

The Mage's Prison

A one-page dungeon by tom denton.

This prison was built by ancient Magi to serve as a court and jail for mages consumed by Hubris. The prison itself is an extra-dimensional space, recently found at the bottom of a dry well. The Prison has been out of commission for whole aeons, and has been heavily looted by those who sought the knowledge of the ancients.

The LABYRINTH: The builders were masters of manipulation of space; the straight hallways of the Prison connect in strange ways. Each of the five **ELEMENTAL ROOMS** has three exits, denoted on the pentagram map below: FIRE has exits to EARTH, PRIME, and DOORS. Going back the way you came always leads back to the Room of Doors.

By traversing the Path of Slumber or Path of Awakening, and performing the activation rite in each of the five Elemental rooms, one can visit one of ten additional rooms. The Path of Slumber leads to cells full of terrible, ancient magic; the Path of Awakening leads to functional rooms employed by the Ancients.

Room of DOORS: The entrance and exit. A vertical shaft with metal rungs runs through the center of the room, providing exits up and down. Going down leads to the top of the room; try dropping a stone: Going up leads to the bottom of the room. Go up three times to escape the Labyrinth: Five stone passages connect to each of the Elemental Rooms. Each passage is about a half-mile long.

Room of FIRE: This room contains a heavy oak table, on which there is a single candle.

Activation: Light the candle:

Path of Slumber: Leads to a small cell in which all senses are suppressed; no sight, smell, or hearing is possible, giving the sense of total removal from the universe.

Path of Awakening: Leads to the Armory. Filled with ancient, depleted artifacts; does one still function?

Room of EARTH: A barely trickling fountain dominates the room, full of ancient coins...

Why has no one stolen these?

Activation: Throw in a coin:

Path of Slumber: An ancient spirit of sloth will possess those imprisoned here, robbing them of the will to even think about escape.

Path of Awakening: A tunnel to the Underworld. A second exit from the Prison; can you find your way back to the world of the living?

Room of PRIME: A totally empty chamber.

Activation: Cast a spell:

Path of slumber: A slab casts a magical slumber on anyone who lies on it.

Path of Awakening: The prison Library. The books have all either rotted away or been stolen but perhaps there's something useful here still...

Room of WATER: A circular stone pedestal stands in the center of the room, with little rivulets worn away.

Activation: Pour water over the pedestal:

Path of Slumber: A bottomless cup contains a strange hallucinogen, plunging the drinker into an endless world of dreams. Is there an antidote?

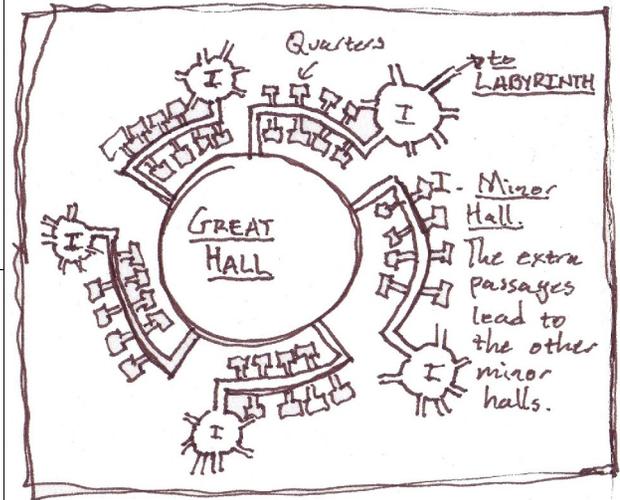
Path of Awakening: Attaches randomly to one of the Minor Halls.

Room of AIR: Empty, but a powerful wind gusts endlessly, creating a vortex.

Activation: Throw a feather and watch it fly:

Path of Slumber: Living chains hang from the ceiling of this cell, winding around the prisoner.

Path of Awakening: The VOID. An infinite black expanse. Don't fall in!



The five **Minor Halls** are empty now; who knows what they were used for? The minor halls each have five straight passages, one connecting to the each of the Minor Halls (including back to itself). A sixth passage leads to the Great Hall, and one last passage leads back to the Room of Doors, and the Labyrinth.

Quarters off the hallways are long since looted, the beds destroyed by time. Has one of them been occupied recently?

The Great Hall: This is the court in which the ancients would decide the fate of the prisoners. The walls are inscribed with text in forgotten languages, and five stone statues watch over the gathering centuries.

In the center of the Hall is an open floor used for debate and display of the prisoners. Around this open space, great circular stone tables and benches were provided for attendees to sit at.

Is one of the statues... Alive?

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