

LET VOID SLUMBER

EXTENDED VARIANT

AN 8TH LEVEL 5E ADVENTURE BY



LET VOID SLUMBER

BY



AUTHOR: [CONSTANTINE "KELFECIL" CHRISTAKIS](#)

FEATURED ARTIST: [SLIPH](#)

MONSTER ART: [THEMEFINLAND](#)

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TOOLS USED

[Homebrewery](#) ||| [Twine](#) ||| [Roll20](#)



VOID, COMETH



he priest Kycis spent most of his days trying to preach the word of Ukko. He grew up heeding every teaching the ancient texts had to give to mortals and he never believed anything else. It would be hard for anyone to ever change his mind at this point.

A pious tiefling and a very kind one as well, Kycis put all of his energy into helping those around him. It is Ukko's will to care for one another and Kycis had found his true calling ever since he picked up the priest's mantle as one of the priests of the Church of Stars.

"The gods will it and all shall be well," one would hear him say quite often.

However, the creatures of Latakar had lately started losing their faith. Astromancers and scientists would study the phenomena around them, day and night, trying to understand and explain everything. With every new discovery, every new explanation for the previously thought to be arcane, the people started to lose faith in the gods. The ancient texts were not enough to rally the people under the faith of the Astral Siblings.

Kycis was getting more and more worried as fewer people came to church every week. Until..

Za'strasz, the Void, reached out to Kycis, revealing his existence to him and allowing him to learn so much more than any mortal being should be allowed to know. All this newfound knowledge led Kycis down a zealous path, one that there is no coming back from it. Kycis was now an acolyte of the void. A herald. A priest, but of another church.

Kycis saw the great injustice that Za'strasz had suffered; how he was banished, even though he was the true creator of Latakar. Kycis had decided to follow a new goal in his life.

Bring the Void to Latakar.

Only then, would people really believe...



INTRODUCTION

Kelfecil's Tales is all about stories and adventures inspired by art. Each adventure focuses on a different featured artist. Unlike the traditional way of creating adventures and then finding art that suits what the story is all about, I get inspired by the art of a certain artist and then create something based on the art itself.

This module's featured artists are: [Sliph](#)

QUICK ADVENTURE INFO

Bone King's Tomb is one of the many short adventures I release every week. Some quick information about it:

- **Recommended Average Party Level (APL):** 8
- **Experience from Completion:** ~9200 XP
- **General Theme:** Investigation
- **Setting:** Any, Starlight Chronicles
- **Time - Sessions to Finish:** x1 session - x3 hours

ADVENTURE SUMMARY

The adventurers get involved in an investigation of a church where strange incidents have recently been reported. They arrive there, only to find Kycis, a priest who is trying his best to heal several people that seem to be losing their minds. The players end up having to fight some Void elementals before deciding to help Kycis track the source of this corruption. They follow the trail and find a stone that is guarded by a couple of Void elementals. They dispose of them and follow the trail even further to a portal. Kycis will ask the adventurers to help him activate the mechanism to close the portal, but the truth is that he wanted to lure someone powerful enough to help him stabilize the portal and bring forth a huge Void aberration. The adventurers then face Kycis and the aberration in a final conflict.

RUNNING THE ADVENTURE

This adventure is easily adaptable and can easily be run as a **One-Shot**, as an **added adventure in your campaign** or as **part of the Starlight Chronicles** setting created by Kelfecil's Tales.

This adventure takes place during the **"Return of the Void"** era after the Astral Conflict in the Starlight Chronicles timeline and setting.



More information on the custom Kelfecil's Tales campaign setting can be found in the available for free [Of Starlight and Void supplement](#).

It is generally suggested that you read through this entire module if you plan on running it. Unlike other one-shots where you can read some things on the go, it is a good idea to know more or less everything about this adventure before you start running it for your group.

RELATED GAMEBOOK

With every adventure that comes out, we also release a [Tales of Choice Gamebook](#) to go with it. These are browser-based interactive stories that anyone can enjoy reading and play at any time.

