

CELESTIAL PRISON

MAP DESCRIPTIONS

THE CIRCLE

You burst into existence. Sparks of magical energy drift to the ground around you. You stand in the centre of a magical circle etched into an ancient stone floor. Around you are ruined walls, the bricks defy gravity, slowly being dragged into the black void above. Shafts of ethereal light shine through stained glass windows, changing and moving like an aurora. Flashes of lightning light the room in stark contrast, but thunder does not accompany them. The only sounds are a low static crackle and an almost imperceptible impression of a choir singing, although it's impossible to make out the words.

THE PILLAR ROOM

This room has several cracked stone pillars running down its centre in two rows. Four different archways lead to flights of steps that float in darkness. In places, the walls and floor have succumbed to the strange forces of this place, slowly being dragged into the void beyond the ruins.

THE PRISON CHAMBER

This large room is open to the void above. Four pillars sit at each corner. At the centre is a raised plinth surrounded by lit candles. On the plinth is a circular cage, its bars made of thick brass-coloured metal. Long scrolls filled with arcane script are placed on the floor and through the cage. Inside the cage is a dark humanoid shape, its indistinct form shimmering in the candlelight.

NOTES AND TIPS

- **30x45 Grid Map**
- The bricks and tiles of this ruin are slowly being dragged away by the unseen forces of the void. They are somewhat stable if stepped or climbed on and will continue to float in place. If a player wishes to move a brick or tile they must exert their will over the object. Make a Wis, Int or even a Cha check to defy the physics of this pocket reality.
- Whatever enemy resides here, they can have control over this reality, allowing them to move bricks and tiles at will, to be used as projectile weapons.
- The scrolls could be a part of a warding spell, burn or destroy them and the prison can be opened.
- The steps leading down into the void can be connected randomly, moving down one will bring a player or enemy up in another location.
- Extra-dimensional creatures could climb the steps, allowing for new enemies to appear.
- Lightning can be a random hazard. The cage could be struck regularly, charging whatever protections there are.
- **The Fallen Angel:** A celestial being is imprisoned here. Once a force for good it has fallen to evil, but not before collecting a group of dedicated followers. Now they work to free it from its prison, but they are unable to enter its prison themselves, so they hire a group of adventurers to help free their 'god'. Give subtle clues things are not what they seem. The guards could be golems

or other beings that have no free will of their own because the fallen angel works to corrupt any being in its presence.

- **A Wizard's Cage:** This is a prison for a powerful wizard. Before the cage can be opened the guardians must be defeated. Have a range of monsters climb the steps from the void and fight the party. Flying creatures could also swoop out of the void.
- **Acolytes of Evil:** This is the resting place of a powerful relic of evil magic. When the party arrives four figures are sat at each cardinal point of the cage, skeletal and undead. They have sat here for aeons, chanting their incantations, trying to break the seal. They are powerful undead beings and don't take kindly to being interrupted.

VARIANTS

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