

THE VOIDWALKER'S ABODE

"In the fractured halls where reality bends. The lost sorcerer's soul drifts without end. Tread lightly, or you might suffer the same fate as him".

Voices in the Dungeon

Long ago, a powerful goblin sorcerer named Myridan delved deep into the forbidden arts, seeking to master the very fabric of reality. His obsession with unraveling the mysteries of time and space led him to construct an interesting compound, intended as a nexus for his arcane experiments. The Voidwalker's Abode is unlike other structures, for it was built with chambers that float close to each other. Each area is connected only by rifts in the ether, unseen and unreachable through normal means. Myridan's goal was to move swiftly across matter unimpeded. However, the goblin mage underestimated the volatile nature of the arcane forces required for this. In a catastrophic experiment that aimed to make his body ethereal and capable of unsubstantiated movement, his mortal life was shattered. The goblin mage was transformed into a non-physical creature of mist and arcane energy.

THE VOIDWALKER

MYRIDAN'S FAILURE LEFT him bound to his fragmented creation, cursed to wander the sundered chambers forever. He became a Voidwalker, an incorporeal spirit whose essence is stretched thin across the very fabric of his dungeon. Trapped between worlds, Myridan's spirit drifts endlessly, trying to restore his persona and undo the error that condemned him. Yet, the sorcerer's mind has long since fractured, his memories buried beneath layers of madness and despair. All that remains is an insatiable hunger to reclaim his lost power.

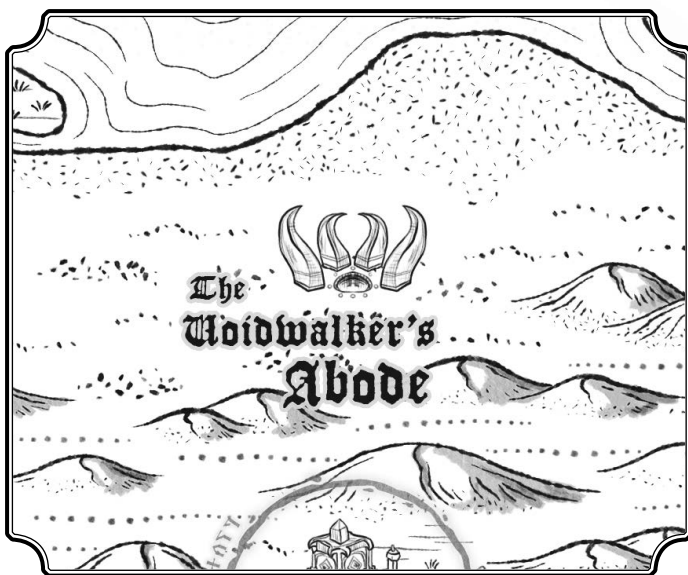
ADVENTURE HOOK

► **The Artifact.** It is said that within the shattered rooms of the citadel lies Myridan's Grimoire, a tome of unimaginable power containing great arcane secrets. The heroes are drawn to this forsaken place by the promise of this grimoire. However, they must navigate the disjointed chambers, each a perilous puzzle in its own right, while evading the wrath of Myridan's tormented spirit (0 XP).

