

CLOGWYN PRISON

ABOUT

Clogwyn Prison is the ruin of an ancient dwarven prison in the Black Loch. While Clogwyn was once situated on a small island, the island and almost all of the tower are now underwater, having been drowned by the rising water when the Great Breach* opened 600 years ago.

Originally built by the dwarves of Auldbaern-- as the city of Vlyn'darastyl was once known-- Clogwyn was abandoned when their city fell to the drow. In the 1200 years since then, it has been occupied at various times by kuo-toa, derro slavers and a coven of sea hags, who currently call the prison home.

*For more information on the Great Breach, see the DM notes for Vlyn'darastyl.

HISTORY

Because Clogwyn Prison was situated quite a distance from the city of Auldbaern, the guards here were not aware that their city had fallen to a drow army until about two weeks later. When they were given the news by the captain of a passing ship, plans were made to close the prison and leave.

The guards packed whatever supplies they had onto their ship, along with the prisoners, who were to be released once they reached their destination (except for one individual, who the guards thought it better to execute). Once the ship was loaded, they headed west to find refuge in the nearby dwarven city of Brazenthron.

For several centuries, the prison lay empty until a group of kuo-toa made their home on the island and in the waters around it. A small community developed over the next 150 years, but suddenly disappeared for reasons unknown.

A few decades later, a group of derro slavers found the prison and began using it as a base of operations. They sent out ships to raid coastal settlements for slaves, who were brought back here and sold to the drow or kuo-toa.

About 200 years after the derro moved in, catastrophe struck. A large hole suddenly opened up in the roof of the loch and a torrent of water began flowing

in from the surface sea above. Clogwyn, which was only slightly above sea level, began slowly drowning as the water rose. Once the first few floors became submerged, the derro decided to move on.

When the sea stopped rising, only the top of the roof and the ramparts stood above water. Clogwyn remained empty for another few centuries, until a sea hag named Wylissa found the secluded structure and made it her home. Wylissa still resides in Clogwyn, along with two other sea hags named Uskendra and Borothy, with whom she has recently formed a coven.

IDEAS

Here are my thoughts on how you might use Clogwyn Prison in your campaign:

The party either hears rumors about the prison or simply notices the top of the building protruding from the water as their ship passes by. Be sure that the party has spells, items or potions that allow them to breathe underwater in advance.

If the party investigates, they will find a number of rotting corpses strewn about the prison. On the second-lowest floor, an aquatic elf is locked in one of the cells. He asks the party to free him.

He will tell the party that he was captured by kuo-toa and brought here. He's not sure where his captors

went, but he expects to be taken away to be sacrificed when they return.

The elf in the cell is actually the sea hag Wylissa in disguise. I recommend having her take the form of a male sea elf rather than female, especially if you have experienced players. In roleplaying games, a young, pretty girl in need of rescue from a place like this is *always* a trap. It's a classic scenario, but it's predictable and your players will probably be very suspicious. But, since this kind of scenario rarely involves a male victim, having a man in need of rescue may throw them off.

If released, the elf will ask the party to help him find his brother, who was captured with him. He will go through the prison, checking to see if any of the corpses are his sibling.

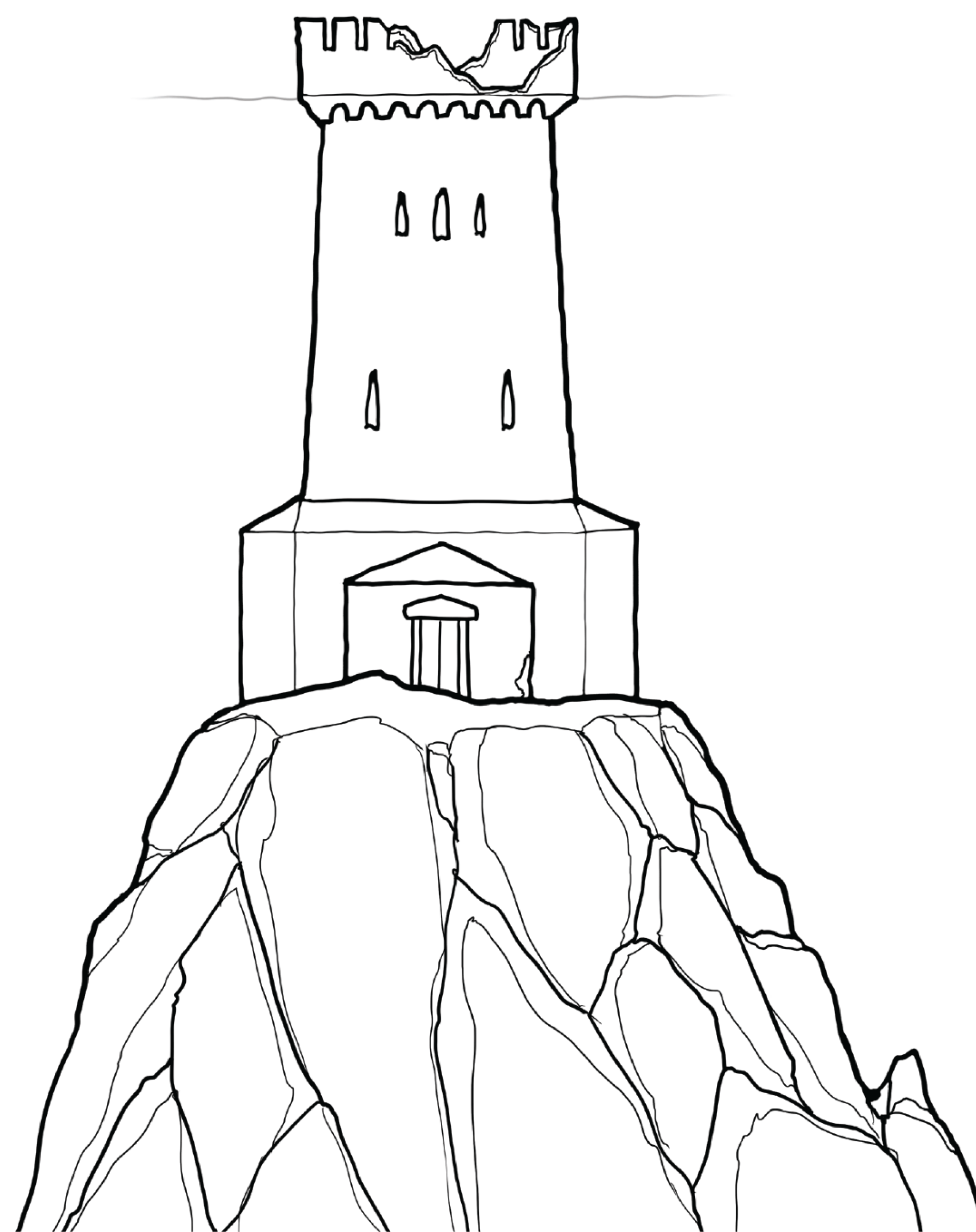
At this point, the other two sea hags (who are in their lair at the bottom of the prison) will begin causing problems for the party. The corpses will begin to animate into lacedons-- aquatic ghouls-- and attack the party. Wylissa is unarmed, but will pretend to assist as much as possible.

