



THE FORGOTTEN PRISONER

A 10th level adventure

Tucked away below Selovast is a piece of hoverstone with a dark secret. This stone's deed has already been claimed, and mining inspector Barchok is eager to have that secret uncovered. They offer 2,000 gold pieces to any party who investigates the stone fully. It may be found in a staging area near the Bawdy Badger.

The characters embark on a quest to explore an ancient relic. This short dungeon includes a mystery, a timed maze, hidden guards, and a moral choice. It presents an opportunity to learn about a conflict that arose in Zarlantaxu that is still playing out to this day.

APPROACHING THE PRISON

A massive section of Hoverstone floats before you, swaying gently back and forth within the limits of the chains that lash it down. A large reinforced door looms from within the stone, the only indication that something more is inside. A makeshift rope ladder hangs from the entrance, and at the base of the ladder is a nervous dwarven man holding a torch.



Prior to entering the prison, characters may converse with Fenrim, the miner on guard. Fenrim explains that the hoverstone is destined to become a new neighborhood, but all work has been stopped since the discovery of the door. When others on his team opened it they ran screaming in fear.

Prison Threshold. Any creature that steps over the threshold must succeed on a DC 10 Wisdom save or become frightened of the entrance for 1 minute. The door leads to P1.

PRISON GENERAL FEATURES

The facility within the stone is completely encompassed in rock, with only the door visible from the exterior.

Lighting. The facility features no light sources within.

Ceilings. The ceilings are rough stone 15 feet above the floor unless otherwise noted.

Walls. The walls are made of rough worked stone,

Magical Impediment. No forms of extraplanar travel or teleportation work within the facility. If a character attempts to do so, the spell fails and the spell slot is consumed.

Probing Telepathy. Each time a character enters a new section of the facility, the aboleth locked within attempts to reach them telepathically. Characters must succeed on a DC 15 Wisdom saving throw, or the aboleth learns their greatest desires and can communicate a simple phrase to them (See “Roleplaying the Aboleth” sidebar).

P1. ANTECHAMBER

You step over the threshold and into a small, dark room carved from stone. Two doors lead from it on either side.

The door on the right leads to P2. The door on the left leads to P3.

Hidden Text. The following Elvish text is engraved on the wall above the main entrance and may be noticed with a successful DC 15 Wisdom (Perception) check: *“May you rot for eternity here, never to return to that from whence we came.”*

P2. ALCHEMICAL PLANT

This room contains numerous vats, all connected to a large tank by small hoses. While some are empty, many are brimming with a noxious purple liquid. One wall contains a bottle laden shelf.

Glass Bottles. The nine bottles on the shelf have various colored liquids in them, each with a tag containing Elvish writing. Each bottle contains 10 doses.

MYSTERIOUS BOTTLES

Liquid Color	Note	Effect
Red	Health, 1 Part	Drinker’s hit point maximum is reduced by 20 for 1d4 days. If this reduces their hit point maximum to 0, the creature dies.
Green	Hold, Unneeded	Drinker is poisoned for 1d4 days. While poisoned, they are paralyzed.
Yellow	Light, For our work	Drinker’s eyes glow and cast bright light in a 30 ft cone for 1d4 days; they are blind beyond this radius. The light illuminates all magical darkness.
Blue	Rest, 1 Part	Drinker falls asleep for 1d4 days, or until the sleeper takes damage, or someone uses an action to shake or slap them awake.

Liquid Color	Note	Effect
Black	Reduce, 1 Part	Drinker gains the “reduce” effect of the enlarge/reduce spell for 1d4 days (no concentration required).
White	Of the Master, 0	Drinker can only breathe water for 1d4 days.
Clear	Of the Master Refined, 0	Drinker becomes amphibious and can breathe air or water for 1d4 days.
Brown	Negate, Accident Only	Suppresses all effects from other bottles in this lab.
Orange	Feed, 1 Part	Restores 1 hit point and provides enough nourishment to sustain a creature for one day.

Vats. A successful DC 15 Intelligence (Investigation) check reveals that the vats are ancient and are designed to add liquid to the large mixing tank in precise amounts.

Crawlway. At the far end of the room is an opening large enough for a tiny creature to crawl through. Piping from the mixing tank runs along its length. This crawlway leads to P5.

Mixing Tank. At some point while the players are present, water pours from a box in the ceiling into the large mixing tank. A vat chimes and purple liquid flows from it run to the tank to mix with the water before both are flushed through the crawlway pipe.

Scratched Words. Among the vats of liquid are words etched into the wall. The writing is in Elvish with one phrase repeating: *“Harm it forever but keep it alive”*.

P3. THE FOUR LIGHTS

Magical darkness which cannot be penetrated by light from spells of 5th level or lower fills this room. If the players do not have access to such a light source read the following:

As the doorway opens, darkness spills out, enveloping both the entrance and the room beyond in absolute blackness. There is no sound to indicate the presence of anything within.

