large fast moving channel flows toward room 18
11. There is a large whirlpool in this chamber. The river drains out through a sink hole at this point. The raft must be steered close to the east wall, following the rotation of the pool. If they go the other way, the pool will push them into its vortex and draw them down killing all onboard. (restore game time). If they chose the right way around the whirlpool will push the raft onto the beach.
12. Six bats live in here and will attack the group when they enter. The bats will also concentrate attacks on the party member acting as light bearer.
13. Another beach caused by the bend of the river. This large beach is home to 8 gazers who will attack once the party is on shore. There are also a lot of skeletons laying around (past victims). There are several pouches on the beach. Some empty some with ~12 GP.
14. Another beach head.
15. The river passes through a slightly larger area. Some stalagmites extend out of the water. The raft will bounce off of these as it moves along. Bats fly about the room, but do not attack.
16. The chamber of boiling mud. The river slows and passes through a chamber full of boiling mud pots. Landing is possible, but near one of these mud pots when it erupts will cause a character to take moderate damage. There is a corpse, fully armored, laying on a rock near the dry tunnel coming in from the NE.

The corpse is wearing reactive armor. Half the damage absorbed by the armor is delivered back to the attacker. Also there is a long sword, dagger, and great helm.
17. This chamber is filled with webs and spiders. Eight giant spiders live here and will attack anyone foolish enough to get caught in the webs. The webs will burn well and kill the spiders at the same time.

18. This chamber is full of mushrooms, giant ones. There are also four ghouls in here that will attack the party. The mushrooms can be cut down and using the parties rope will allow another raft to be built and it will be needed from here on.

19. Another widened chamber. No landing point.

20. Another river channel.

21a-d . The river speeds up at this point and builds speed through each of the letters. When it goes over the cataract it will plummet to the next level below.

Level 4

1. The waterfall from level 3 descends here. It will smash the raft and deposit the characters on shore. Getting back the same way is not an option. There are several skeletons laying on the sand. When the party starts to move toward the exits, the egg hatches and the skeletons rise up and attack. There are eight of them. When these die eight more come. Amongst the debris on the beach is a magic shield.

2a. Ghouls lurk here. Four of them and they will attack en masse.

2b. More ghouls are lurking here, six of them. When they die four more come along and attack. Once they are dead, there is a body in the room that can be searched. The body has a pouch with a few misc. items and ~32 GP.

3. There are seven bats in here and they will attack the party once they enter. The bats will concentrate the attacks on who ever is carrying the light for the group.

4. There are a group of slimes living in here and they will attack when anyone comes in. There are four slimes here.

5. A body lies against the SW wall of this large cavern. The body is hacked apart and missing the head of course. As the body is approached a ghost rises up and attacks. Once defeated the body will have a great helm, a great helm, swamp boots, and a pouch with ~12 GP.

6. Empty

7. This room is filled with skeletal bodies. Moving amongst them is difficult. Once the party reaches the center the skeletons will rise and attack. They will attack in four waves of eight. Once they are all re-dead and a search is conducted they will turn up two chests. One chest (locked and trapped with a poison needle, heavy damage). It has ~200 GP. The other chest is not trapped but locked. Inside is a buckler, heater shield, magic scale armor, and a magic halberd.

8. Empty

9. Empty

10. There are five bats in here and they will attack the party once they enter. The bats will concentrate the attacks on who ever is carrying the light for the group.

11. This series of rooms have alcoves located to either side of the passage. Each of these alcoves is filled with one or more ghouls, standing quietly and waiting for a meal to pass by. They will leap to attack whenever the party nears. In the first section (room 11) there are three per alcove.

11a, b. These sections contain only one in each alcove. They attack when neared.

12. Empty

13. Empty

14. Many stalagmites and natural caverns adorn this chamber. Many rended corpses lie on the floor. As the party enters three ghosts will rise up and attack.

15. A type II headless is hunting about and attacks the party when they enter.

16.

17. Crypt of the lich. As the party watches the lid lifts and the lich rises up. He will then start to throw spells quickly. However, while he is rising up, if the Avatar is quick he can rush in and attack him before he can do too much damage.

