

Infinite Crypts of Kadath

There is an ancient legend that tells the story of a place outside of the world we know. A place which can only exist in darkness. Its very existence defies the known laws of nature. Many call it the Infinite Crypts of Kadath, but that may be only a surname. The name was passed down by storytellers across the eons. Despite this, there are written records of an entity referred to as "Kadath the Mad" in the oldest libraries. The records date back thousands of years. They were originally created by ancient dragons who studied the cosmology and depth of the planes and the cosmos. According to those records, Kaddath the Mad was not a physical being. Instead, Kaddath was an incorporeal presence, a conscious bodiless mind that drifted alone in the eternal seas of the Astral Plane.

Kaddath was an extremely intelligent entity with no purpose. It drifted lifelessly through the Astral Plane, thinking but unable to do anything without a body. It took Kaddath millennia to learn how to manipulate the material world with its mind power. Kadath's mind was so alien and strange to the dragon researchers that they judged it was completely insane. They claimed it was the consequence of the long time Kaddath spent alone and undisturbed in the Astral Plane. Whether this is true or not, the place scholars call the Infinite Crypts of Kadath is very real indeed. It exists in a remote region of the Astral Sea which features strange properties and denizens. Space and time bend under the weight of powerful mental power. The place is visited by mental echoes of mortals during their sleep. Hidden in the depths of the oneiric promenade of the realm of dreams are the Infinite Crypts of Kaddath.

Only an accomplished spellcaster can manipulate the fabric of magic and dreams and manage to enter the crypts on purpose. But there is also the common belief that any mortal might randomly end up inside the crypts in their sleep. The crypts are not particularly large but their non-euclidean geometry confuses the minds of any who visit them. The crypts are divided into six different planes, which form the sides of a non-euclidean cube. A visitor moving from one plane to the next does not perceive the orientation change. From his perspective, he continues traveling in a straight line.

Many immortal spirits are trapped in the crypts. Most manifest as puny ghosts or forgotten echoes. But the relevant ones are buried inside their coffins within the crypts. These are powerful entities from ages past. Many have gone insane after their long imprisonment in the crypts. Perhaps one of them is the only being who knows a particular secret or the last member of an important caste. Contacting one such creature might well justify a voluntary visit to the Infinite Crypts of Kadath.

The map illustrates the Infinite Crypts of Kadath, a complex, non-Euclidean maze. The maze is composed of six numbered planes (1-6) that form the sides of a cube. The map includes various symbols and features:

- Plane 1:** A central room with a circular feature and a trap (I).
- Plane 2:** A room with a secret door (S) and a trap (I).
- Plane 3:** A room with a secret door (S) and a trap (I).
- Plane 4:** A room with a secret door (S) and a trap (I).
- Plane 5:** A room with a secret door (S) and a trap (I).
- Plane 6:** A room with a secret door (S) and a trap (I).

The map is surrounded by decorative elements:

- A green pyramid at the top center.
- A circular runic script at the top left.
- A compass rose at the bottom center.
- Two 3D isometric views of the cube-like structure, one at the top right and one at the bottom right.
- A red wax seal at the bottom right, labeled "ELVEN TOWER".

Navigation directions are indicated by letters: "to A", "to B", and "to C".