Wylissa also has the ability to cause the gates of the cells to open and close at will. She will use this to trap a PC inside one if possible, locking them inside.

If the other hags believe the party is at a disadvantage, they will join the fight themselves. They will flee if the battle goes poorly for them.

I recommend putting a variety of highly weird loot in the sea hags' lair. In addition to some potions, the party might find some very unusual magic items. For example:

- A strip of cloth which, when placed over one's eyes, allows a person to see through the eyes of a stone giant living somewhere else in the world.
- A kuo-toa skull that repeats the bearer's words in kuo-toan when held.
- A small, carved wooden box. When opened, the holder experiences the dying moments of the person they cared about the most.



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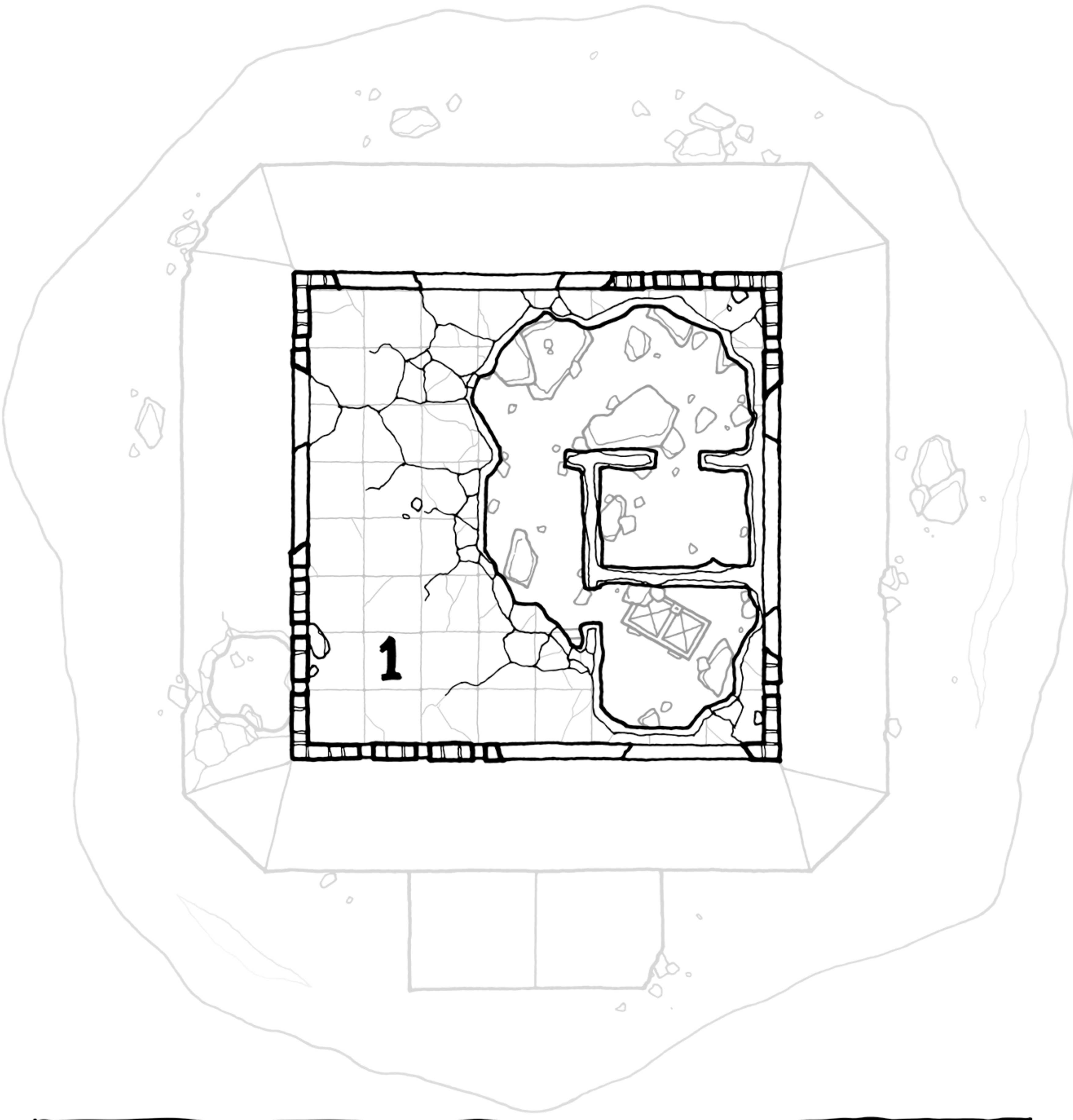
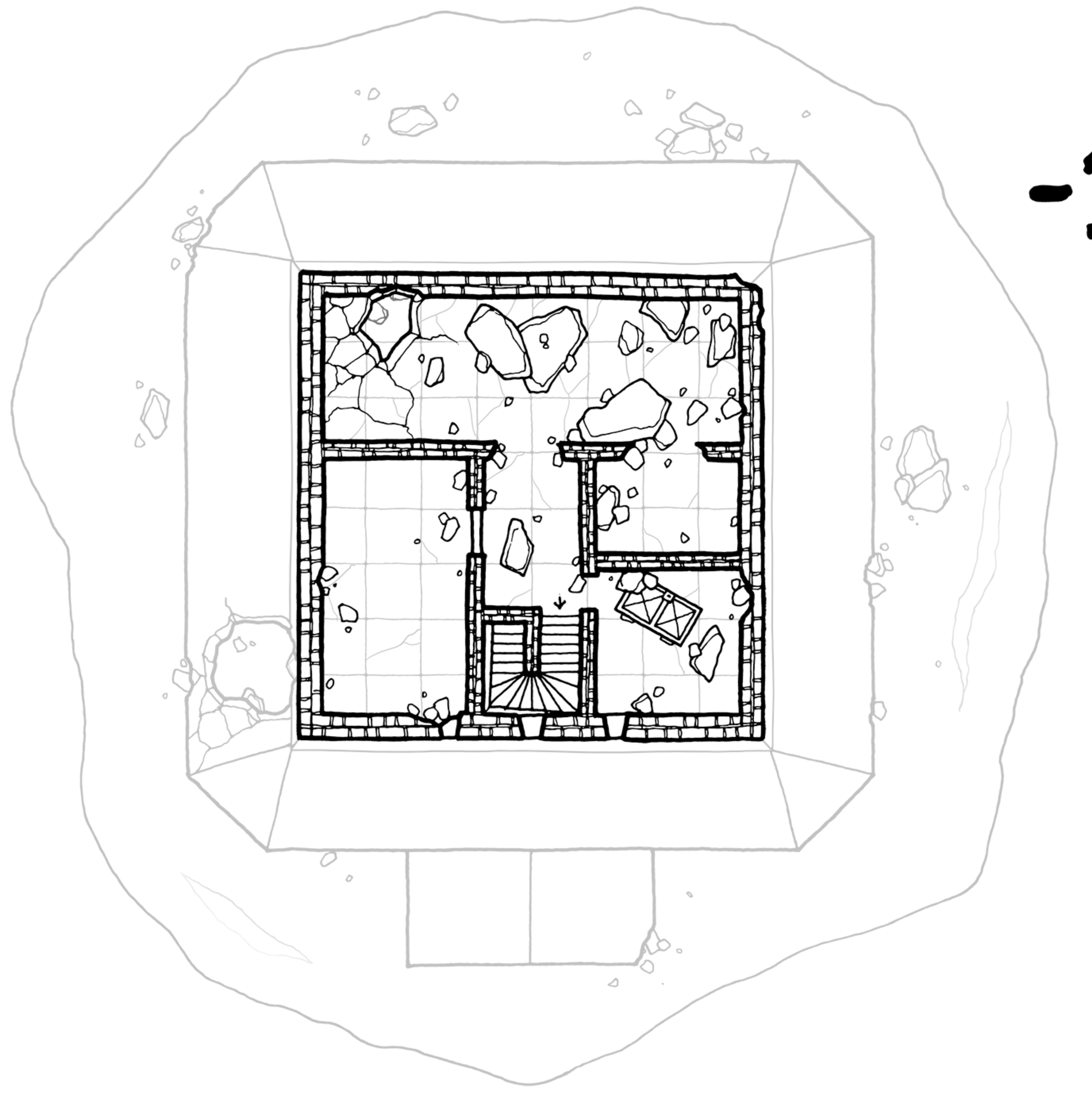
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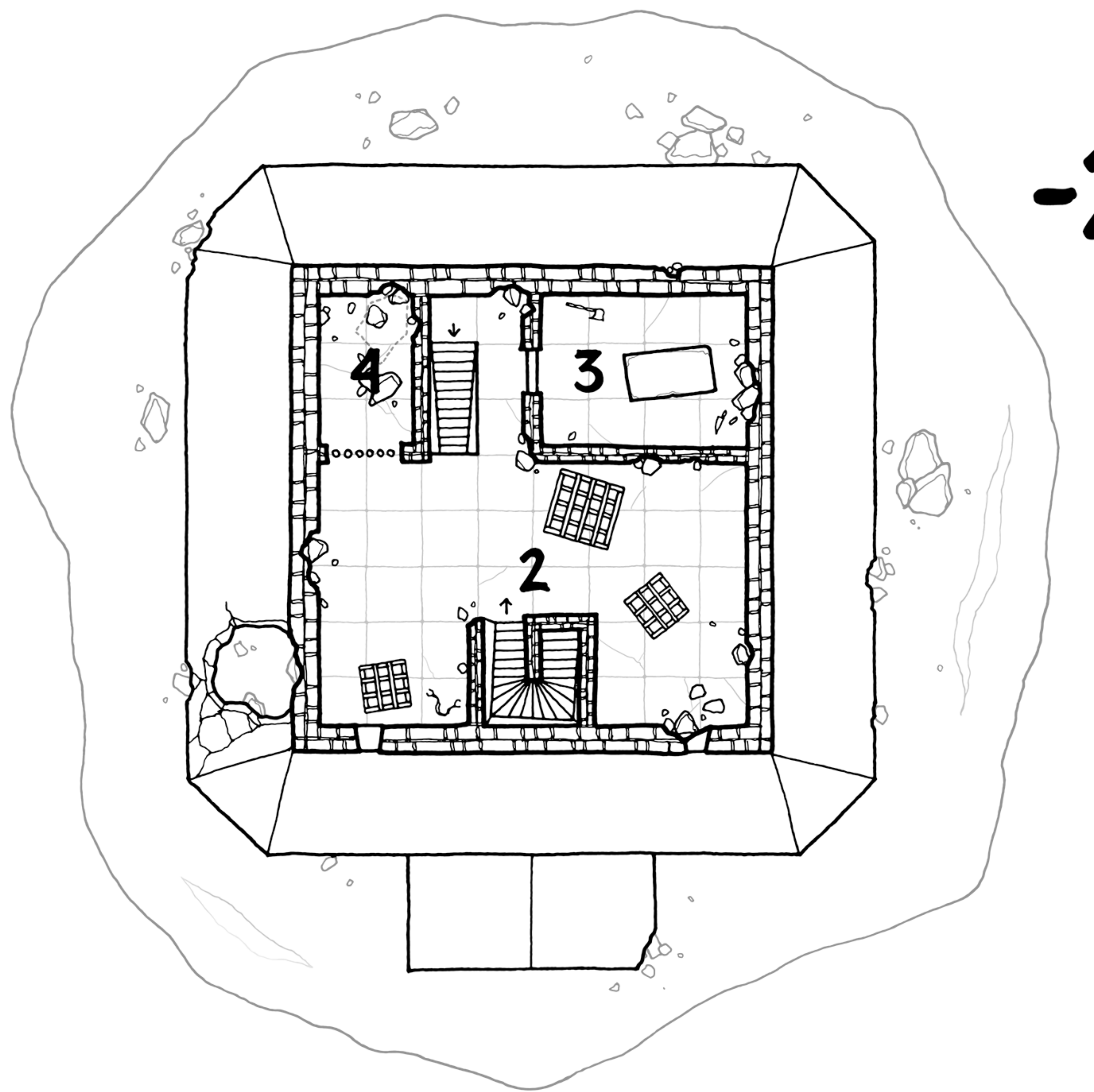
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- 2 - Rusted Cages
- 3 - Torture Room
- 4 - Cell
- 5 - Large Cell
- 6 - Torture Rack
- 7 - Oubliette
- 8 - Hag's Lair
- 9 - Scattered Bones



