

# Morinou's Prison

One-page Dungeon Contest 2018 Entry  
By Connor Roberson (connorroberson.com)  
<https://creativecommons.org/licenses/by-sa/3.0/>

*Morinou is dangerous. His prison is built into a cliff overlooking the ocean, and as the tide rises it submerges more levels of the complex. Clever adventurers will have to work with and against the tides to face the Warden and free the Prophet.*

## People of Import

- ▶ **Morinou** is a powerful Priest and Prophet of the Scorched Chapel, a faith that sought to boil away the world. His allies have disbanded and his chapel is destroyed. Now, he rots in a deep, tide-locked cell. He is a clever old man with an eyepatch who is missing all his fingers - the jailers cut them off. He is jailed in room **S**, which is an airtight room with two locks, and has been in there for almost thirty years.
- ▶ **Lashanthara** is a Merfolk woman locked in room **L** who harbors a deep hatred for her people because her mother was put to death - in her eyes, unjustly. She wishes Morinou freed so that he can revive the Scorched Chapel, and she knows the Warden's secrets. The constant babbling of Janicians outside her cell keep her tired and half-mad.
- ▶ **Krin** is the de-facto leader of the merfolk prisoners in room **N**. He warns not to free Lashanthara, for his people's sake, and can explain how the merfolk were jailed - they are collected and brought here by the Ice Wraiths to serve as food for Morinou. One of their allies has already been taken, cubed, and dropped down the shaft in room **G**.

## Enemies of the Prison

- ▶ **Janician Heads** inhabit the upper floors, especially rooms **K**, **L**, **M**, and **N**. They are collections of three stone heads joined at the back that float after intruders, spinning slowly, babbling, and trying to bite off any trespasser's head. They make quite a racket. Each belongs to a headless statue in one of these rooms and can only be permanently killed by returning them to that statue - otherwise, they regenerate.
- ▶ **Ice Wraiths** inhabit rooms **Q** and **R**. White and blue robes drape over almost invisible white smoke. They are deathly afraid of fire, command powerful ice magic, and can float slowly through solid objects. They will try to lure people apart from their group, then freeze the Prayer Vaults closed, allowing them an easier kill - Prayer Vaults are marked with dotted lines in room **Q** and explained in that room entry.
- ▶ **Apparitions of Loss** are born from the destruction of unique information. Whenever a unique piece of knowledge is lost near a *Mindstone Sphere* (such as the one in room **O**), an apparition forms nearby, repeating the information in a whisper forever. They take the appearance of black-skinned frogs, standing upright, with harmonious human voices.
- ▶ **Merfolk** may turn hostile depending on the intruder's actions. Their teeth and claws are venomous. Lashanthara is held in room **L** - Krin and 6 others are in the cells in room **N**. The Merfolk want only to escape and not be eaten - they will always flee given the chance.

**A:** Entry hall, abandoned

**B:** Grand dining room. A splintered table, faded tapestries of an Ice-worshipping faith. Possibly bandits. A trapdoor descends.

**C:** Old Overseer's bedchamber. A broken bed and a beautiful view.

**D:** Staircase landing. Pitch black, as are all other interior rooms.

**E:** Wine Cellar. Looted, but a few bottles remain.

**F:** Larder. Spoiled food and obvious signs of frost - something cold has been here recently. A pile of fish (Merfolk) meat cut into even cubes sits atop a table.

**G:** A 4-inch diameter shaft descends 60 feet to Morinou's chamber. Used to feed and speak with him. He is eager for company. An Ice Wraith may be found here.

**H/I:** Servant kitchen, dining room, and bechambers.

**J:** Undercroft. A long slit in the top of the exterior wall lets in sparse light and the sounds of the ocean. The floor is mouldy, but the rest of the rooms on this level are quite dry - the water rarely reaches this height, only in storms and for a few minutes at 6. A concealed ladder leads deeper.

**K:** Viewing room overlooks the ocean. Descending the outside of the cliff would be grueling but possible, reaching the closed door to **P**. If the tide is high, characters could simply swim out this opening.

**L:** A rusty cellblock. Lashanthara was causing trouble and moved here.

**M:** *The Tidecrank* is a powerful old artifact that allows the user to shift the tides. It can be used to accelerate the tide cycle, but first it must be repaired. The broken parts are scattered in **P**.

**N:** The second cellblock - holds Krin and 6 other Merfolk. The keys to both cellblocks are hanging by the door to **O**.

**O:** This library has glass-fronted bookshelves to protect Morinou's knowledge, but most of the glass has shattered. The large artifact *Mindstone Sphere* in the center of the room creates Apparitions of Loss to protect the information. There are hundreds of soaked books, and hundreds of Apparition filling the space with their whispers.

**P:** **The Warden** is a Coral Golem that lairs here. The cliffside wall opens, letting him watch the moon. In saltwater, the Warden freezes stationary - he cannot swim. The interior lock key is hidden in his body. Bait him into reaching upwards, then submerge him in saltwater to retrieve it.

**Q:** The Frozen Chapel. Each dotted line is a falling curtain of water that separates a Prayer Vault - the Ice Wraiths can freeze these into walls.

**R:** The graves of Morinou's Saints. Ice Wraiths patrol here.

**S:** The back wall of each floor conceal a mechanical float-lock that unlocks this chamber's outer door when all 5 are submerged. These could be rigged by someone clever. The Warden's key opens the interior lock.