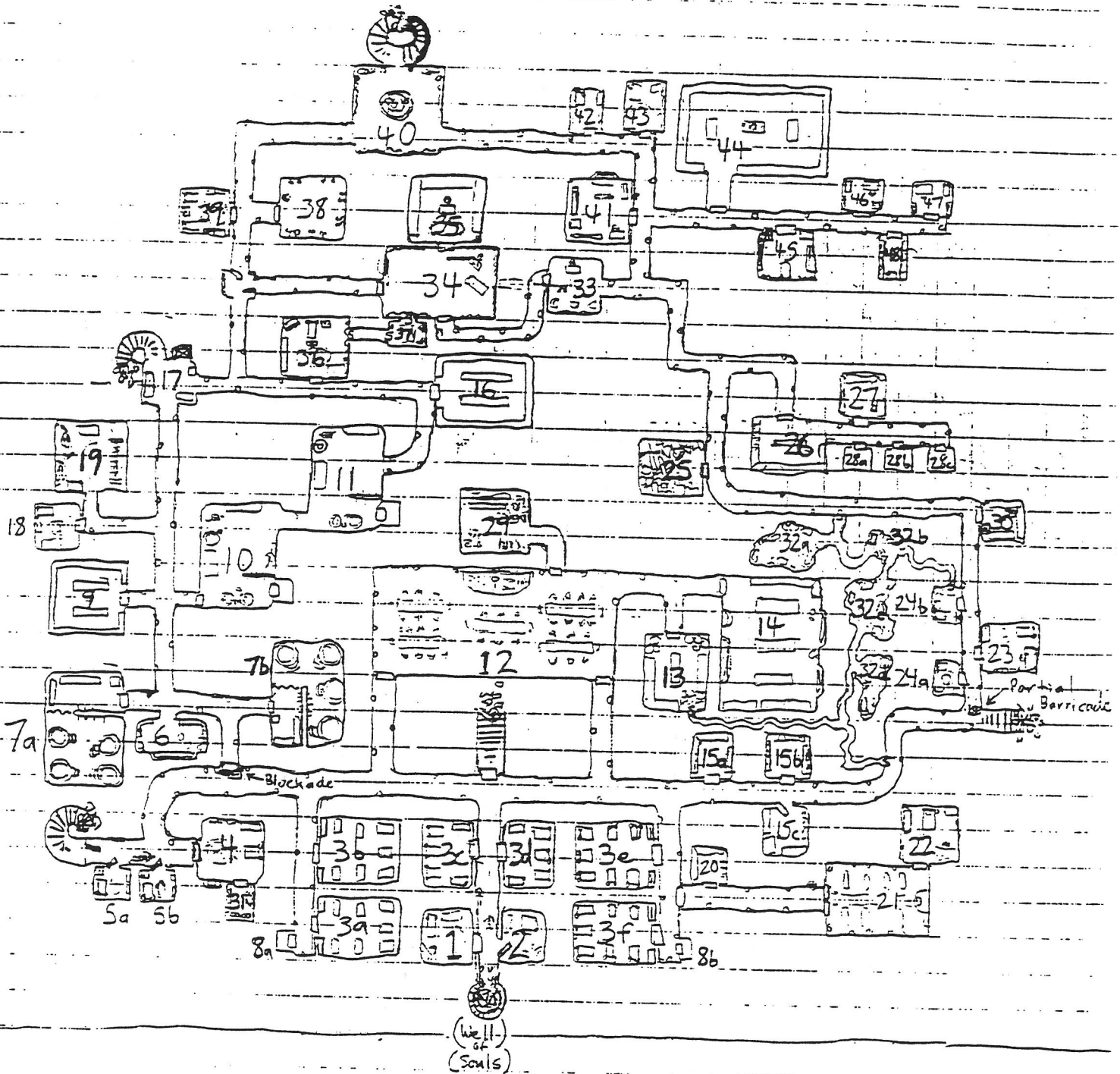
18. Chamber of the undead. This circular room was once a crypt of long dead nobles, but now has been turned into the transformation room by the Dracolich. Here the undead are created and let loose. The floor of the chamber is covered in bones. The walls are covered in rotting tapestries and it has 10 alcoves each with a ghoul in it watching intently. In the center of the room, before a bestial idol is a pile of skulls supporting a blood encrusted altar. On the altar is the body of Sir Corigan. As the party enters they will be assaulted by four waves of eight skeletons and two waves of five ghouls. Then two ghosts will rise and attack. Finally a bogeyman will detach from the shadows and attack the party. Once they are vanquished, the body can be recovered.