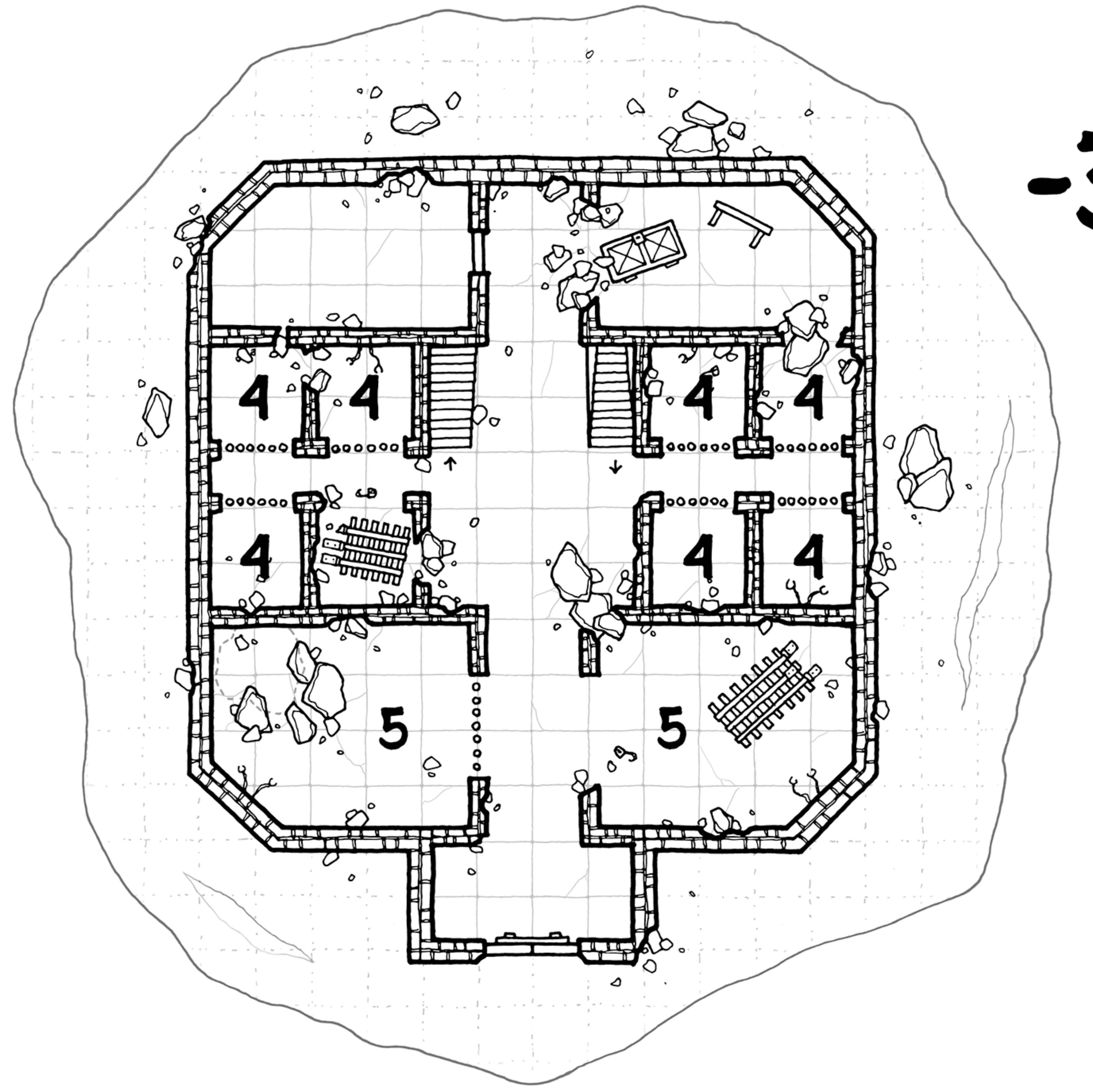
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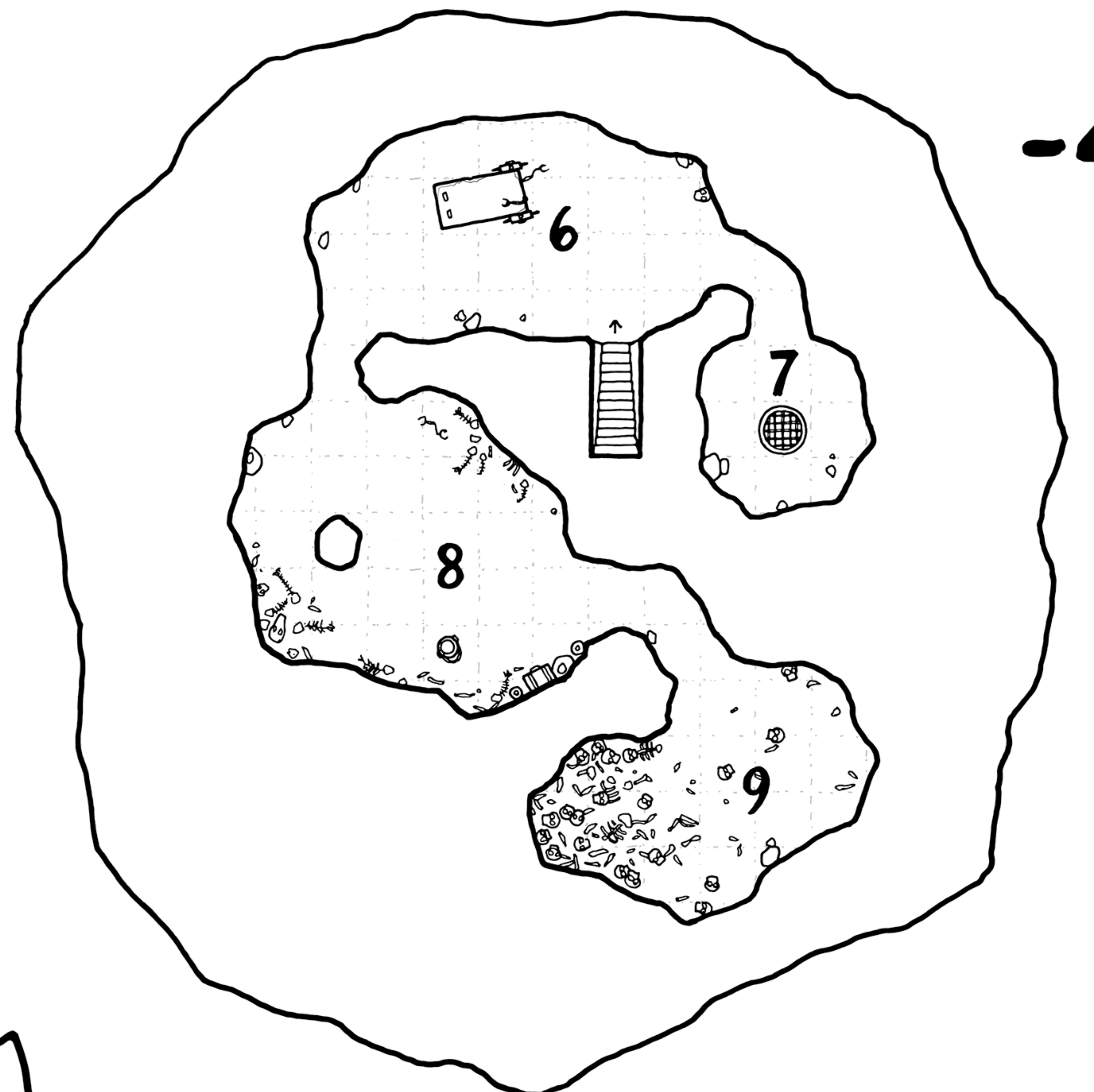
