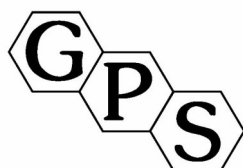




# Praise the Fallen

A Module by Graphite Prime



[graphiteprime.blogspot.com](http://graphiteprime.blogspot.com)

Graphite Prime Presents

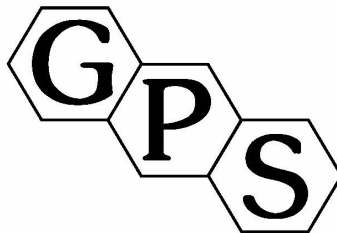
# Praise the Fallen

Words, Pictures, Maps, and Design by Graphite Prime

[graphiteprime.blogspot.com](http://graphiteprime.blogspot.com)



Praise the Fallen is an OSR styled module compatible with most versions of the world's most popular role-playing game.



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## Introduction...

**Praise the Fallen** is a fairly standard OSR styled dungeon crawl designed as a one-shot adventure that can be inserted into any ongoing campaign or hex-crawl. It is easily adaptable to different fantasy systems, especially the myriad versions of the *world's most popular role-playing game*.

This module covers the exploration of what is supposed to be the legendary landing place of a fallen angel. If the cosmology of your fantasy world doesn't involve classic angels, the entity involved can easily be changed to something more fitting to your campaign. As with any module, *nothing is hard-wired and you should change whatever you feel needs to be changed*.

The standard premise of **Praise the Fallen** is that the PCs have somehow gotten hold of a map that leads to this location. Under this premise, the players should be well aware of what they're exploring. This adventure could also be placed somewhere on your hex map as just another random dungeon to explore. Whatever works for you.

**Most of the information for the dungeon will be placed directly onto the map for ease of use.**

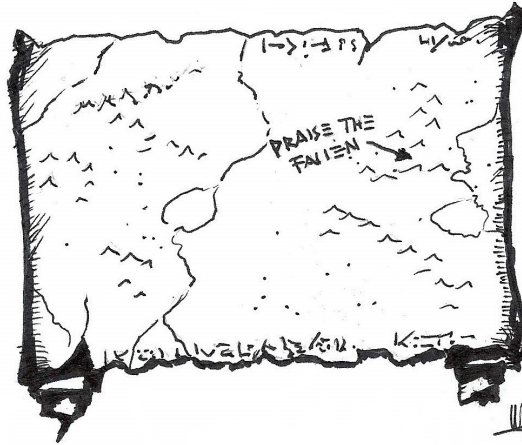
Hope you enjoy.

— Graphite Prime.

## Background...

There were those demented powers that wanted to return all to naught, to become one with the Ever Slumbering Void. Pantheons collided and the heavens shattered with war. Untold cosmic powers were lost without their names ever spoken by mortal tongues. Countless legions fell. Defeated in their gambit of annihilation, they scattered across the universe. Several of the Fallen, fell to this world, forever imprisoned at their point of impact.

Millennia after millennia, the Fallen have watched the rise of mortals with distaste, tempting and corrupting them at every turn. Sinister cults of chaos have arisen in the shadows ignorantly doing what they can to undo all things. The Fallen are their idols, their champions, their gods. The cultists tirelessly seek out the prisons of their masters with the hope of freeing them and unleashing an entropic orgy of destruction.



## The Map and the Fallen...

This map contains directions to the location of a Fallen Angel named \_\_\_\_\_. The map is written on parchment with the words "**Praise the Fallen**" written in crude common, pointing to a location. For the sake of this adventure, it is assumed that the PCs have the

map in their possession. In part of an ongoing campaign you can simply place this map as part of a treasure hoard. In a one-shot, just tell the PCs the backstory and let them have at it. There are many **Fallen**, use the table below to determine the name of the one in this module. Roll **1d12** (2 or 3 times.) Add hyphens and/or apostrophes for an ancient effect.

1	An	el	ael
2	Az	selu	aza
3	Bath	zena	bas
4	Bel	noth	ax
5	Dez	pa	mon
6	Glaz	mur	ius

7	Lev	phel	niah
8	Mal	paz	ith
9	Or	sti	thon
10	Sah	lixi	moth
11	Zaph	raja	lith
12	Zep	hash	mar

The dungeon entrance ideally should be placed in a crevasse on a barren mountainside, but you can place it anywhere. Inside, the dungeon is not lit unless otherwise noted. Each square on the map equals 10 feet.

Good gaming.

## Random Encounters...

Be sure to make an encounter check if you feel the PCs have lingered in one area too long or have created too much noise. Also, if the PCs have had several encounters with cultists and/or the **Phaen Witch**, then word will spread of intruders. Any random roll of cultists should be cultists on the hunt for the PCs. You can set your own dial for frequency, but **1 in 6** should do. Roll **1d12**.

**1.** 1d4+1 **cult acolytes**. **AC:** unarmored, **HD:** 1 (4 hp), **Attacks:** 1 dagger, +1 to hit, **Damage:** 1d4, **AL:** chaotic, **XP:** 20.

**2.** 1d4+1 **acolytes** (see above) and a **High Priest**. **AC:** chain, **HD:** 6 (22 hp), **Attacks:** 1 mace, +4 to hit, **Damage:** 1d6+1, **Spells:** *cause light wounds* (2), *hold person* (2), *continual darkness* (1), **AL:** chaotic, **XP:** 300. Wears a **Void Medallion**.

**3.** 1d4+1 **Ghouls**: **AC:** as chain -1, **HD:** 2 (10 hp), **Attacks:** 3 claws/bites, +3 to hit, **Damage:** 1d4 + paralysis for 2d4 turns, **AL:** chaotic, **XP:** 100.

**4.** An **acolyte** that is trying to escape from the cult.

**5.** 1d4 **prisoners** of the cult that have escaped and are trying to find their way out. **AC:** unarmored, **HD:** 1 (3 hp), **Attacks:** 1, +0 to hit, **Damage:** 1, **AL:** neutral, **XP:** 5.

**6.** A single **Shadow**: **AC:** as leather (can only be harmed by magic; can not be turned; immune to *sleep*, *charm*, and *hold*), **HD:** 3 (17 hp), **Attacks:** 1 shadow-blade, +3 to hit, **Damage:** 1d8+2 (anyone killed becomes an angel-shadow), **AL:** chaotic, **XP:** 150.

**7.** 1d2 escaped ogres. If the PCs freed any ogres there is a 3 in 6 chance that these are the same ogres and they won't bother the PCs. **Ogres:** **AC:** as chain, **HD:** 4+1 (18 hp), **Attacks:** 1, +7 to hit, **Damage:** 1d2 +3 or by weapon +3, **AL:** chaotic, **XP:** 125.