If players do have access to an adequate light source, read the following passage instead:

An expansive room unfolds, adorned with four grotesque statues. Each statue has a jewel in its forehead that sheds colored light in a small sphere. Each jewel shines a different color: green, yellow, amber, and white. Positioned at the far end of the room is an opening in the stone flanked by two suits of armor.

The opening at the edge of the room reveals a staircase which descends 15 feet down to a door leading to P4 (see “Locked Door”).

Statues. There are four dormant **gargoyles**, each with a jewel in its forehead. If any of the jewels are touched, all gargoyles awaken simultaneously and attack the party.

Jewels. The jewels in the gargoyles are colored green, yellow, amber, and white. While in the facility, the jewels shed bright, colored light in a 5-foot radius sphere and dim light for an additional 5 feet. The light pierces the magical darkness but is not visible from outside this radius. Completely covering the jewels blocks the light. When touched by a creature, each jewel imparts two sensory effects as shown in the Jewel Effects table:

JEWEL EFFECTS

Jewel Color	The holder smells..	The holder feels...
Green	Wet soil	Light rain
Yellow	Flowers	Warm sunlight
Amber	Decaying leaves	A brisk breeze
White	Chimney smoke	Bitter cold

Locked Door. The door is 10 feet wide, 12 feet tall and made of stone. There are four alcoves, arranged in a horizontal line, in the face of the door. The door is magically sealed and immune to all damage. Placing the green, yellow, amber, and white stones in the alcoves in the order of the seasons (spring corresponds to green, summer to yellow, etc.) opens the lock. Placing them in any other order awakens two suits of **animated armor** that attack the party. Once opened, the door leads to P4.

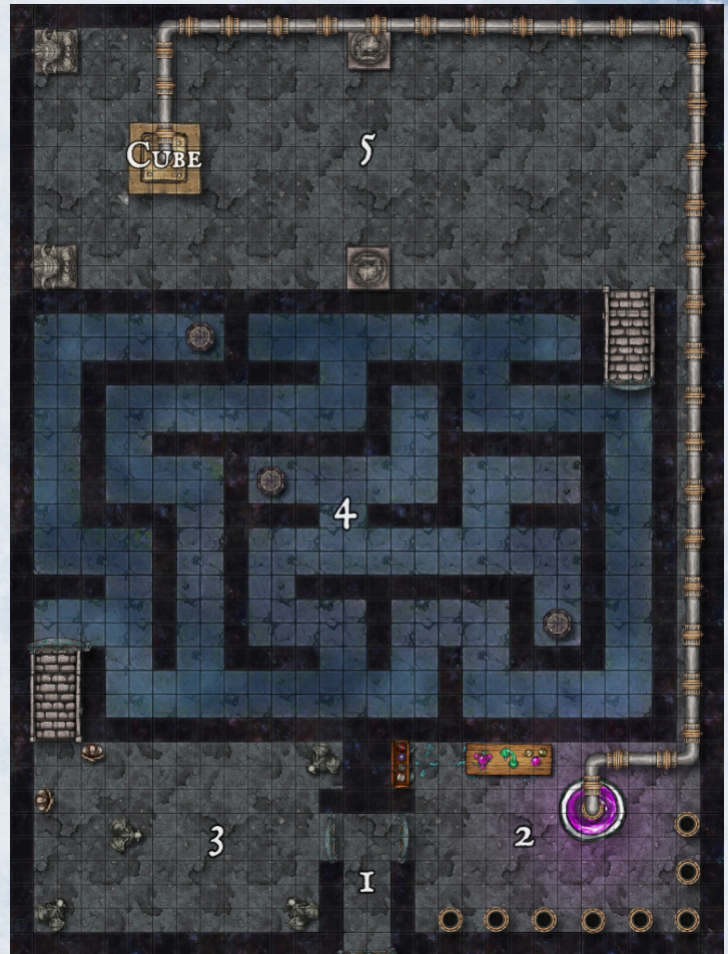
P4. WET MAZE

You enter a narrow hallway with multiple branches. The air is humid, and the stones are slick with a thin layer of water.

The ceiling of the maze is 16 feet high and is perfectly smooth. The door leading to P3 is locked and cannot be opened from inside the maze unless the party inserted the jewels on the other side (see the “The Four Lights” section). The door leading to P5 has three keyholes and a large wave etched into it. The door cannot be opened from inside the maze without the keys (see “Keyhole Columns”).

Keyhole Columns. Three columns are positioned in different parts of the maze, each with the symbol of a wave etched into it, and a single key set into a locking mechanism. If any key is removed, a trap is triggered, and water begins to pour from the top of its column (see “Flooding Trap”). A character within 10 feet of a column when it starts flooding must succeed on a DC 20 Dexterity save or be knocked prone.

Flooding Trap. A trap is triggered if any key is pulled from the column. Both doors of the maze are



THE ELDRITCH PRISON

forcefully shut and become magically sealed as water begins to flood the maze. Roll initiative for the party, the room becomes completely flooded at the start of the fourth round. If a character makes a successful DC 15 Wisdom (Perception) check they deduce the time remaining until the room is full. Every key removed beyond the first reduces the number of rounds before the room is flooded by one.