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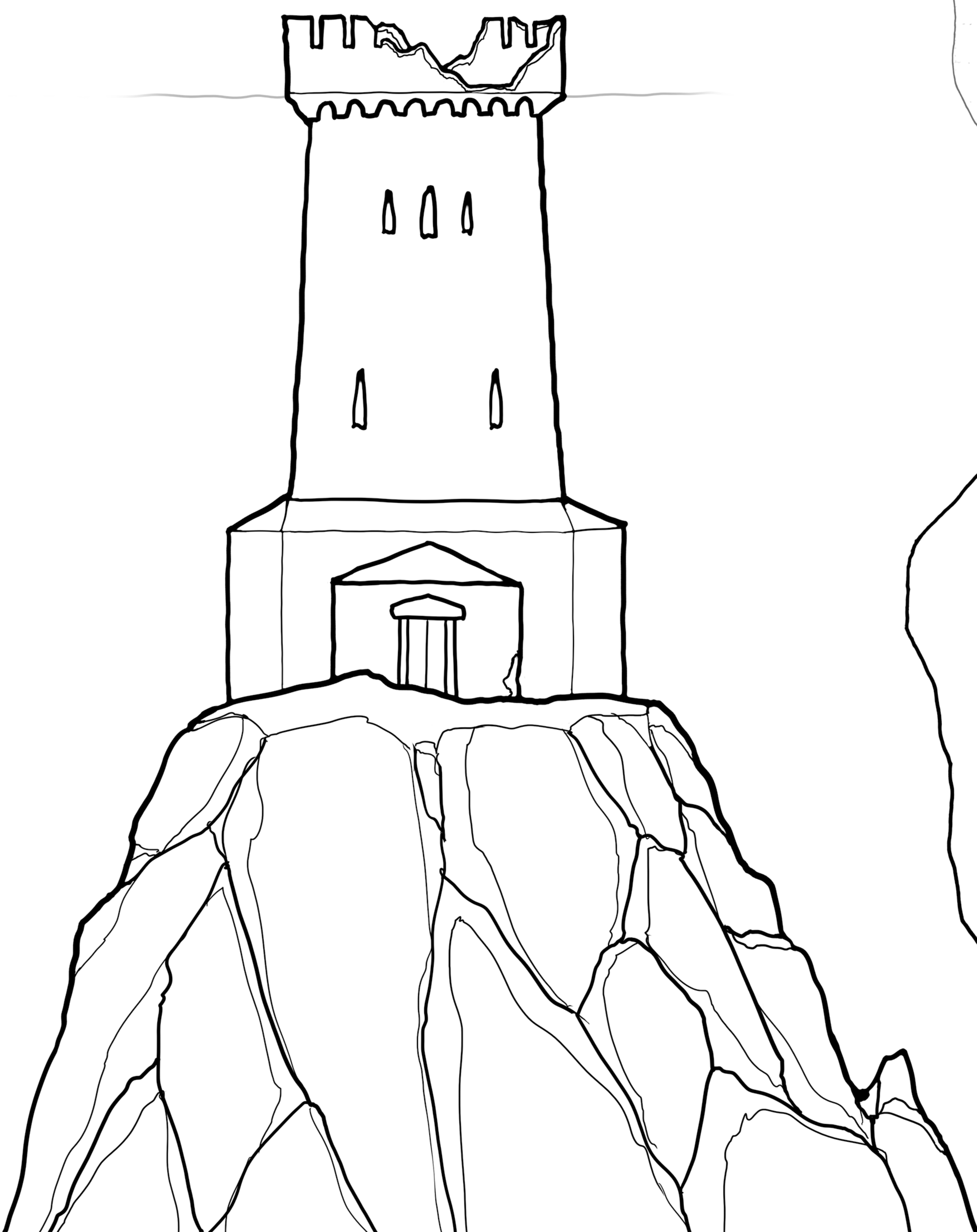
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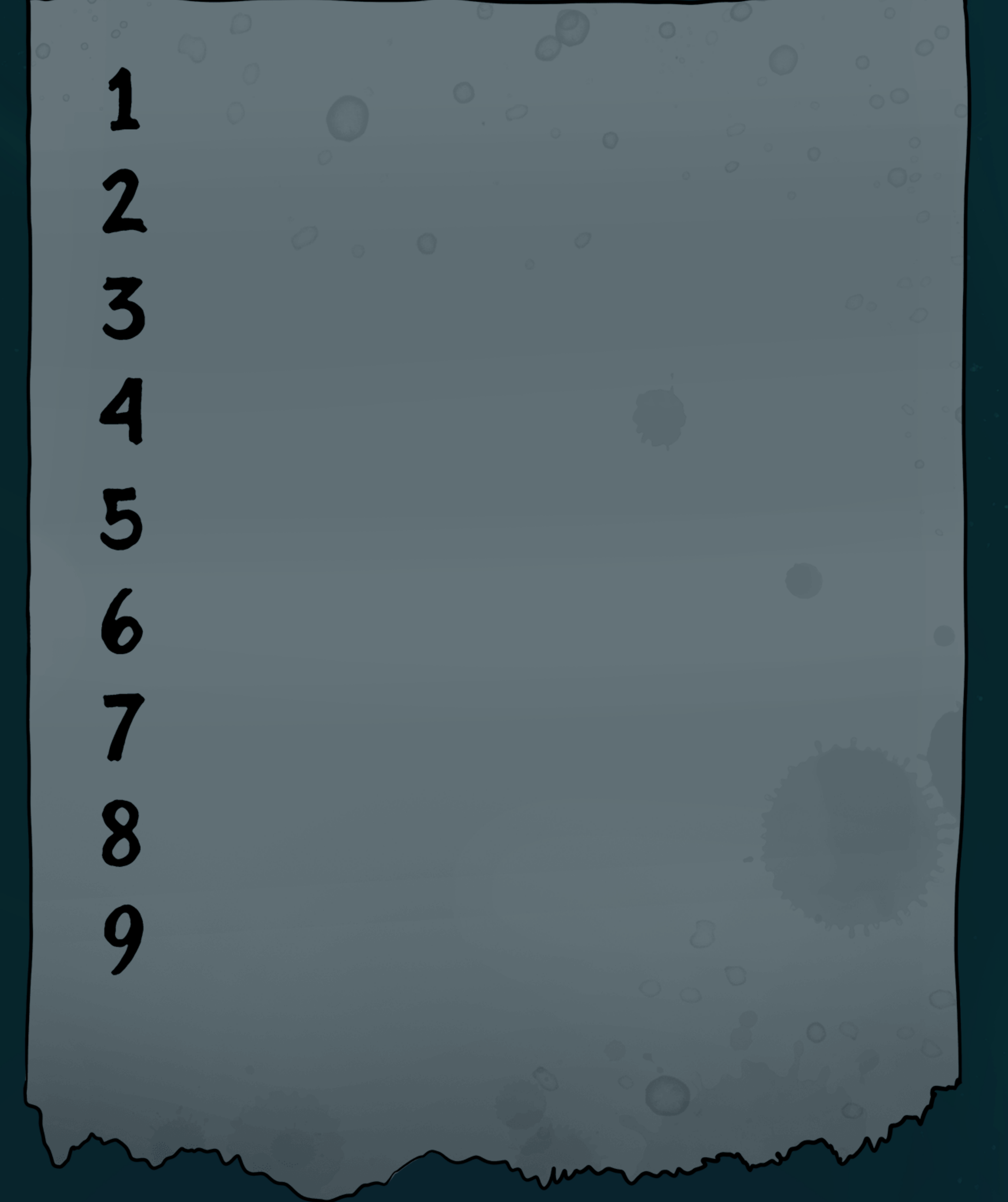