Level 2-3 Dungeon

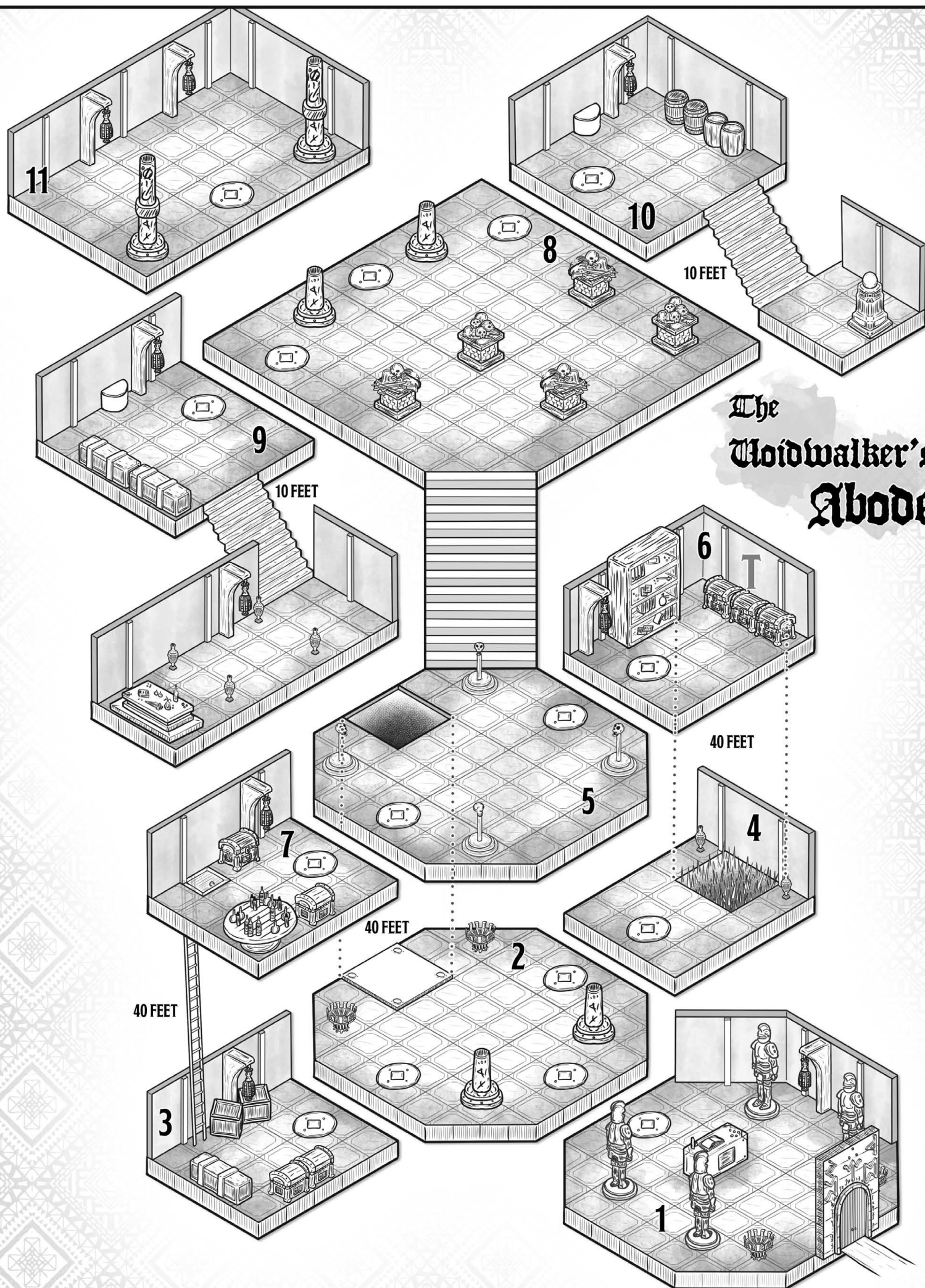
► **Special Events.** Check for a Random Event every 2 crawling rounds and after loud noises (4-in-6 chance).

► **Fragmented Chambers.** All areas have four walls but no doors (except area 1). The heroes cannot walk to areas that are not connected. Magic circles are used instead (see map). Each chamber has a unique way to turn on the circle that communicates with the next area. Creatures that stand on one are instantly transported to the other end. They must do so one by one.



RANDOM EVENT

d6	Details
1	The heroes hear faint whispers in a forgotten language, echoing from the walls. If they listen closely, they may perceive the magic word 'volarium'. The heroes ignore it, but this magic word activates the crystal ball in area 10 (see map).
2	The heroes trigger a hidden pressure plate. A large axe swings and slashes at a random hero (DC 12 DEX or take 1d8 damage).
3	A spectral figure resembling one of the heroes suddenly appears, mimicking their movements. Interacting with the apparition or touching it causes the hero to relive a haunting memory from their past (DC 9 WIS). On a fail, they take 1d4 WIS damage.
4	The ghostly wail of the voidwalker fills the chamber, it appears and fights for 2 rounds before vanishing.
5	Poison darts fly and strike all intruders (DC 9 CON). On a fail, they have disadvantage on their next before they rest.
6	A crackling rift opens, sucking everything (DC 12 STR). On a fail, heroes are sucked in. They reappear in a random area.