**8.** 1d4+1 **Shadows**: **AC:** as leather (can only be harmed by magic; can not be turned; immune to *sleep*, *charm*, and *hold*), **HD:** 3 (17 hp), **Attacks:** 1 shadow-blade, +3 to hit, **Damage:** 1d8+2 (anyone killed becomes an angel-shadow), **AL:** chaotic, **XP:** 150.

**9.** 2d4 **Giant Rats** **AC:** as leather -2, **HD:** 1/2 (4 hp), **Attacks:** 1 bite, +1 to hit, **Damage:** 1d6 + disease (**save vs. poison** or take 1d6 damage per day until save is made), **AL:** neutral, **XP:** 15

**10.** 1d4+1 Escaped **Undead Bludigar**: **AC:** chain, **HD:** 2 (13 hp), **Attacks:** battle-axe, +3 to hit (1d8+1), **AL:** neutral, **XP:** 50.

**11.** A hole opens up in a wall nearby as 2d4+1 living **Bludigar Dwarves** break through. They are looking for their long-lost brethren who were mining under this mountain. **Bludigar:** **AC:** chain, **HD:** 3 (16 hp), **Attacks:** battle-axe, +4 to hit (1d8+1), **AL:** neutral, **XP:** 65. Each have 1d6 x 10 GP on them.

**12.** The **Phaen Witch**.

**A note on Keys.** Anytime the PCs encounter cultists, there is a 2 in 6 chance that one of the cultists has a **key**. Anytime the PCs encounter a locked door, there is a 2 in 6 chance that a **key** that they have found will open that door, so long as that **key** has not been matched up with another door. If a **key** opens a door, then that's the only door it can open. If you're feeling generous, there is a 1 in 6 chance that a **key** is a **Master-Key** that opens all locks.



**Medallion of the Void** (a.k.a., **Void Medallion**): Built of a metallic substance so dark that it's actually hard to focus on, the Void Medallion has the essence of non-existence in it. Wearing one will turn your eyes black and lets you to see in absolute/ magical darkness. Void medallions also allow you safe passage through some areas of the dungeon and lets you gaze safely into the **Void Pool** (area 24). You will intrinsically know these things.



## The Phaen Witch...

Nothing but tragedy comes from the Phaen Moors...

Though not an actual member of the fallen angel cult, the **Phaen Witch** is a powerful ally and advisor in the ways of black magic. She has free access to the entire dungeon and at any given time may be encountered. Starting after the 2nd encounter that involves combat or a PC otherwise getting injured, there is a growing chance that during the next encounter the witch will show up and make things worse for the party. Roll 1d6, she will either (1-2) phase through a wall, (3-4) teleport in, (5-6) rise up out of the ground. She will arrive with 1d6+1 skeletons. The base chance of her showing up is **15%**, which increases by **10%** every encounter thereafter. An "encounter" includes traps as well as fights. If she is reduced to 10 hit points or less she will teleport back to her secret lair, where she has access to healing potions. The chance to encounter her again restarts at **15%**. Keep in mind that her spells do not replenish until the next day.

**Phaen Witch:** AC: as chain+1, **HD:** 9 (45 hp), **Attacks:** 1 dagger+2, +5 to hit, **Damage:** 1d4+2, **Spells:** *sleep* (2), *charm person* (1), *continual darkness* (1), *invisibility* (1), *mirror image* (1), *hold person* (3), *confusion* (1), *polymorph other* (1), *cloudkill* (1), **AL:** chaotic, **XP:** 900.

The **Phaen Witch** is almost 200 years old and has learned the following **Special Abilities:**

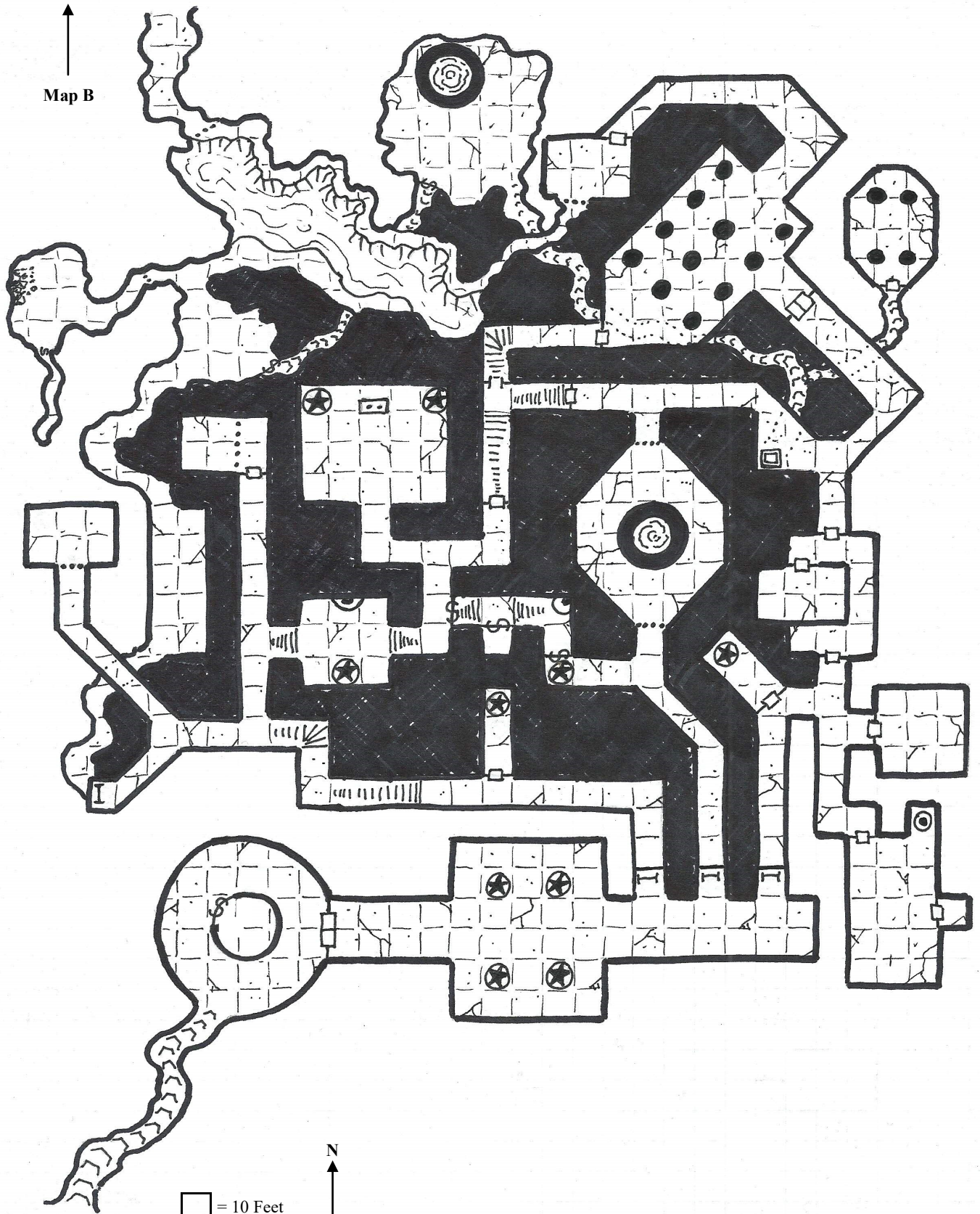
**Teleportation:** she can teleport to any location in the dungeon **9** times per day.