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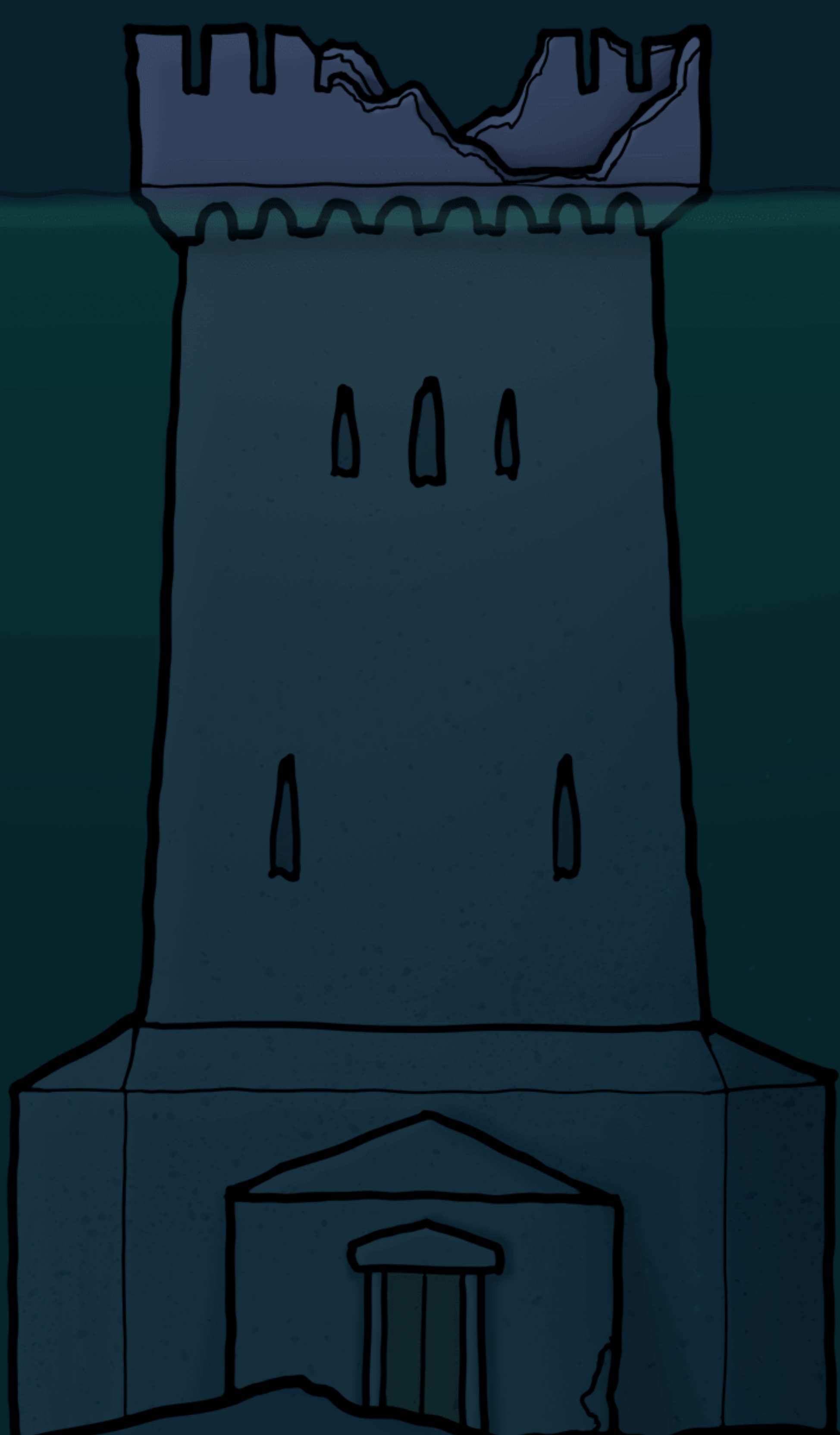
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