

- 1. The entrance to the Prison of the Elder God is hidden in the underworld. Any would-be visitor must first survive a complicated network of passages that surrounds the location. A true maze that defies the human sense of perception in which many have lost their way and their lives. Four statues of the guardians of old watch the entrance tunnel unmoving.
- 2. The grand cave chamber features two crystals attuned to the polarized energies of the multiverse. Their unending light shines across the chamber and combines in a dance of hues in the middle. The place is guarded by seven cultists whose only motive is to keep the location hidden from prying eyes. Another cultist watches from the shadows ready to cast a terrible curse upon the visitors. The curse causes human flesh to boil and burst in pain.
- **3.** In this library, there is a detailed record of all their attempts and the technique used to contact the Elder God. There are also plenty of arcane books for consultation. Each failed attempt to communicate with the Elder God Gathanothoa ends in tragedy. The mage trying to establish contact ends up becoming a petrified statue with leathery surface.
- 4. A crystal attuned to the dark side of the multiverse lights this chamber. There is nothing of interest here other than the hole on the floor that leads to the underground section to **Area 8**. The hole is 40 ft. deep. Two members of the cult and a summoned demon protect the hole.
- 5. The Elder God Gathanotoa awaits here. Its material form does not exist but its essence is trapped in the sculpted disc on the floor. The Elder God is dormant. Contacting it is a process that destroys body and mind. The cult studies the statue and disc to come up with new alternatives on how to tap the Elder God's power. Fourteen cultists have lost their lives and become petrified since the cult took over the area. The altar by the east wall was recently added by the cultists. Any creature that attempts to contact the Elder God without preparation becomes a statue whose brain remains active and functional for millennia. The creature is driven insane in its own leathery prison. Crystals attuned to the polarized energies of the multiverse shine in this chamber.
- **6.** This area can only be accessed by the underground tunnels. A crystal attuned to the bright side of the multiverse lights this chamber. A stone sarcophagus lies by the southeast wall. The stone lid is sculpted in the vague shape of a humanoid figure. The remains of the priest T'yog are in the sarcophagus. The ghost of T'yog can be persuaded to reveal the secret to contacting Gathanothoa. He alone knows the right spell to do so.
- 7. This chamber is empty except for some rubble and a patch of edible fungi.
  8. A magic circle dominates the intersection between the three underground tunnels. There is no clear significance for the magic circle but its runes can be used as a means of teleporting back to this location.

## PRISON OF THE ELDER GOD