A set of spiral stairs leads up out of a tunnel immediately adjacent to the chamber. It spirals up to the great manhole cover. From this direction it can be pushed up and the party can now move back to chamber with the lake. Assuming the Dracolich is already defeated.

They must build another raft to get to the chain ladder hanging down. They now can leave the way they came in.

Journal note <deadExited && coriganRecovered>: *"We have found Corigan's body in the most vile pit of blackness. It required vanquishing many undead, but we prevailed. Now we must journey hither with the body and try to convince the people of Britannia that we are not outlaws."*

Catacombs of the Angry Dead - (Level 1)

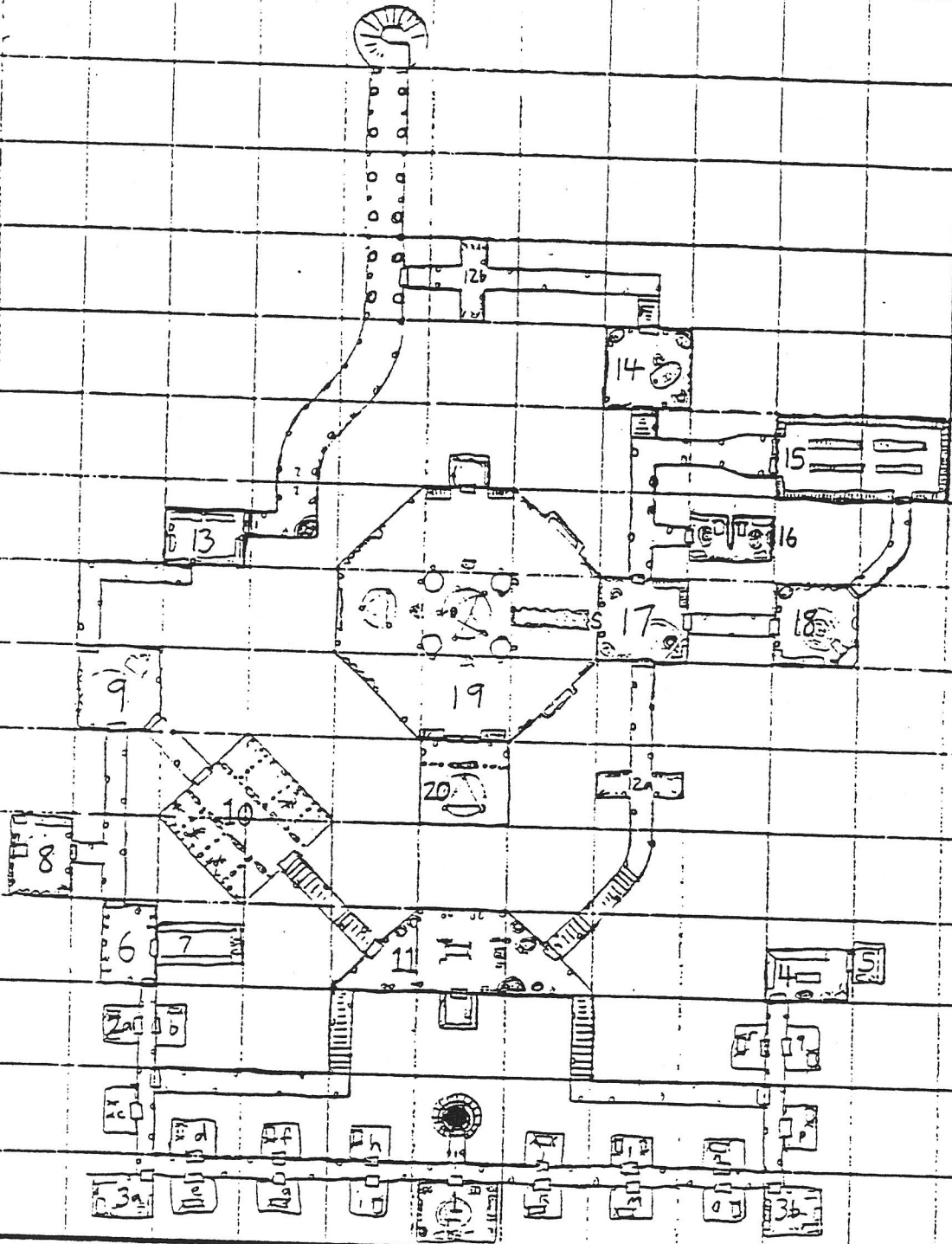


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Level #1

(Lunatics, Rats, Gnomes, Ghosts, Mimic
 Ghouls (a few), slimes)