- They are **fun for anyone to read**, even if you are not taking part in a TTRPG session.
- They are **very short in duration**, taking no more than 5 minutes to complete.
- They are **directly connected to the adventures**, making it perfect to allow someone to share it with their players before or after their next session.
- They are **made with a simple design**, something that will become more complex and interesting in future releases.

SPECIAL THANKS

I would like to extend my gratitude to a few people that really helped this module come to life.

- **My caring partner, Anna**, who has continuously supported me, every step of the way.
- **My good friend and co-writer, Philip**, who is always there to give feedback and help me out with anything.
- **All my patreon supporters** who continue to give me feedback and all their love and support.

PATREON SUPPORT

If you wish to support me with writing more RPG modules in the future, you are more than welcome to do so through my [Patreon page](#).

Patreon supporters get **exclusive** adventures, gamebooks, side quest encounters, dungeon tales, variants of free adventures, extra supplements and short stories! All of this... **weekly!**

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BACKGROUND

Za'strasz, the Void, is the eldest of the three Astral Siblings and was cast out into the farthest reaches of the cosmos. During his banishment, he came in touch with the eldritch void which he has completely consumed and made his own. He is now one with the void and wishes to come back to the realm of Latakar so that he may reclaim what was once his. His younger brother and sister are both unaware of this as they are busy focusing on other things and even when they see something out of place, they try not to reveal themselves to the creatures of the mortal realm.

Kycis, a priest of the Church of Stars, has for a long time tried to have people walk the path of the Astral Siblings. He spends most of his days preaching the word of Ukko and wishes only to help the creatures around him believe again. He is quite sad about the fact that a lot of creatures have lost their faith and no longer even believe in the existence of gods.

The reason behind the recent lack of religious following is due to the fact that most of the powerful beings that have historically done anything of note were mere mortals that just happened to have grown in power due to the knowledge and talent. Latakar is a realm where science is above all since most things end up being explained in one way or another.

There is only a dedicated few that still pray and follow the word of the Astral Siblings from texts that have been preserved since the times before the Astral Conflict. Those few have formed the Church of Stars. There are those, however, who believe that praising the gods that are said to have brought the cataclysm is not really the best thing one could do.

For more information on the deities, the Church of Stars, and the history of Latakar, make sure you check out the free setting supplement [Of Starlight and Void supplement](#).

Just like most of his peers, Kycis did not even know of the existence of a third sibling, so when Za'strasz reached out to him to corrupt him and use him, the sudden knowledge that he had acquired of the gods above him made him even more zealous in his mission. Not only does he want to make people believe, but he also wants to carry Za'strasz's will and help him become the real ruler of Latakar again.

KYCIS, PRIEST OF THE VOID

Kycis is a pious man who has worked as a priest in the Church of Stars for almost a decade now.

He is constantly worried about what would become of the people should they lose their faith in the gods and for that reason, he spends all of his time trying to help people see the real light of the stars and why it is there. He helps people believe in something bigger than themselves. Or that is how he sees all of this at least.

Za'strasz, the Void, has reached out to Kycis with the intent of corrupting the priest's soul. The old god wishes to use him as a pawn in his plans to bring corruption to the realm of Latakar. Kycis of course sees an opportunity to make people believe again since this power is something that a lot of creatures will really believe in.

Somtu is a very ambitious fighter that relies on her brawn and her skill with the sword to solve any problems that may come up.

- **Unique Phrase:** "By the stars..."
- **Desire:** Kycis wishes to help people believe in the Astral gods once again. No matter the cost...
- **Fear:** Kycis is afraid that people have strayed too far from the path of the gods and that is why the stars do not shine as bright as they once did.
- **Misbelief:** Kycis believes that faith is one of the most important things in getting people united under one goal.