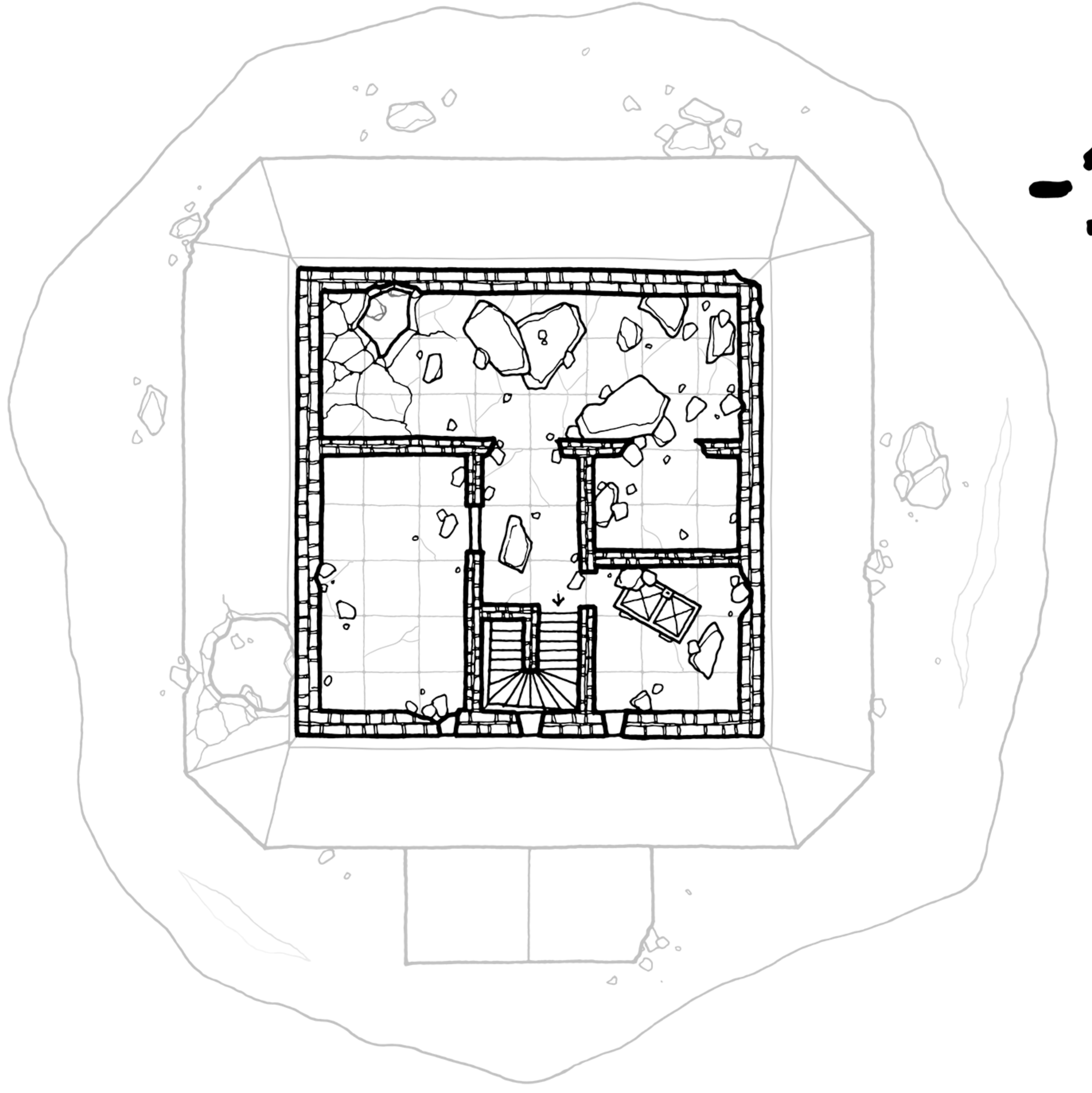
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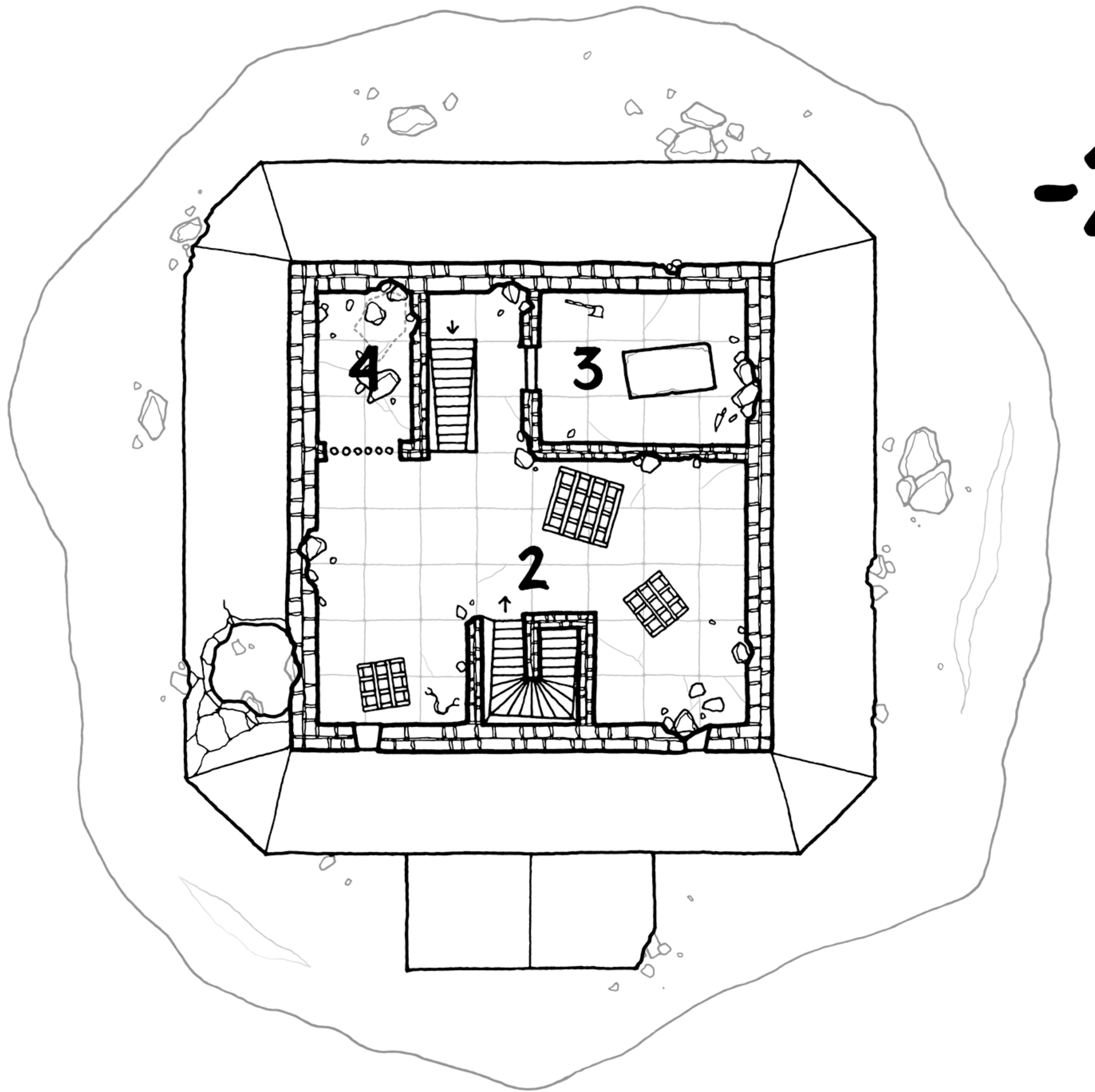
