

THE PRISON OF FORGOTTEN GODS



CAMPAIGN OVERVIEW

- **Title:** The Prison of Forgotten Gods
- **Theme/Genre:** Dark Fantasy with Elements of High Stakes Mystery
- **Tone:** Grim and Heroic, with an air of Ancient Mystery
- **Target Level:** Level 5
- **Expected Duration:** 2 hours

PLAYER FOCUS PREFERENCES:

- **Combat:** Medium
- **Roleplay:** High
- **Exploration:** High

BACKSTORY AND SETTING

In an age long forgotten, gods that had fallen out of favor or lost their worshippers were locked away in a hidden extradimensional prison by their ascendant peers. Known as *The Voidlocked Aeterna*, this prison exists outside time, keeping these gods contained lest they wreak havoc on the planes. Over centuries, the knowledge of this place has been erased — or so it was believed.

Recently, signs of ancient godly power have begun emanating from a long-lost temple deep in the jungles of Kalhara. Adventurers near the outskirts of the jungle whisper of warped time, strange visions, and maddened creatures. Deep within the jungle lies the entrance to the forgotten gods' prison — but someone, or something, has breached it. If the seals are broken completely, the imprisoned deities will be free to unleash divine fury on the world.

LOCAL AREA

Mosslight Outpost is a small, overgrown trading post on the cusp of the Kalhara jungle. Travelers and explorers use the outpost as a stopping point before heading into the treacherous wilds. The town is bustling with superstitious whispers — rumors of strange dreams shared by locals, eerie symbols appearing near water sources, and the ruined temple deeper within the jungle having “awoken.”

HISTORICAL CONTEXT

Thousands of years ago, the *All-Shaper Concord*, a council of the most powerful gods, devised the prison to contain their rivals. After warding the entrance with near-impossible protections, the memory of the prison was purged from mortal records. Generations passed, and even those powerful enough to breach it forgot its existence... until now.

IMPORTANT NPCs

1. Guardian Vizhnar Sellis

- A former monster hunter turned protector of Mosslight Outpost. He's stoic and skeptical but is beginning to suspect some truth to the rumors.
- **Motivation:** To safeguard Mosslight from the dangers of the jungle.

2. Mira Tlaen, the Scholar

- An eccentric archivist studying ruins in Kalhara. Mira is convinced the events are tied to an ancient divine battle.
- **Motivation:** To uncover and preserve lost history at any cost.

3. Kashir, Herald of Yash'Ura

- A mysterious figure haunting the jungles, claiming to be the harbinger of a forgotten god's return. They act like a prophet but clearly have a personal, manipulative agenda.
- **Motivation:** To ensure their patron god is freed and to gain divine favor for themselves.

PLOT HOOK

On a fog-heavy evening, the adventurers find themselves at Mosslight Outpost, overrun with activity. Villagers report eerie sightings: glowing symbols on trees, unnatural animal behavior, and vivid dreams of a broken silver cage floating in darkness.

The party is approached by **Mira**, who reveals her concern. According to deciphered texts from her studies, the sudden surge of arcane energy is linked to a prison for ancient gods. She believes someone is attempting to break the seals of this prison and urges the party to investigate the newly unearthed ruins farther into the jungle. The gods' release would bring unimaginable destruction.

- **Primary Objective:** Stop whoever is attempting to break the sealed prison before it's too late.

KEY LOCATIONS

LOCATION 1: MOSSLIGHT OUTPOST (STARTING AREA)

- **Atmosphere:** The outpost is teeming with fear and claustrophobia. Vines have overtaken almost every structure, and the jungle's humid air carries the faint scent of decay.
- **NPCs:**
 - Local inhabitants such as hunters or merchants seek protection, recounting eerie stories.
 - Guards and sellswords patrol nervously, unsure where the threat may come from.

ENCOUNTERS:

1. An unsettling omen:

- A villager screams as glowing runes appear on their skin before fading. A successful Arcana check reveals these are divine sigils tied to containment magic.