**Summon Skeletons** (recharge, 5-6): She carries a pouch of bone and iron dust which she can spread around causing 1d6+1 skeletons to rise from the ground. Maximum **9** times per day.

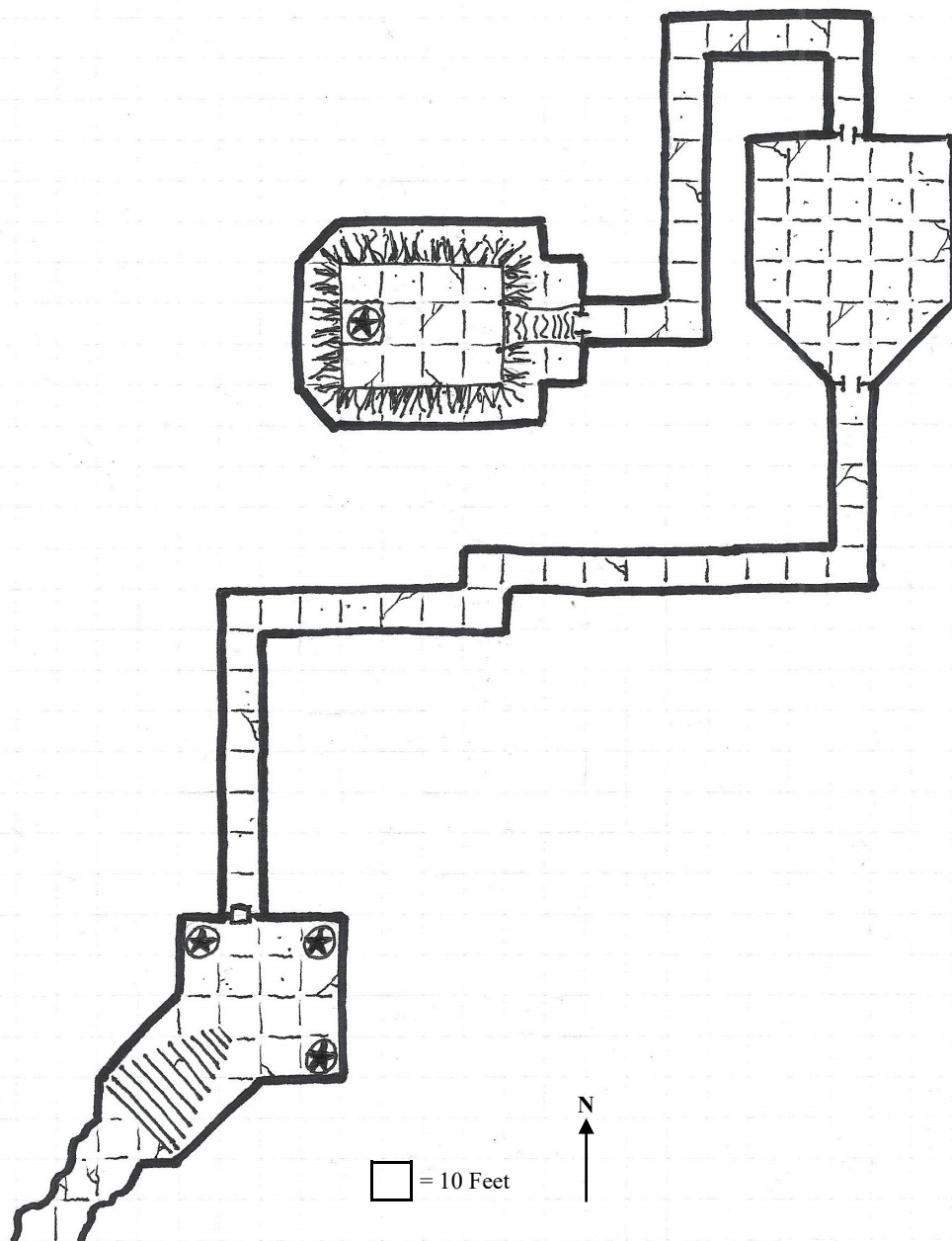
**Skeletons:** AC: as leather +1, **HD:** 1 (5 hp), **Attacks:** 1 sword, +1 to hit, **Damage:** 1d8, **AL:** chaotic, **XP:** 15.