ADVENTURE HOOK

A few possible ways to introduce this adventure as part of your campaign or just as a one-shot:

- **Special.** One of the players is connected to the Church of Stars or some other priest or paladin order and was asked to go investigate this particular church because of strange incidents around it that have been reported lately.
- **Curiosity.** The adventurers come across some humans that look frail and exhausted. When the adventurers inquire as to what happened to them, the humans explain that they don't know and that the last thing they remember is going into the nearby church only an hour or so ago. The adventurers can then head to the church to investigate.
- **Reward/Kindness.** The adventurers are at a nearby city (Olbia in the case of the Starlight Chronicles setting) and the city guard will inform them of some strange incidents that have been reported taking place around the church. The adventurers will be asked to go investigate in return for a reward.

PROLOGUE

The adventure starts with any of the adventure hooks and you can either start with the players doing things before heading to the church, or directly narrate a quick scene where they travel to the church.

It's already well into the evening and the stars above start showing themselves, one by one in a sky that becomes ever clearer as you get farther from the city behind you. Half an hour or so passes before you arrive in front of a church that whatever it lacks in height makes up for it in length. Your path leads you to the east entrance of the church and as you approach the door, you hear whispers from inside of the building.

As soon as the players enter the building, they will notice a red-skinned tiefling dressed in priest robes leaning over a human commoner (**1. on the map**). The priest is Kycis and he is reading a prayer for the human. The whispers that the adventurers heard are now a bit clearer and they can easily be recognized as prayers that both the priest as well as a few other people in the church are saying.

Kycis will approach the players and talk to them. This is where [Act 1: Is Piety a Sin?](#) starts.

The church has the following points of interest:

- At **2. on the map** are a few [Commoners](#) who are praying. To the south of the church, the adventurers will hear a couple of commoners speaking nonsense and moving their heads and hands erratically while sitting at some of the church's benches. These people have been touched by the void and are slowly going insane. The only way an adventurer would be able to discover this information is through the **Sense Void** ability or spell or through casting the **Detect Magic** spell that would simply reveal that they are under some sort of foul spell.
- At **3. on the map** there are a couple of already insane commoners resting or trying to rest in bed.

- At **4. on the map** is Kycis' desk where a few of his notes can be found. The desk can be investigated when Kycis is not around. With a successful **DC 16 Investigation Check** someone looking through the priest's notes can find a lot of research on the possible existence of a third Astral Sibling. Anyone familiar with the Church of Stars (**DC 15 Religion Check**) would know that even the consideration of more gods existing is in many cases considered heresy and is not acceptable, especially for priests of the order.
- The door to the room **B. on the map** is locked and can either be lockpicked (**DC 15 Dexterity Check with thieves' tools**) or opened by using the key that Kycis carries around. Inside, one can find lots of rations, that the priest keeps for the homeless that come to the church asking for food, and also a Tome of Lesser Understanding.

TOME OF LESSER UNDERSTANDING

This book contains intuition and Insight exercises, and its words are charged with magic. If you spend 24 hours over a period of 3 days or fewer studying the book's contents and practicing its guidelines, your Wisdom score increases by 1, as does your maximum for that score. The manual then loses its magic but regains it in a century.



Get full-sized versions of all the maps included in this adventure (plus gridless, and variants of them) from [Sliph's Patreon](#).

ACT 1: IS PIETY A SIN?

When Kycis approaches the adventurers, read the following:

You see the red-skinned tiefling in the priest robes approach you as he slowly puts his hands in the arm sleeves of his robes.

"Oh my, I did not expect anyone but commoners to be coming here for help, but please, tell me, adventurers, is there something you need?"

In this part, you should roleplay the conversation between Kycis and the adventurers. Kycis will explain that a lot of people have been coming to the church seeking help because thoughts of going insane have started coming to them.

Kycis will mention that he has indeed felt something strange in the air around him lately with every night growing darker and the incidents only increasing. He will say that he is trying his best to help the afflicted find peace here at his church.

The real reason why people are going insane is that Kycis is slowly preparing to summon a Void aberration into the mortal realm and his ritual is corrupting the people in the area around the church. Kycis will of course not reveal anything about his true purpose.

➔ **"Questioning."** Kycis will tell the adventurers that they could go around asking various people in the church about the recent incidents to see if they can find out more.