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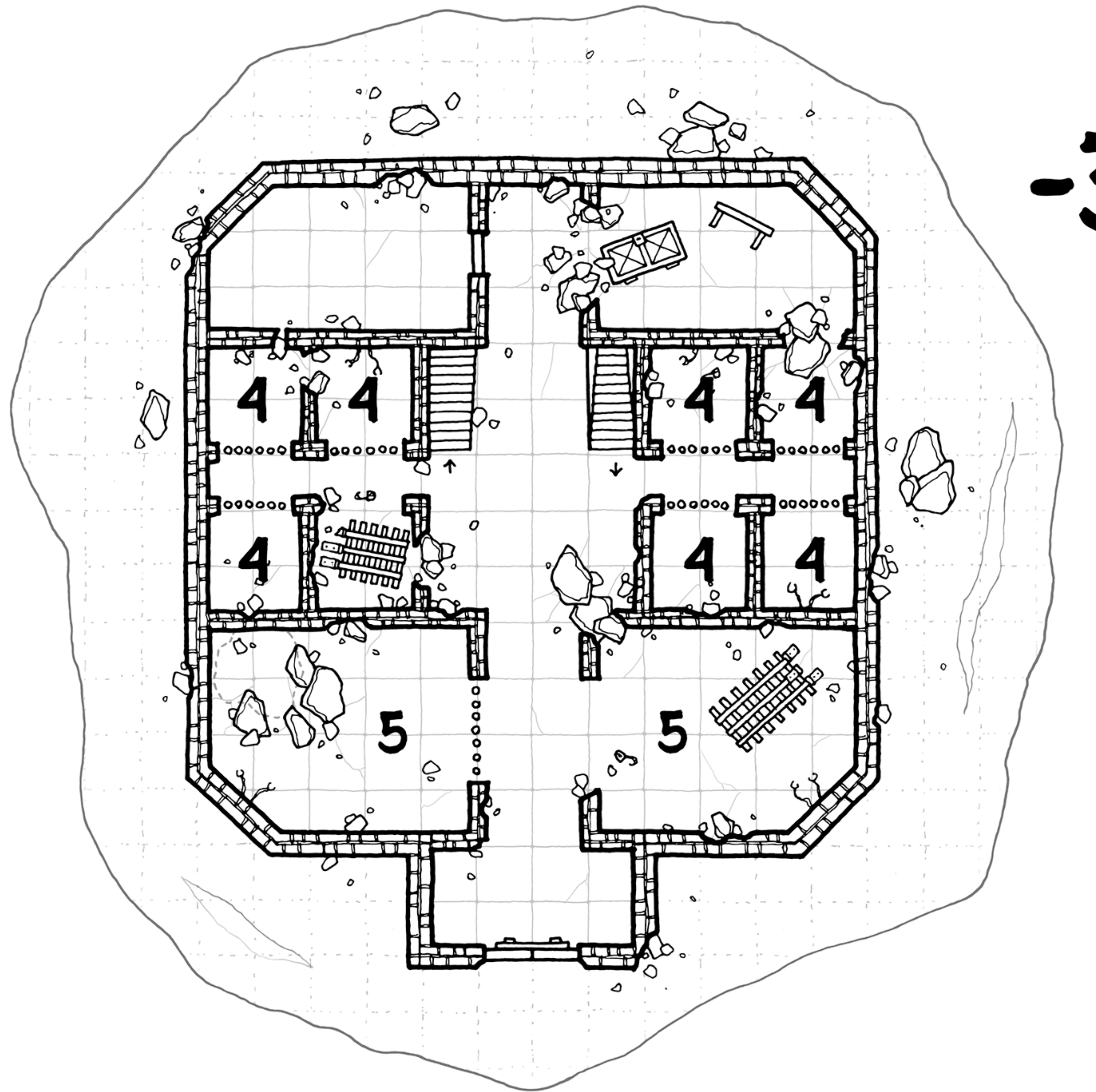
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