↑  
Map B



Map A

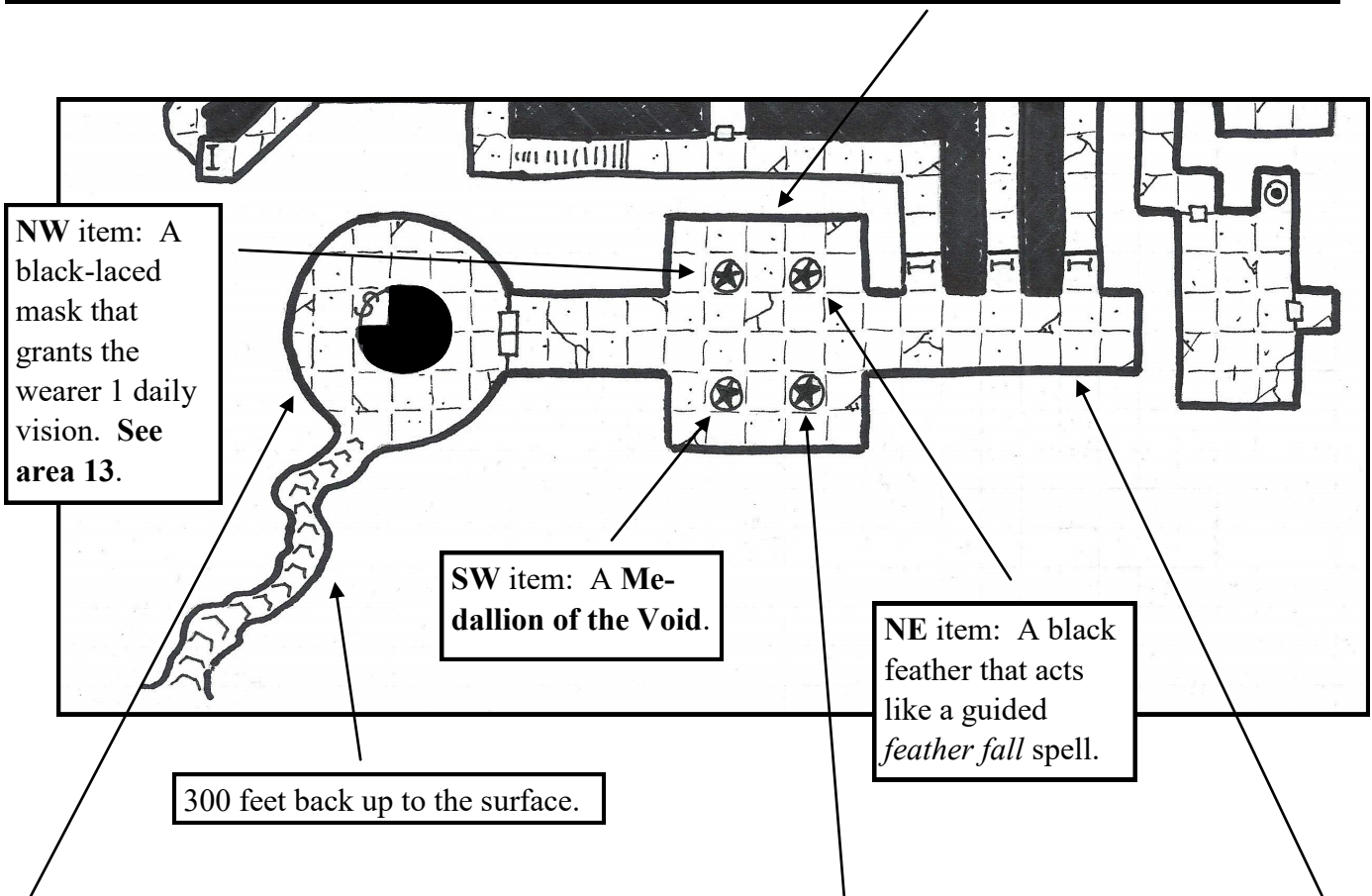


Map A



Map B

2. There are 4 Statues of angels in various stages of anguish. Each statue has a kneeler before it. The **NE** angel is reaching back toward the heavens as he falls, his wings disintegrating. The **NW** angel has his hands over his face as if screaming. The **SE** angel is clutching a terrible wound as she falls. The **SW** angel has his eyes closed and is clutching a medallion around his neck. If a PC of **chaotic** alignment kneels at one of the statues and makes a **save vs. magic**, a compartment opens up to reveal an item (this will only work once for them, once they've kneeled and rolled that's it, going statue to statue will have no further outcome.) If a **lawful** PC kneels they will have to **save vs. magic** or start writhing in great pain, suffering 1d2 damage each round until they save (or are pulled away.) If a **neutral** PC kneels, the double doors to the west will lock shut and a painting appears on the doors showing a scene of human sacrifice. Anyone who studies this image will enter a short trance-like state and if they make a **save vs. magic** they will understand that the only way to open the doors is to sacrifice someone while saying "**Praise \_\_\_\_\_ (the Fallen).**"



NW item: A black-laced mask that grants the wearer 1 daily vision. See area 13.

SW item: A Medallion of the Void.

NE item: A black feather that acts like a guided feather fall spell.

300 feet back up to the surface.

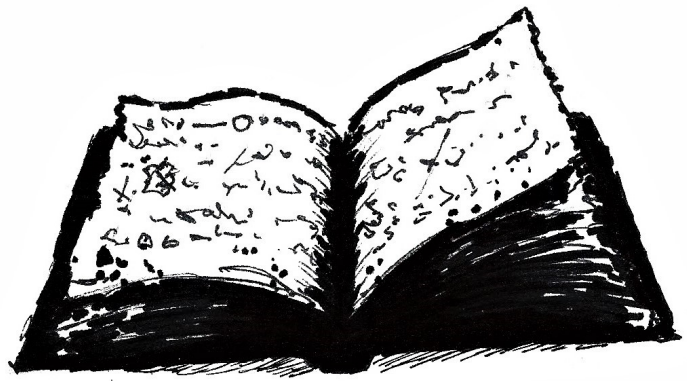
1. Both the inner and outer walls here are a mosaic depicting heavenly wars that ultimately focus on one angel and his demise. The very last image portrays a black-clad Fallen Angel poised on a pedestal surrounded by cultists with the phrase "**Praise the Fallen.**" The small secret room contains 6 torches, 1 tinderbox, 2 black robes, and 2 daggers.

3. 3 alcoves, each with a wide ladder in the floor going down 30 ft.

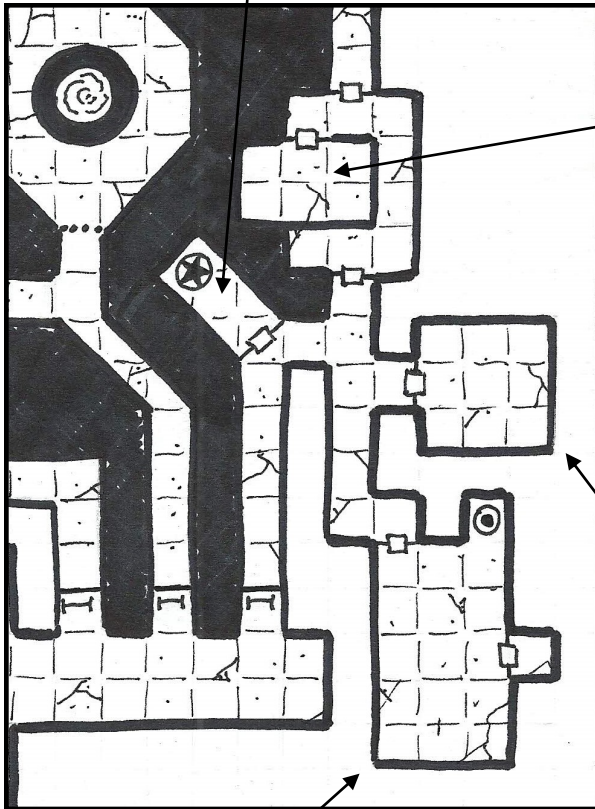
SE item: A **Potion of Healing** that only works for chaotic characters. It is a small vial labelled **Restoration for the black heart.** For anyone else it causes damage.