This is entirely up to the GM's discretion as to how easy or hard it will be to get information out of some people. The various kinds of information that some of them can give are any of the following:

- **The insanity.** *"I just woke up and started feeling this kind of stress overwhelming me. I feel like I cannot breathe enough and I am constantly sweating! I know I am not ill but I still do not understand why this is happening to me! Please help me!"*
- **The priest.** *"Few of us have seen Kycis go out into the fields every day, but we are not really sure why. We assume it is to take care of the plants around the church. He does a pretty good job at it, to be honest. Everything inside and outside the church is so well kept by him."*
- **Relative.** *"My sister has constantly been saying things like 'I see the emptiness,' and other things like that. She is gone crazy, I tell you. I just hope that Kycis will be able to help ease her mind before she completely loses it while some of the other folk around this area."*
- **Area.** *"Is it not surprising that only the people around the church area have been losing the mind? I have not heard of any city folk lose their minds yet. It kind of scares me and makes me regret having left the city. I thought that moving out to the fields would allow me to have a much calmer life. I am really scared, please help me..."*

It is very likely that the adventurers will not find out about all of these things since most people will be a bit too afraid to talk to the adventurers. Again, it is up to the GM's discretion as to how much information you would like the players to have. In any case, even if they suspect Kycis to be behind this, make sure you roleplay Kycis in a way that he does not seem guilty in any way. You should try and act in ways that it would make him appear as a person that wants to help people more than anything.

Make sure you do not spend too much time playing this part. It is recommended that after 30 minutes or so, you should introduce the next encounter.

You could set up your own countdown for this purpose so that you can catch the adventurers by surprise and have them even be separated before the Void Spawns attack.

➔ **"Encounter."** As soon as a little bit of time passes or when the adventurers are done questioning people or exploring the church, a loud noise will be heard from the southern and eastern areas of the church as [Void Spawns](#) will start coming out of the church's floor. There will be x5 Void Spawns in the east (**5. in the east of the map**) and x5 Void Spawns in the south (**5. on the south of the map**).

Kycis will immediately yell something like "protect the people!" Make sure you make this fight all about the Void Spawns trying to reach the commoners and kill them.

As soon as the Void Spawns are defeated, Kycis will talk to the adventurers and say the following:

"What were those foul creatures?! They dare enter try to defile the sanctity of my church! Thank you so much for helping with the protection of the innocent adventurers. You really are kind souls."

You see the tiefling move to assist one of the people that is trying to find their balance and stand up again. He turns to you and says "I can still sense their foul presence... maybe we should track it and find the source of all this, so that we may end it once and for all. What do you say, adventurers? Shall we venture out and find it?"

Kycis will then try to convince the adventurers to go with him to the west where he is convinced it is the direction from where this foul aura is coming from.

Explain how the adventurers set out to find this with Kycis by their side and move on to [Act 2: Following the Trail](#).

ACT 2: FOLLOWING THE TRAIL

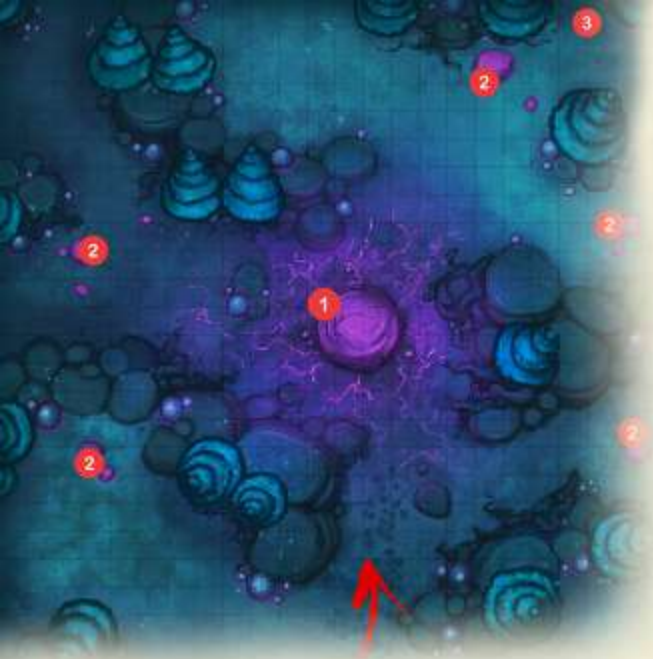
As the adventurers start heading west, following Kycis who seems to have picked up the trail that these creatures have left behind, they find themselves at a field filled with purple glowing rocks. Read the following:

