

INFERNAL PRISON

PART 01

Built from chiseled rocks and surrounded by barren lands dried out by the constant threat of scorching heat, the Infernal Prison holds true to its name.

The prison has three blocks going deep into the ground. The deeper you go, the harsher its conditions.

Block A, the first and upper block, has huge metal chains hanging from the immeasurable ceiling and its metal clanking sounds are a vast distraction of the otherwise agonizing sounds of tortured prisoners. Strangely enough, after years of endless cries being heard, you slowly grow accustomed to it. Those who make it to the Infernal Prison are not there to be redirected, taught or converted. They are brought here to last until their final breath—and whether that takes one or 10,000 days is of no concern to The Executioner, whose purpose is to satisfy his own sadistic needs.

He lashes at his prisoners for any wrongdoings with his giant, blooddrenched axe.

Any glimmer of hope is lost from those imprisoned here. Rookies too green have easily lost their lives in their resistance. And veterans that have grown old and tired have chosen death over pain. They've given up..and their candles have stopped flickering..

Grid Size: 22x33

Formats: VTT, PDF (6600x9900 px, 300DPI)

Variations: Original, Midnight, Shadowfell, Abyss, Clean, Deep Ocean, Eldritch Fire, Poison Ivy