**4. Door locked.** Fallen-angel statue, strikingly beautiful, with her hands out as if to clasp your hands in greeting. Anyone who clasps her hands begins a battle of wills. If you don't pass 3 consecutive saves, **poison, paralysis**, then **magic**, she leans forward and vomits **acidic void-slop** in your face doing 1d4 damage and 1d4 permanent charisma loss. If you make the saves, a **Void-Blade** (or mace) appears in your hands and you gain 2 points of charisma, then the statue disappears for 1d6 days. A **Void Weapon** is a +2 weapon that can cast *darkness* 3 times/day.



**5. Door Locked, Library.** Hardly any room to move as scrolls and books are crammed floor to ceiling. Allow every PC that searches (per hour), a 1 in 6 chance to find a magic scroll; wizards, elves, and clerics get a 2 in 6 chance. Roll 1d4 to determine the scroll level and 1d6 to determine whether it's a cleric (1-4), or a wizard (5-6) spell, then determine the spell randomly, it's always the chaotic version of the spell. Searchers also face a growing risk of discovering something that threatens their sanity starting at 15% on their first search and growing by 10% per hour. If they do discover some dark secret, they must **save vs. magic** or become catatonic with depression for 3d4 hours.



**7. Dimly lit.** Cultist living area, sparse, with slabs carved out of the walls for beds, floor to ceiling. There is a well for fresh water and a toilet room. At any given time 2d6 cultists will be in here. **Acolytes:** AC: unarmored, HD: 1 (4 hp), Attacks: 1 dagger, +1 to hit, Damage: 1d4, AL: chaotic, XP: 20. A search of the room reveals coins worth 2d6 x 10 GP.

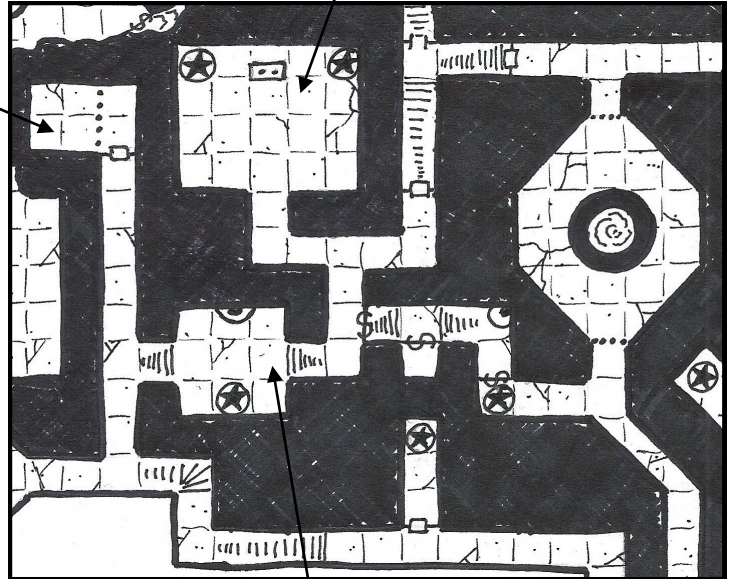
**6. Doors locked, dimly lit.** High Priests' quarters. 20% chance a high priest is here, another 25% chance 1d4 acolytes will be here as well being lectured, punished, or enlightened. The room has secret treasure (treat as secret door) consisting of 2d6 x 100 GP and 1d4 random cleric scrolls. **Acolytes:** AC: unarmored, HD: 1 (4 hp), Attacks: 1 dagger, +1 to hit, Damage: 1d4, AL: chaotic, XP: 20. **High Priest:** AC: chain, HD: 6 (22 hp), Attacks: 1 mace, +4 to hit, Damage: 1d6+1, Spells: *cause light wounds* (2), *hold person* (2), *continual darkness* (1), AL: chaotic, XP: 300. Wears a **Void Medallion**.



**10. Door is locked.** Prison cell currently holds 2d4 prisoners of the cult. Most of them are malnourished, confused, and weak, but a few plead for rescue as soon as they see the PCs. **Prisoners:** AC: unarmored, HD: 1 (3 hp), Attacks: 1, +0 to hit, Damage: 1, AL: neutral, XP: 5.



**9. Dimly lit by torches.** High Priest is giving a sermon to 20 cultists preaching of the poison that is *existence*. They will soon sacrifice a young girl to the void. If he sees the PCs he will yell, "Infidels!" and the whole lot of them will pull out daggers and attack. **Acolytes(20):** AC: unarmored, HD: 1 (4 hp), Attacks: 1 dagger, +1 to hit, Damage: 1d4, AL: chaotic, XP: 20. **High Priest:** AC: plate, HD: 6 (22 hp), Attacks: 1 void-sword, +5 to hit, Damage: 1d8+1 (summon darkness 1/day), Spells: *cause light wounds* (2), *hold person* (2), *continual darkness* (1), AL: chaotic, XP: 300. Wears a **Void Medalion**. If the alter is searched, 2d6 x 100 GP is found in a compartment. The eyes in the 2 angel statues are pearls each worth 300 GP.

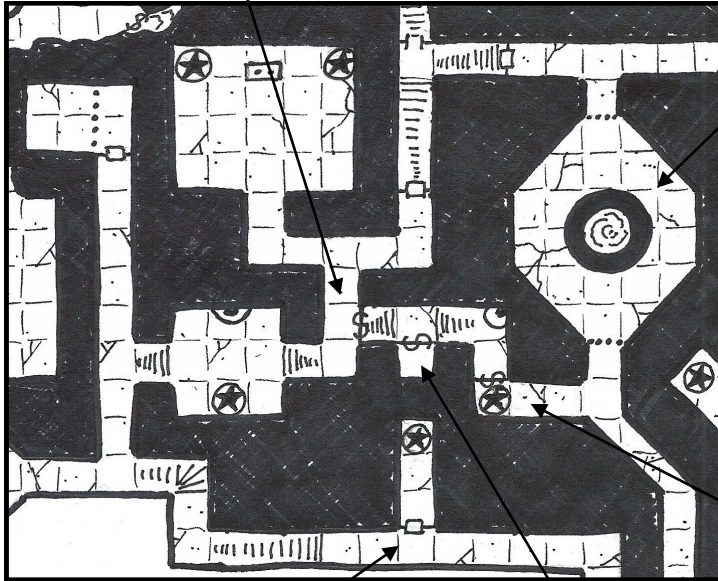


**8. Dimly lit by torches.** 4 Cultists are prepping a girl for sacrifice. She appears drugged. The fountain spews black liquid that dulls the wits of any who consume it (*disadvantage* on all rolls for 24 hours, **no save**.) Fallen angel statue is just a statue. If the cultists see the PCs, one of them will immediately run for help to the room just north of here. **Acolytes:** AC: unarmored, HD: 1 (4 hp), Attacks: 1 dagger, +1 to hit, Damage: 1d4, AL: chaotic, XP: 20. Key to the prison cell NW of here. The eyes in the angel statue are pearls each worth 300 GP.