ROLEPLAYING THE ABOLETH

The aboleth was imprisoned here eons ago, and is fascinated by the characters. While it does not overtly say so, it believes itself to be superior to other creatures, even in its current state. The aboleth’s name is incomprehensible to lesser beings, and it considers only the gods to be greater than itself. It describes a great aboleth empire within the Crater eons ago. When the gods began to stake their claim on Elanor, the aboleth chose to follow them and was punished for doing so by one of its own kind. It has no understanding of Selovast and asks about the city of Zarlantaxu. It wishes for its life to end, and asks the characters to bring it. If the characters refuse, it grows angry and tries to provoke them. A character who succeeds on a DC 20 Intelligence (Arcana) check understands the aboleth is deceiving them, since its kind doesn’t truly die, but simply respawns in the Elemental Plane of Water when killed.

Locked Door. The door leading to P5 cannot be unlocked without all keys (see “Keyhole Columns”). If the maze is flooded when the door opens, every character in the maze must succeed on a DC 20 Dexterity saving throw or take 2d6 bludgeoning as the rushing water bash them against the maze walls. The water fills the stairway to the top step and then halts.

P5. DAY ROOM

A grand room comes into view, featuring four imposing carved figures strategically positioned to uphold the ceiling. The two statues in the nearest corners showcase unparalleled craftsmanship and depict aboleths: one is twisted and grotesque, the other is stunningly beautiful. The remaining two statues in the middle of the chamber depict humanoids, their arms stretched towards the ceiling, as if to bear the weight of the rock. At the chamber's far end, a massive cube composed of smooth metal floats 1 inch off the ground. Only a pipe connects it to the rest of the room, which runs along the ceiling.

A staircase at the edge of the room descends into an unlocked door with a symbol of a wave on it. The door leads to P4.

Pipe. Players can determine the pipe comes from the alchemical lab with a successful DC 15 Intelligence (Investigation) check.

Cube. The cube is 15 feet on all sides. Three vertical faces feature locks and one is blank (see “Opening the Cube”). If pushed it does not move.

Unlocking the Cube. Evenly distributed across three of the vertical faces of the cube are three holes with a symbol of a wave above them. Each hole is large enough to fit a medium creature's arm. One of the holes has a keyhole inside at a depth of 2 feet. If a creature reaches in, inserts a key from P4, and turns it, a clamp locks their arm in place, and a new keyhole in a different hole reveals itself on the following turn on initiative count 20. If magic is used to try to circumvent the clamp, the key does not turn. Nothing short of cutting off their arm may free a creature locked in this way. After two arms have been locked in, two of the statues in the room awaken as **stone golems** and attack the party. When all three locks have been opened, creatures held in place are freed and a large iron handle appears at the fourth vertical face of the cube, which can be used to open it (see “Opening the Cube” below).

OPENING THE CUBE

Suspended by a net in the center of the cube is an abnormally small aboleth who looks haggard. A fine mist floats in the air, continuously flowing from a small nozzle near the top of the cube. The floor is covered completely in dust which puffs and moves with each wheezing breath the aboleth takes.

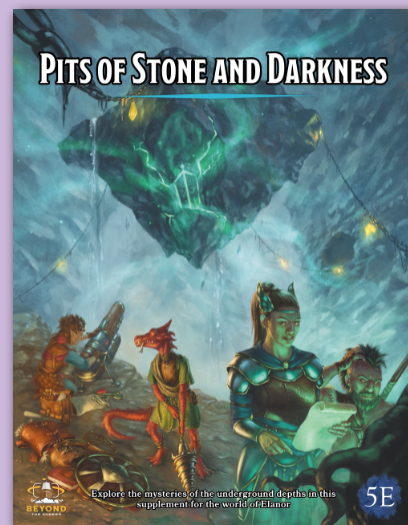
The floor is covered in 100 charges of *dust of dryness*. The interior ceiling has a small nozzle where the pipe enters, fogging the purple mixture from P2.

The Aboleth. The aboleth suffers from 2 levels of exhaustion and has three quarters of its maximum hit points. It attempts to persuade the party to end its life.

PITS OF STONE AND DARKNESS

The caverns beneath Selovast extend down for miles. Some of them are in the purview of mining companies, who dig into the Crater walls to unearth new floating islands for the upper crust of the city. Other underground regions are much more notorious. Mainlanders share legends about submerged ruins of an ancient aboleth city directly beneath Selovast, filled with all manner of eldritch monsters and mad cults. Even less explored is the mythical Omnimanse, a region in the farthest depths, brimming with primordial magic that alters gravity.

One thing is common to all of these locations: they call for adventure. This supplement features several locations and dungeons for your party to explore, including story seeds that can be used to hook them in for a dangerous underground journey.



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