

THE INFERNAL PRISONS

The Infernal Prison in the Mists

Who is imprisoned here?

Varion the Godkiller, Destroyer of the Heavens, an ancient anthropomorphic deity who was imprisoned here by the remnants of the pantheon that he tore through. Made of bright crystal, he shines with the triumph of his victory. Known not to have softened his anger even a drop in the myriads since his imprisonment, his continued incarceration is essential to the preservation of the gods.

Why might the party visit the prison?

- 1 To seek directions to the ruins of the old god citadel, where they hope to retrieve an ancient knowledge stolen from mortals and hidden by the gods.
- 2 To investigate rumours that the wards on the prison are failing due to centuries of neglect.
- 3 To release Varion and harness his skills and rage against another god that the party wish to defeat.

Events that might occur during battle (roll table)

- 1 Fang-beaked bald crows attack from below the mists.
- 2 Some of the floating rocks begin to wobble and crumble.
- 3 The mists thicken and rise above the rock level, obscuring all vision.
- 4 A cloud of flying, crystal shards flings across the mists, hitting anything in their path.
- 5 A green dragon materialises in the centre of the shrine and turns its gaze upon intruders.
- 6 The chains begin to whip wildly, jolting and tipping the floating rocks.
- 7 A choking gas rises up through the mists incapacitating all who breathe it.
- 8 Several giant mountain crabs, with pincers that can sever a leg, skitter across the chains.

The Infernal Prison in the Dark Lake

Who is imprisoned here?

The Six Brothers of Chaos, sent to the infernal prison at the end of the Midnight Wars. Their crimes are spoken of in ancient tongues known only to priests and their names have been systematically forgotten, struck from all records. To remember them is to give them strength. For the safety of the world, they must languish here, consigned to oblivion.

Why might the party visit the prison?

- 1 To battle the Six Brothers and prove themselves the Champions of Chaos, a title that bestows great privilege in the cities of the Eastern Continent.
- 2 To stop a cult that is attempting to break out the Brothers from their prison.
- 3 To work on renewing the wards, which must be strengthened every hundred years.

Events that might occur during battle (roll table)

- 1 Dead bodies crawl out of the lakes onto the rocks and attack anyone there.
- 2 The waters begin to rise over the rock platforms.
- 3 A tremor causes a wave to spread across the lake, tilting each of the floating rocks and tipping off anyone on them.
- 4 A highly-acidic ooze materialises at the shrine and blobs towards those attacking the prisoners.
- 5 Eyeless cave-fish men pour across the cavern bearing sharp tridents. Their suckers seep a sticky body fluid.
- 6 The green lights in the cave flicker and extinguish.
- 7 Rocks crash down from the ceiling of the cavern.
- 8 Tendrils of dark, twisting lake weed slither up from the waters, trying to drag people under.

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The Infernal Prison in the Lava

Who is imprisoned?

The Blood 500, a Legion of the Damned, defeated in the Hell Plane and imprisoned here at the beginning of the temporal age. Their status as opponents to the ruling order of the Hell Plane have inspired many over the course of history, particularly those who appreciate their inherent natural evil and seek to harness it for their own ends.

Why might the party visit the prison?

- 1 To obtain and control 10 damned warriors to use as a body guard on a trip to the Hell Plane.
- 2 To investigate a prophecy that says on the next moon the Legion will rise and break from their prison.
- 3 To search for a brigade of Paladins who headed to the prison to destroy the 500 and have not returned.

Events that might occur during battle (roll table)

- 1 Hellhounds pour from locations indeterminable and attack, their mouths dripping with boiling saliva.
- 2 The chained rocks begin to overheat and melt.
- 3 The ground shakes uncontrollably for several seconds, knocking over all not heavy enough to withstand.
- 4 Flaming imps pop up from the lava and spit fire.
- 5 A stinging black rain falls from the black sky.
- 6 A giant, burning skeleton materialises at the shrine, swings its flaming sword and stomps towards the nearest combatant.
- 7 Molten rock projectiles shoot from random directions.
- 8 The temperature drops for a split-second to a level so cold it can damage steel.

The Infernal Astral Prison

Who is imprisoned?

Ayl'Orower, the Howl of Time, a primordial beast and ancestor of the gods. Imprisoned here by his offspring after he attempted to consume them, he is held here by wards forged with their blood. The beast's energy makes the area around the prison fizz with celestial power.

Why might the party visit the prison?

- 1 To protect the prison from falling now that the bloodline of Ayl'Orower has ended, the source of its most powerful wards.
- 2 To harness the energy of Ayl'Orower and use it to prevent the physical realm from failing after an epic natural disaster.
- 3 To kill the beast Griggith, that feeds here on the primordial energy at the prison edge, in order to end the temporal power of the cult that worships it.

Events that might occur during battle (roll table)

- 1 Astral bats with two-metre wingspans, that phase shift as they fly, swoop across the battle zone.
- 2 People standing on the rocks are transported, swapping places with each other or beasts nearby.
- 3 Flying snakes, fangs dripping with venom, flit along the astral currents.
- 4 The bridge suddenly appears reconstructed for a while before dematerialising again at random.
- 5 Gravity ceases for a time.
- 6 A multi-tentacled abomination materialises at the shrine and begins to move with a shriek from its many eyes.
- 7 Everyone jumps back in time by 6 seconds.
- 8 Astral wraiths, the spirits of who have died in the astral plane and left their ghosts trapped here, attack from all sides.