20% chance that 2 cultists are in the hallway when the PCs come through the secret door. They will run for help.



**14. Dimly lit by mysterious blue incandescence.** If the PCs enter here without any them possessing a **Void Medallion**, a portcullis slam down at both entrances. The opal encrusted pool in the center contains a non-reflective black liquid called a **Void Weird** that will attack anyone not wearing a **Void Medallion**. Any person can hold the **Void Weird** at bay by holding up the medallion to it, but this only works for 3 rounds, after which you must make a **save vs. magic** to keep the **Weird** from attacking. **Void Weird: AC:** as chain (can only be hurt by magic), **HD:** 6 (30 hp), **Attacks:** 1 slam +6 to hit (can reach entire room), **Damage:** 1d4 permanent hit points (your life force has been sucked out of existence and can only be restored by a *wish* spell), **AL:** chaotic, **XP:** 400. **Treasure:** 5d6 opals can be pried off the side of the pool, each one worth 100 GP. Each opal takes 5 minutes to pry loose.



**11. Heavy wooden door, locked.** Statue of an angel kneeling and extending an arm straight forward, holding a dagger sideways, blade up. Anyone of **chaotic** alignment that gets within 10 ft. of the statue will be compelled to sacrifice themselves to the void. If they fail 2 consecutive **saves vs. paralysis**, they will fall forward onto the blade neck first taking **2d6+6** points of damage. If they are wearing a **Void Medallion** they are immune to this affect. If they make the saves, a **Void Medallion** appears around their neck.

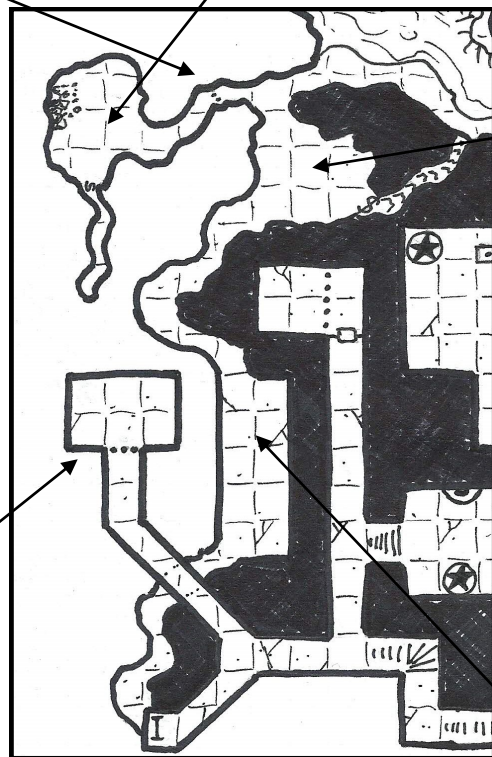
**12. Secret shrine to the powers of Law.** A bowl of water sits on a pedestal that acts as a **Potion of Healing** for Lawful and Neutral people, but does nothing for Chaotics. 2 **Swords of Light** (+1) stand in the corners beside the pedestal each inscribed with the phrase, "**The day is just and full of light.**" These 2 swords do double damage vs. **Nightdust** and **The Fallen**. Whoever built this shrine is long dead.

**13. Statue of a angel kneeling in despair.** Close examination reveals the statue sits on a pivot and can be rotated 180 degrees. Turning the statue one complete turn to the right causes the secret door to open and the fountain in the hallway corner to turn on. Turning it all the way around to the left also cause the secret door to open but the fountain will be dry. Drinking from the fountain of gray liquid grants you a vision of the future. Roll a d20, the result of this roll can be substituted for any one future d20 roll made by anyone. Each person only gets one vision no matter how many times they drink.

17. 2d4 undead dwarves from the Bludigar Clan. Searching for new gold veins, they dug in the wrong area. The Void Cult killed most of them and cursed the remaining few with undeath. They are imprisoned in this cave. The rubble in the corner is a catastrophic collapse of their original route. The Bludigar are plotting revenge and have secretly begun digging a new tunnel. The Bludigar are also *demented* in their undeath and proposition the PCs as follows: “If your champion slays our champion in non-magical, hand-to-hand combat, we will march with you against the cult.” Like all undead, the dwarves are immune to *sleep*, *charm*, and *hold* spells. **Undead Bludigar:** AC: chain, HD: 2 (13 hp), **Attacks:** battle-axe, +3 to hit (1d8+1), **AL:** neutral, **XP:** 50. **Undead Bludigar Champion:** AC: as chain +1, HD: 4 (24 hp), **Attacks:** battle-axe, +6 to hit (1d8+3), **AL:** neutral, **XP:** 100, **Treasure:** 1d6+2 x 100 GP is hidden in the rubble.

Iron bars cemented in place.

16. **Magically locked gate.** Inside are 1d3 captured ogres. They are pissed! They will temporarily align with anyone who frees them. Let the PCs control the ogres as hirelings until the ogres have had enough. There’s a growing chance **after every encounter** that the ogres will take off (starting at 35%, increases by 20%.) **Ogres:** AC: as chain, HD: 4+1 (18 hp), **Attacks:** 1, +7 to hit, **Damage:** 1d2 +3 or by weapon +3, **AL:** chaotic, **XP:** 125.



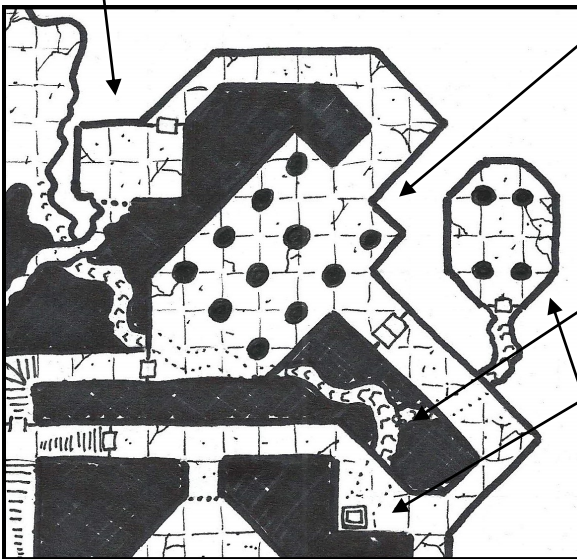
18. 1d4 x 5 giant rats den here feeding off the scraps provided by the neighboring ghouls. **Giant Rats** AC: as leather -2, HD: 1/2 (4 hp), **Attacks:** 1 bite, +1 to hit, **Damage:** 1d6 + disease (**save vs. poison** or take 1d6 damage per day until save is made), **AL:** neutral, **XP:** 15 **Treasure:** scattered coins worth 3d4 x 10 GP.