1. DUNGEON'S ENTRANCE

A small stone table features a leather-bound log. Four sets of armor stand to each side. The armors reflect the light cast by the two braziers by the main door.

A magical feather pen flies and writes down the characters' names on one of the pages of the central log. The four **animated armors** become alive and attack. The circle that goes to area 2 activates after the fight ends.

2. CENTRAL HUB (BELOW)

This area communicates to three other areas, each through a different teleportation circle (see map). All circles are off, including the one to go back. They must be activated (see below). An arcane elevator rests on ground level. The platform moves upward whenever a creature stands on it. However, it does not come back down.

► **Guardians.** Three **zombies** appear on each of the circles. They fight until slain. The circles are activated and work as normal after defeating these enemies.

3. SIDE CHAMBER

► **Treasure (1 XP).** The characters find some useful items stored here. A 60-foot-long hempen rope, a backpack, a set of leather armor, one longsword, an empty flask, and a set of polished, shiny dice (60 gp).

4. PITFALL TRAP

The heroes can help a friend who fell for the trap in area 6. Impaled targets must succeed on a DC 12 STR check to climb out. They roll with advantage if a friend helps.

5. CENTRAL HUB (ABOVE)

The four skulls on pedestals turn and stare at the center whenever a creature ascends with the elevator. Four **skeletons** appear before each skull and attack!

► **Advancement.** When the enemies summoned are defeated, the elevator descends back to area 2, and the two magic circles in this area start working as well.

6. CLEVER TRAP

This area contains a large shelf with varied books and items. Three wooden chests stand at the far end.

► **Illusion.** The chests are an illusory image. Creatures that walk toward them fall into the spiked pit (area 4). A *detect magic* spell reveals there is magic involved. Creatures that fall take 3d6 damage (DC 12 DEX for half).

7. STORAGE AND TRAPDOOR

Lots of mundane and varied items are stored here. The trapdoor is locked. A thief with the right tools can pick the lock (DC 9 DEX). The chamber contains three flasks of oil, three torches, a set of leather armor, one shield, two daggers, and one longsword (85 gp, 1 XP).

The Voidwalker

A wandering soul with no purpose. A lost spirit trapped between two realms. Not alive, nor dead.

AC: 12

HP: 16 LV₃

ATK: 2 touch +2 (1d4+dissolve)

MV: near (fly)

S:-4 D:+2 C:+2 I:-1 W:+0 Ch:-1

Dissolve. Target takes 1d3 WIS damage. At 0 WIS, the target dies and becomes a voidwalker.

8. UPPER LEVEL

This area communicates to three others (see map). When the characters arrive, the remains on the plinth shift and coalesce into five **skeletons**. The circles activate only after the undead are defeated.

9. WEST WING

The containers in this area have luxury linens, clothes, sheets, and curtains (150 gp). The gold vases below are worth 25 gp each. But grabbing them triggers a trap. Darts fly from small holes in the walls and strike all creatures. They take 1d6 damage (DC 12 CON for half).

► **Altar.** A stone structure holds a variety of small valuable trinkets. These are all presented as gifts to Memnon, the god of chaos. The heroes may leave an item worth at least 2 gp as a tribute and gain a **luck token**. Removing the items incurs damnable disrespect and defilement. This foul act summons a vengeful **wraith**.

10. EAST WING

This area contains a few barrels with clean water and spices. An incantation maintains it all in good condition.

► **Crystal Ball.** The heroes may learn the word to use the artifact during **Random Event 1**. If they know the word, they have one use of the *scrying* spell.

11. THE VOIDWALKER

Two lonely stone columns adorn the final chamber, the rest is empty. Myridan's ghost appears (**voidwalker**). With his mind and sanity lost forever, the restless spirit attacks the heroes. When defeated, the voidwalker vanishes in black mist. Seconds after, Myridan's grimoire materializes before the heroes and falls to the ground, a spellbook with eight random Wizard spells.