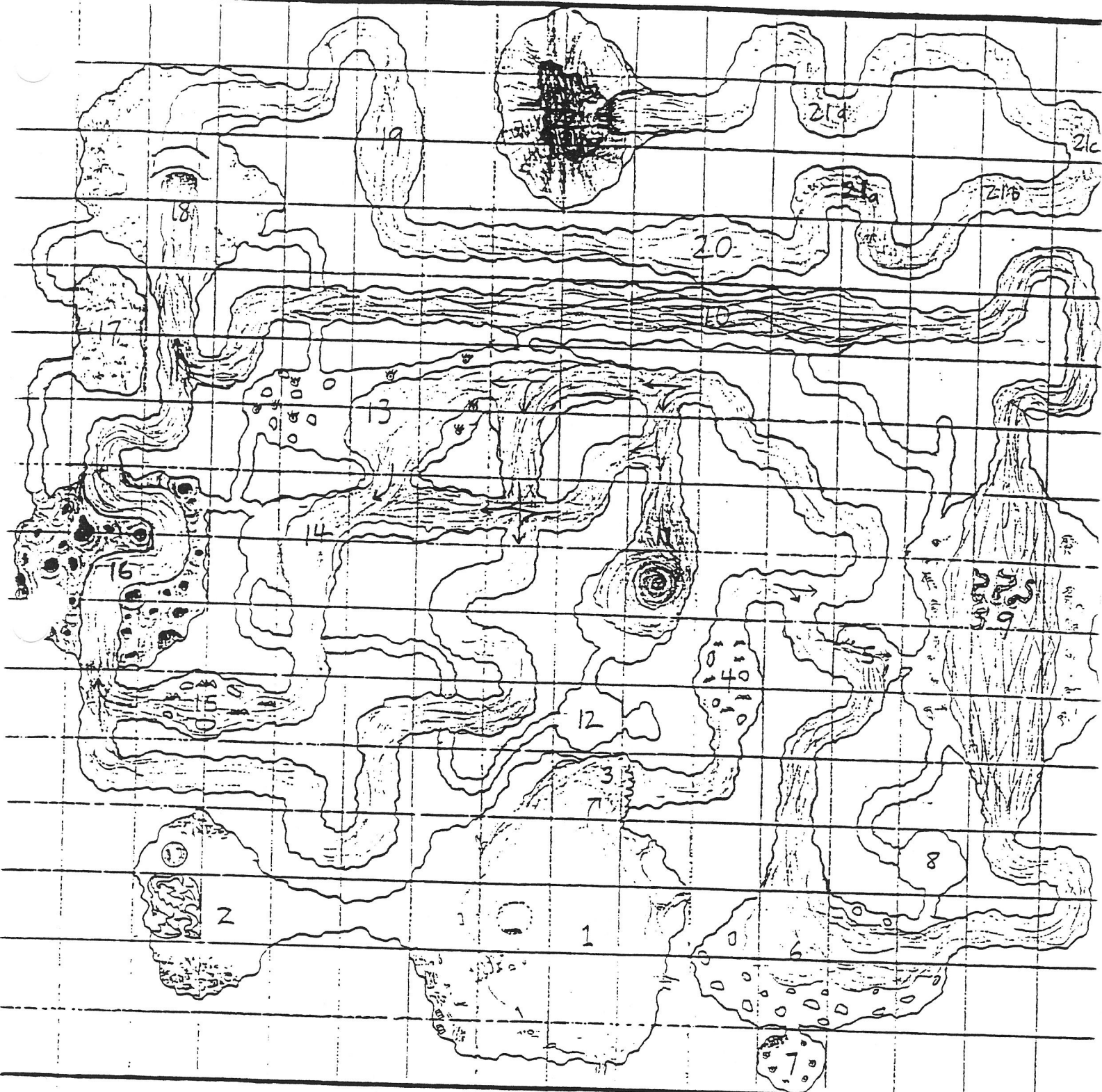
(Level 2)



1 chunk

features: Spiders, Boogey Man, Xorn, A few Skeletons, Rats, Ghouls that crawl from the Well of Souls at "night," Magic Darts