19. 4d6 Ghouls hang by chains upside down here, all former cultists who turned toward the light and were punished with eternal undeath. They will attack anyone that tries to come through here. Crawling under them is possible, but the ghouls can still attack with *disadvantage*. Turning them causes them to cover their faces and stop attacking. The ground is littered with bones and scraps of victims. Hidden in the muck are coins and gems equaling 2d6 x 100 GP. These are regular ghouls unlike the one hanging above the grate. **Ghouls:** AC: as chain -1, HD: 2 (10 hp), **Attacks:** 3 claws/bites, +3 to hit, **Damage:** 1d4 + paralysis for 2d4 turns, **AL:** chaotic, **XP:** 100.

15. The body of a cultist hangs upside down with his throat slit, blood having long ago spilled into a floor grate below him. Written in blood on the walls is this: “*For those that step into the light will be denied the void.*” The corpse is a **ghoul** that can only be harmed by magic wielded or cast by a **lawful** person and will attack anyone attempting to climb down the grate. **Turning** the **ghoul** will cause it to cower. **Ghoul:** AC: as chain -1, HD: 3 (16 hp), **Attacks:** 3 claws/bites, +3 to hit, **Damage:** 1d4 + paralysis for 2d4 turns, **AL:** chaotic, **XP:** 250. The ghoul howls maniacally while attacking which triggers an immediate random encounter check. Behind the ghoul, between the grate and the wall lies a silver **Ring of Protection +2** (you decide how visible you want this ring to be.) The grate opens up to a ladder climbing down 20 ft.

**23. Dimly lit by torches.** 2 ogres stand guard in front of the iron gate, one wears a key around his neck. The ogres' eyes are solid black and their stare is blank; their skin is pale white. They will only open the gate for a priest of the cult and fight to the death guarding it. These ogres are infused with darkness. **Void Ogres(2): AC:** as chain; immune to *sleep*, *charm*, and *hold*, **HD:** 7 (36 hp), **Attacks:** 1 huge spiked mace, +10 to hit, **Damage:** 1d10+3, **Special Attack:** Void breath 2d6 damage + stunned for 1d4 rounds, (one target, **save vs. breath** for half damage and no stun) recharge 5 -6, **AL:** chaotic, **XP:** 600.

**22. Lit by flickering torches.** Paintings of a serpent laying waste to everything cover the walls and columns. Ancient writing repeats the phrase, "*The night is black and full of dust.*" 1d4+4 angel-shaped shadows lurk here, they will target everyone except a person wearing a **Void Medallion** (even with a medallion, all bets are off if the PC attacks the shadows.) **Shadows:** AC: as leather (can only be harmed by magic; can not be turned; immune to *sleep*, *charm*, and *hold*), **HD:** 3 (17 hp), **Attacks:** 1 shadow-blade, +3 to hit, **Damage:** 1d8+2 (anyone killed becomes an angel-shadow), **AL:** chaotic, **XP:** 150.



Secret door.

**20. Empty pedestal** that slides to reveal a secret passage to the **Void Pool**.

**21. Dimly lit by hanging braziers,** a bed of furs in the NE corner. Secret lair of the **Phaen Witch**. There is a 20% chance she will be here or a 60% chance she'll be here if the PCs recently encountered her and she retreated, in which case she'll be back to full health from her healing potions. If she is not here, 1d6+2 skeletons rise from the ground and attack the intruders. Searching the room reveals 1d4 healing potions, 1d4 random potions, and 2 random magic items. Also, gem/jewelry/coins worth 2d8 x 200 GP. **Skeletons:** AC: as leather +1, **HD:** 1 (5 hp), **Attacks:** 1 sword, +1 to hit, **Damage:** 1d8, **AL:** chaotic, **XP:** 15.



**25.** Slim ledge over a 70 ft. drop down into a black pudding lake, but too dark to see that far down. Falling only does 2d6 damage because of the soft landing in the pudding...but good luck with the pudding. When the PCs have made it half way across the ledge, they are attacked by 1d6+3 giant bats. Every time someone takes damage they might lose their footing. **Save vs. wands/devices**, if they fail, they have slipped and are hanging on for dear life and have dropped whatever they were holding (50% chance that the items falls safely on the ledge.) They must spend their next round trying to get up by making another save, if this save fails then they fall. **Giant Bats:** AC: as leather +2, HD: 2 (10 hp), Attacks: 1 bite, +2 to hit, Damage: 1d4, AL: neutral, XP: 30.

**27.** The body of an explorer, who recently died. His corpse is coated in white dust and he is reaching for his backpack which contains 3 **Potions of Healing**. His last encounter was of dust turning into a serpent. He wears leather and has a **Short-Sword of Speed** (grants the user 2 attacks, no additional attack bonus.)

**26.** This “lake” is a colossal black pudding that feeds off anyone that falls from the path above and the occasional rat or bat. When hungry enough, it will slither up the crevasse and attack people (15%). **Black Pudding:** AC: as leather +1, HD: 15 (80 hp) only harmed by fire, Attacks: 1 slam +15 to hit, Damage: 4d8 + corrodes 1 point of metal armor, AL: neutral, XP: 3,000.

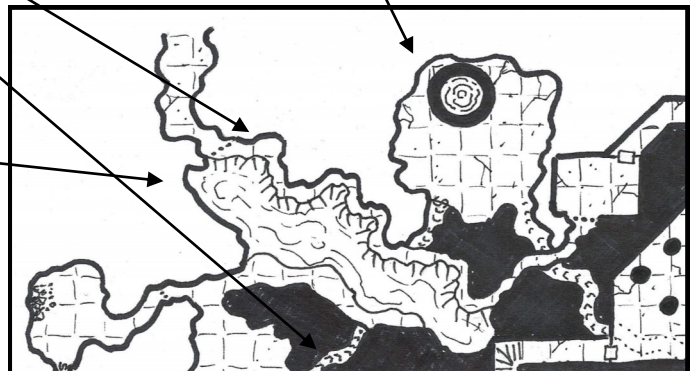
**24. Cave Dimly lit by mysterious blue incandescence.** The **Void Pool**. Anything dipped into the pool disappears from existence. Anyone gazing into the pool without a **Void Medallion** must **save vs. magic** (-2) or become entranced. Roll 1d8 to see what happens while entranced:

**1-4.** You are alone in this room, a shadow appears and you must destroy it or be destroyed. If you fail, your party members will simply see you fall over dead (50% you fall into the pool.) If you succeed, you gain the ability to become like a shadow once per day for a number of rounds equal to your level. **Shadow:** AC: as leather (can only be harmed by magic; can not be turned; immune to *sleep*, *charm*, and *hold*), HD: 3 (17 hp), Attacks: 1 shadow-blade, +3 to hit, Damage: 1d8+2, AL: chaotic, XP: 150.

