

Encounter 118: The Sandbox - The Prison 1

Difficulty: Moderate 15

Day: April 28th, 2025

It may not be to everyone's taste, but after talking about the "prison" of the Spawn of Rovagug for so long, it feels only right to end the campaign on a small dungeoncrawl. Now, the entirety of this design is up to you, but there's plenty of room to add interesting encounters all throughout: cultists battling it out with the prison's defenses, sekmin ambushes, ugothol turncoats among the ranks, and that's without even talking about what the wards and seals around the prison actually are! Today and tomorrow we'll look at what this dungeoncrawl could be before we come to our final day...

The Creatures:

- [Horde Lich](#)
- [Iron Warden](#) (2)

The Map: [Enormous Dungeon Flip-Mat](#)

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The Encounter:

The entrance (or one of them) to the Spawn's prison is guarded by a pair of iron wardens who look to chase opponents out of the prison with their Inexorable March and Poison Breath. However, one of the architects of the prison - a former Nethysian archmage - still holds vigil over the halls in the form of a horde lich.

The lich lairs between the walls, hidden behind secret doors (DC 24 Perception check to discover with the Seek action). The location of its soul cage is up to GM discretion, but it should have access to some form of void healing that takes place over a long period of time (such as a font of void energy that replenishes its lost HP after an hour of meditation before it). This gives the lich staying power throughout the entrance and makes it a frustrating opponent.

The Tactics:

The iron wardens don't pursue creatures out of their chamber, but work hard to herd them out of the prison. How the cultists escaped the attention of them and the lich is left up to the GM (or put a few dead bodies in the room to show that there was some violence here).

The horde lich makes for a tricky opponent. It extracts a servitor body and sneaks it into the room as best it can, using the new body to blast the intruders with spells as well as covering its tracks with things like *hallucinate* ("The walls are seamless, there couldn't be any secret doors here.") and *project image*. When the lich begins to drop beneath half its Hit Points, it recalls its servitors, but does not give up on the defense of the prison. Instead it waits for an opportune moment to strike.

The Conclusion:

No campaign role this time. We know what this is - it's the end game (okay, I *could* talk about the importance that the lich could bring to the game and how PCs could ally with it, but let's leave something for the GMs' imaginations). We're getting close to the end and I'll be both happy and sad to see this go. I've long since wanted to put together a "mini-campaign" with PWL and ABP, and this gets close to scratching that itch despite never having run it.