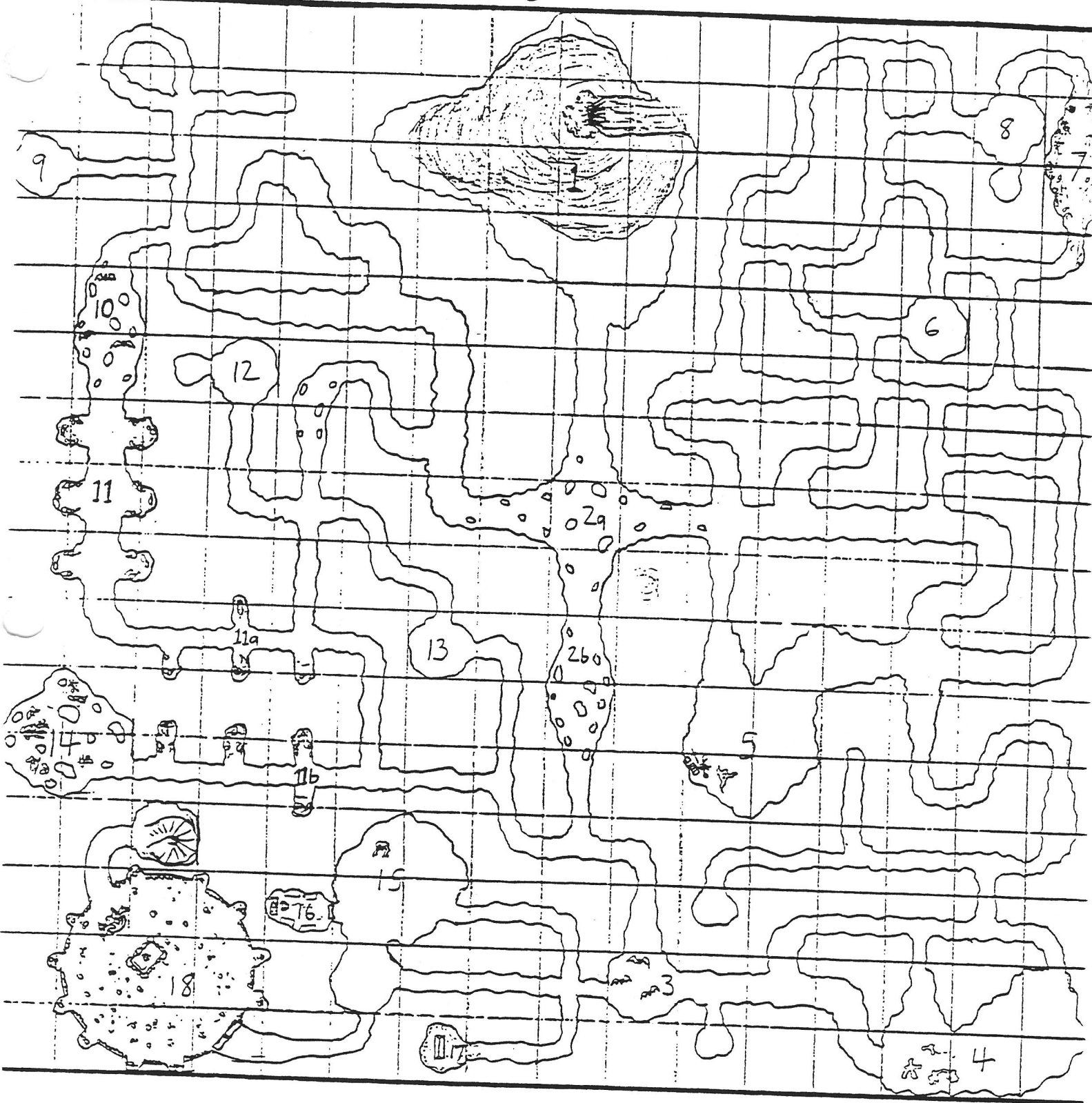
Catacombs of the Angry Dead (Level 3)



1 Chnk - Mus -
 3c
 Spec 2
 Creature

Creatures: Bats, Ghouls (a few), Skeletons (a few),
 Giant Squid (or Lurker), Gazers, Draco-lich,
 Slimes, Crotch Monster, Fungal Horrors (possible new creature)

Specialty
side Ties
↓
Catacombs of the Angry Dead (Level 4)



Creatures: Ghouls (Buttloads), Skeletons (lots of 'em), Ghosts (probably several), Bats (some), Crotch Monsters (a few), Litchie (1) (Servant and Pupil of the Dracolitch above)