



EYE OF THE OLD GOD

DESCRIPTIONS

THE TUNNEL

As you make your way deeper, the walls of the tunnel change. What was once natural rock becomes strange geometric shapes. The straight lines and sharp edges lack tool marks, the rock surface smooth and strangely warm to the touch. Rock formations jut from the walls at odd angles, their perspective shifting slightly as you focus on them.

THE POOL

The tunnel opens out into a huge chamber lit by a shimmering golden pool. The walls of the chamber are made from geometric shapes, cubes and rectangles that seem to grow out of natural rock. Flowing down the walls and across the floor are dozens of glowing lines of energy, their orange light shimmers and pulses in time with a multilayered hum that permeates the chamber. A circular pool of golden light sits at the centre of the chamber, the energy lines flow into it. And right at the centre of the pool is a swirling white vortex that is so bright it's painful to look at directly.

THE RING

Hanging above the pool, suspended by eight heavy metal chains is a circular bronze walkway. Its surface is engraved with arcane symbols, eight large crystals are attached to its inner edge, pointing toward the centre of the pool.

NOTES AND TIPS

- **30x45 Grid Map**
- This chamber could be highly reactive to the players or NPCs, humming and glowing as they move and make sounds. Ritual chanting could resonate through the chamber activating the 'eye'.
- Have the geometric rock formations grow around the players if they stay in one spot for too long. Sound could trigger their growth, life force, or magic. If it's magic then the effect could be worse the stronger the magic.
- Interacting with an energy line could have strange and unpleasant side effects. The effects should be themed for the encounter:
 - Energy shock: Does lightning damage.
 - Energy Sickness: This makes the person throw up or be poisoned on a failed save.
 - Transformation: Turns a limb into a tentacle or into energy. Maybe this is the only way to interact with the ring without being injured by its energies.
- Energy Slimes! OK hear me out. Use a standard Ooze mob, say a gelatinous cube and theme it as a glowing energy ooze. Have them climb out of the pool, or seep out of the energy lines. Maybe the players can see them form over the encounter and prepare for them, maybe they can be dispatched before they are fully formed. Switch up the type of Ooze to make it more 'fun':)
- Priests stand on each of the points of the ring incanting a spell that will summon an old god to our plane, best stop them before they finish. They could be defended by Elementals or use energy shields, the more the party dispatch, the weaker the god will be

when and if he is summoned.

- This could be a prison. Some powerful creature stands in the middle of the pool. In its hands is a powerful (and expensive) looking weapon or item. It could be an item the party recognises or need.
- Use this as a way to enter another plane. It could be defended by guardians that start off standing around the ring.

VARIANTS

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