2. Roleplay with Mira and Viznar:

- They urge the party to investigate before things worsen.

LOCATION 2: THE JUNGLE OF WHISPERS (INTERMEDIATE AREA)

- **Atmosphere:** This thick jungle hums with a haunting energy. Flickering lights dance off the mist, and distant animal cries sound warped and hollow.

CHALLENGES:

1. Puzzle:

- A set of overgrown statues blocks the path. Each statue depicts a god in torment, holding a tablet with fragmented inscriptions. Solving the puzzle (successful Religion or Insight checks) causes the statues to move and open the path. Incorrect attempts summon divine guardians (use *Animated Armor* stats with radiant damage).

2. Combat:

- A feral beast (CR5 *Displacer Beast*) warped by divine energy stalks and ambushes the group.

LOCATION 3: THE TEMPLE OF AETERNA (FINAL AREA)

- **Atmosphere:** A crumbling stone temple with an enormous, glowing rift in its center. Shards of silver and gold chains hover around the fissure, reverberating with energy. Inscribed pillars delve into the schism between the many gods.

ENCOUNTER:

- The party encounters **Kashir**, midway through breaking the final ward. They summon several **Voidbound Devotees** (custom stats: cultist-like minions with radiant and necrotic magic).
- The party's ultimate challenge: Kashir empowered by their divine patron (treat them as a *Priest* with additional legendary actions like a *Guiding Smite* spell).
- If the fight takes too long or the party hesitates, one seal shatters, releasing **a shade of Yash'Ura**, a fragment of the divine entity (use a CR7 *Shadow Demon* with legendary resistances).

ENCOUNTERS AND CHALLENGES

COMBAT TACTICS (VOIDBOUND DEVOTEES)

- These zealots try to overwhelm the party with radiant/necrotic AoEs while shielding Kashir.
- Kashir focuses on pressuring healers and maintaining battlefield control.

PUZZLE IN TEMPLE ENTRANCE

- A glyph sealed doorway demands solving a riddle associated with the All-Shaper Concord. (Hints scattered in Mira's notes provided earlier).

TRAP (HALLWAY OF CHAINS)

- A writhing mass of semi-sentient chains tries to entangle and crush characters. Requires DEX saves to avoid or STR checks to break free (damage scaling).

CLIMAX AND RESOLUTION

The final encounter's stakes hinge on whether the party manages to stop Kashir in time. If successful, the prison remains sealed, saving the world from divine wrath. Failure sees the fragmented god exact vengeance on the realm before escaping further imprisonment.

NARRATIVE OUTCOME OPTIONS

1. The All-Shaper Concord may reward the party with celestial favor (Restoration-based magical items).
2. If seals were partially damaged, NPCs discuss fortifying the prison anew.
3. The villain's surviving goons vow revenge.

REWARDS

MAGICAL ITEMS

- **Amulet of Divine Containment:** Bonus to Wisdom saves vs divine effects.
- **Shard of Yash'Ura:** A glowing fragment with unstable divine power, a consumable offensive item.

STORY REWARDS

- Favor of divine entities or organizations.
- Kashir's journal for context about how the seals weakened.

SUPPORTING DETAILS

STAT BLOCKS

- Custom Divine Guardians and Voidbound Devotees. Add radiant/necrotic flavor to existing humanoid enemies.

MAPS

- Use a dense jungle map, a temple ruin with puzzle rooms, and a final area with glyph-covered pillars and a glowing dimensional rift.

HANDOUTS

- Mira's research notes about the prison and glyph-riddles.

FLEXIBLE OUTCOMES

- If players attempt unorthodox solutions (e.g., talking down Kashir or directly interacting with the prison), be prepared to roleplay accordingly.
- If they allow any seal to break, scale encounters and leave options open for a fleeing god fragment.

POST-GAME WRAP-UP

DEBRIEF QUESTIONS

- What part of the session stood out?
- Did you feel you had meaningful choices?

EPILOGUE OPTIONS

- If players want to continue, offer a long-term campaign hook involving repairing the prison or investigating other breaches across the planes.