**5-7.** If you’re not chaotic, you are now. Your eyes turn black, you gain 2d4 hit points, and this — **Special Attack:** Void breath 2d6 damage + stunned for 1d4 rounds, (one target, **save vs. breath** for half damage and no stun) recharge on 6 (1d6), maximum daily uses equal to your level. **The catch:** you must make 3 consecutive **saves vs. poison** or your body melts away into a pool of nothing.

**8.** Everything you’ve ever known slips from your mind. Whatever class you were, you are no longer. Roll 1d4 to see your new class (**1:** Fighter, **2:** Thief, **3:** Cleric, **4:** Wizard.) If you roll the same class, then re-roll all your abilities and spells. Demi-Humans keep their race but take on a new class. Good news, there’s no chance of death.

If you gaze into the pool while wearing a **Void Medallion**, it slips off your neck and falls into the pool but leaves you with some dark insights. Roll a d20 1d4 times, use these visions to replace future d20 rolls made by anyone.



**30. Dimly lit by torches mounted below, very high ceiling.** Prompted by the knowledge of intruders, the cult has put its plan to action. 3 High Priests, 15 cultists, and the **Phaen Witch** (if still alive) surround the statue of the Fallen. The statue sits on a pedestal 30 feet above the plateau; the Fallen stands about 7 feet tall. They have just completed a ceremony to awaken the Fallen from his slumber. In 10 rounds the Fallen will awake unless everyone involved in the ceremony is killed. As the fight ensues, describe the Fallen starting to come alive, but this process seems to slow down when cultists are killed. Everyone present will fight to the death including the **Phaen Witch**. The plateau sits 20 feet above the rest of the room. Anyone falling off the side only takes 1d4 points of damage due to the slope. If the Fallen awakes, he will join the fray against the PCs. He will not mindlessly slaughter his faithful servants that awakened him, instead he will make them his future apostles.

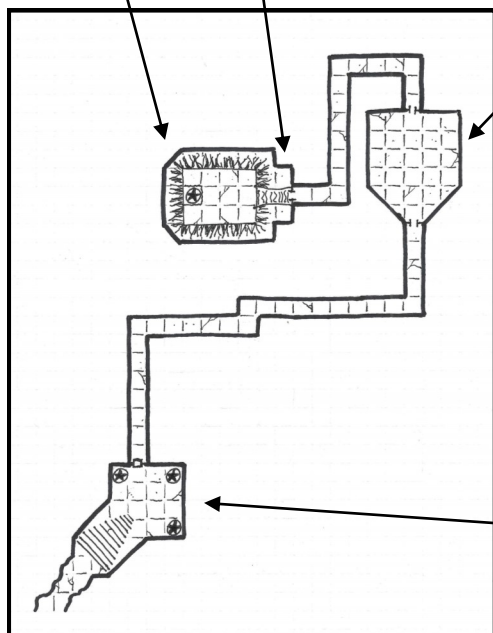
**Acolytes(15): AC:** unarmored, **HD:** 1 (4 hp), **Attacks:** 1 dagger, +1 to hit, **Damage:** 1d4, **AL:** chaotic, **XP:** 20.

**High Priest: AC:** chain, **HD:** 6 (22 hp), **Attacks:** 1 mace, +4 to hit, **Damage:** 1d6+1, **Spells:** *cause light wounds* (2), *hold person* (2), *continual darkness* (1), **AL:** chaotic, **XP:** 300. Wears a **Void Medallion**.

**Phaen Witch: AC:** as chain+1, **HD:** 9 (45 hp), **Attacks:** 1 dagger+2, +5 to hit, **Damage:** 1d4+2, **Spells:** *sleep* (2), *charm person* (1), *continual darkness* (1), *invisibility* (1), *mirror image* (1), *hold person* (3), *confusion* (1), *polymorph other* (1), *cloudkill* (1), **AL:** chaotic, **XP:** 900.

**The Fallen: AC:** as plate +3 (can only be harmed by magic and immune to *sleep*, *charm*, and *hold* spells), **HD:** 12 (85 hp), **Attacks:** 2 with an Unholy Spear+3, +15 to hit, **Damage:** 2d6+6, **Move:** flight at twice standard speed, **Spells** (at will): *cause serious wounds*, *hold person/monster*, *continual darkness*, *dispel magic*, *animate dead*, **AL:** chaotic, **XP:** 3,000.

Wood and rope bridge. Movement is slow going across.



**29. "The night is black and full of dust,"** is carved above the entrance. A large serpent made of bone-dust arises from the deep dust filling this chamber. Only those with a **Void Medallion** may pass, but even they are not safe if they attack the serpent. **Night Dust: AC:** as plate +1 (can only be hurt by magic, immune to *sleep*, *charm*, and *hold* spells), **HD:** 10 (68 hp), **Attacks:** 1 bite, +12 to hit, **Damage:** 1d10+2, **Special Attack—Breath Weapon:** Poisonous bone dust, 20' x 30' cone, (save vs. poison for 1d6+2 damage, failed save equals 2d6 damage and stunned by a fit of coughing until a save is made, recharge 5-6), **AL:** chaotic, **XP:** 2000. **Treasure:** buried in the dust are gems equaling 2d8 x 1000 GP and 1d4+2 randomly determined magic items.

**28. Dimly lit by torches, north door is locked.** If the PCs have a key to the north door, they can pass through this room no problem. If they try pick the lock or break through the door, the 3 angel statues come alive and attack. **Angel Statues (3): AC:** as chain +1, **HD:** 4 (25 hp), **Attacks:** 1 sword, +4 to hit, **Damage:** 1d8+2, **AL:** chaotic, **XP:** 150. When destroyed, the angels crumble to dust. Their black eyes are pearls worth 300 GP each.

If the PCs prevent the Fallen from being resurrected, nothing changes, but they still need to make their way out. The “front doors” may be open or locked depending on the events in area 2. If the PCs have any living Dwarf allies with them, the Dwarves will escort them to the surface via their tunnels.

If the PCs manage to destroy the Fallen, then the entire place begins to collapse in on itself. The PCs (and any allies) however, in dramatic fashion, are engulfed in **Holy Light** that takes them safely to the surface and all ill-affects are healed. This light destroys any **Void Medallions** or **Void Weapons** the PCs might possess.



**“The night is black and full of dust.”**