



Locations

Z1: Command Deck: The deck contains controls to operate the entire flying fortress and one eldritch cannon. (Cannon fires a Meteor Swarm spell with a save DC of 20 and the following changes. Instead of bludgeoning, this does force damage. Additionally, structures take double damage.)

Z2: Side entrance from outside for up to gargantuan creatures.

Z3: Side entrance from outside for medium and small creatures.

Z4: Imp contract writing rooms.

Z5: Series of pipes and other machinery. Destroying them will result in a loss of power to the command deck.

Z6: Meditation room for Zariel.

Z7: This room contains the black bell needed to allow the fortress to fly and remain level. This is guarded by two walls of lightning that causes damage when a creature enters or ends a turn there. (DC18 Dex Save. 10d6 lightning damage on a fail, half on a success). Additionally, beneath the lightning is an invisible glyph from the symbol spell containing the Pain symbol (DC 18).

Z8: Access to and from lower decks must use these spiral stairs in the top right. This is a defensive measure by Zariel to create a choke point.

Z9: Teleportation circle room.

Z10: The prison of Thavius Kreeg

Z11: Controls for operating Kreeg's prison.