Hell in a Cell

1. Entrance to the prison. 55’ x 60’
   1. The only light is from a small grate in the ceiling in the center of the room.
   2. The edges of the room are dim light.
   3. The walls and floors are made of stone.
   4. Smell is mildew and mold.
   5. Scattered bones around the room. Scarce – not a ton.
   6. Some unlit torches bolted to the walls.
   7. Directly across from the entrance seems to be a solid stone door.
   8. Next to the door there are a shield and sword hanging from each side.
   9. There is a large amount of bones and scattered armor on each side of the door.
   10. In the center of the room is an altar.
       1. The altar is a solid stone monolith standing about 4 feet with a bowl shape at the top.
       2. Around the rim of the bowl there is elvish writing.
       3. The elvish writing says “These walls are as dead as its residents. Revive either to see the evidence.”
       4. If the players revive one of the skeletons, the riddle is solved.
       5. If the players pour any blood into the bowl, the riddle is solved.
   11. When the riddle is solved the dungeons comes to life.
       1. The torches turn on.
       2. The Skeleton Guards revive and its prisoners revive.
       3. The doors can be opened.
2. Guard room. 15’ x 20’
   1. One Skeleton Guard is here.
   2. Broken equipment and a broken bed.
   3. Keyring
      1. Keyring can unlock cells only.
3. First hallway. Nothing particular. Door to the north looks bigger. 15’ x 15’
4. Guard captain room. 15’ x 20’
   1. Door is locked and cannot be opened.
   2. Broken equipment and furniture.
   3. An amulet is on the nightstand.
5. Holding cell block main hallway. 55’ x 15’
   1. Directly across from the southern entrance, there is something scratched into the wall.
      1. It reads “We stayed to keep them” in common.
      2. Broken knives under the message.
   2. Nothing of note in the room.
   3. Two doors to the north are blocked off from this side.
   4. Doors to the east and west are unlocked.
6. Overrun cell block. 25’ x 55’
   1. Three Ghouls are alive and immediately attack.
      1. The ghouls only have scraps of cloth.
   2. The cells are bare.
7. Cell block west. L shaped. Main Column: 20’ x 75’. L tail: 15’ x 15’
   1. One Skeleton Guard.
   2. Locked in their cells are two zombies. Northernmost and southernmost.
   3. Nothing of note on any enemy or any of the rooms.
8. Cell Block east. Reverse L shaped. Main Column: 20’ x 75’. L tail: 15’ x 15’
   1. One Skeleton Guard.
   2. Locked its cell is one zombie.
   3. Nothing of note on any enemy or any of the rooms.
9. Torture room west. 20’ x 35’
   1. Three skeleton guards.
   2. Torture tools abound. Nothing useful
   3. Strapped to a table is a Wight.
      1. If unstrapped, the Wight will attack.
         1. Wight has a longsword, longbow, and 10 arrows.
10. Torture room east. 20’ x 35’
    1. Nothing of note in the room
    2. Strapped to a table is a Vampire.
       1. Vampire looks completely human.
       2. Will talk to party.
       3. Attempts to convince party to let them go.
       4. If let go, the vampire will vanish and flee the prison.
       5. If attacked, the vampire will scream/wither in pain. Takes little to no damage.
       6. If attacked more than five times, the vampire will break free.
          1. ??? talks???
       7. If left there, they never get free.
11. Maximum Security cell block hallway. 20’x 150’
    1. No doors on the northern rooms.
    2. Doors to the east and west are magically locked.
    3. A table and chain in center of the hallway along the northern wall.
    4. A note on the table in common.
       1. Vanquish them all or die trying. This place dies with the living.
12. First heavy cell. 35’ x 30’.
    1. Large cell along the northern wall.
    2. Locked inside is a ghost.
13. Second heavy cell. 45’ x 50’
    1. Large cell along the northern wall.
    2. Inside is a zombie ogre.
14. Third heavy cell. 45’ x 50’
    1. Inside is a zombie spectator.
15. Fourth heavy cell 35’ x 30’
    1. Large bone naga.
16. Large guard room for maximum security cell. 50’ x 45’
    1. Door to this room is only unlocked by the Guard Captain after defeating all of the heavy cell inhabitants.
17. Same as 16.
18. Maximum Security cell.
    1. Final boss
    2. Undead necromancer.