"Look! Those rocks over there seem to be pulsating with some kind of foul energy. I can feel it... this is the foul magic I have been feeling this whole time," says Kycis, as he kneels down to pick up one of the smaller glowing rocks in order to investigate it.

☉ **"Sense Void."** Anyone with this ability will be able to sense creatures coming drawing closer and closer as time passes.

☉ **"Arcana."** A successful **DC 15 Arcana check** will allow anyone inspecting any of the smaller rocks in the area (**2. on the map**) to realize that they are emanating some kind of strange corrupting magic that feels threatening.

➔ **"Encounter!"** If anyone goes close to the rock in the middle of the area (**1. on the map**) they will immediately trigger combat as x3 [Lesser Void Elementals](#) and x3 [Void Spawns](#) will spawn around the rock to attack the adventurers.



As soon as the void is defeated once again, it will be easy to notice that the rocks are no longer glowing. Upon closer investigation, a few cut rocks will be left behind exactly where the elementals perished.

POTENT VOID STONE

The stone fills an average-sized creature's palm and it radiates with a dark purple glow. Whoever is holding it, can feel a certain kind of power emanating from the stone.

Use: With the help of a blacksmith, the stone can be used to imbue an armor piece or weapon with the powers of the void. Refer to the [Void Corruption](#) table for more information. A *Potent Void Stone* doubles all corruption values and effects.



Kycis will investigate some of the Void Stones and will say that he can feel an even stronger corrupting aura coming from the cliffs nearby. He will say the following

"There is something stronger... I can feel it. It is not over yet my friends. Come! We must end this if we are to save the people!" Kycis starts walking to the northwest in a hurried manner.

The players can gather a few Void Stones before deciding to follow Kycis to the northwest.

ACT 3: THE VOID COMETH

As soon as the adventurers and Kycis reach the cliff area, read the following:

You arrive at what seems to be a cliff with a huge door that is glowing with a blueish color. It looks like a portal but you cannot be sure as to what it is exactly. Around it are two statues of what looks like priests and on two rocks a bit farther away are two diamond-shaped objects.

"This must be it! I can feel the foul energies coming from inside that portal! This used to be one of the many ritual sites that the Church of Stars used in the past but has not been used in many years. I do not understand why this portal is active, but maybe you can help me close it and shut out the corruption, once and for all."

Kycis will go to the northern diamond object and then instruct one of the spellcasters in the group to go to the southern one. He will say the following:

"Just touch the object and focus your powers on it. All you need to do is clear your mind and try channeling the beacon's power."

A spellcaster must roll a DC 10 Wisdom Check in order to successfully progress towards attuning to the beacon (**2.on the map**). After x4 successful checks, full attunement is achieved.

A non-spellcaster creature will be given a pendant, with a little star on it, by Kycis, so that they may attempt to attune to the beacon. Increase the difficulty of the check by 2 in this case.

➔ **"Encounter!"** As soon as Kycis and an adventurer start trying to attune to the beacons in order to close the portal, x2 [Void Spawns](#) will come out of the portal to attack the rest of the adventurers. Every new round, x2 more Void Spawns will come out and will continue to do so until the adventurer trying to attune to the crystal has finished the channeling (attuned x4 times).

Get full-sized versions of all the maps included in this adventure (plus gridless, and variants of them) from [Sliph's Patreon](#).



The moment the attunement finishes, the portal will close and the pulsating magical energy that was coming from it will dissipate.

Read the following:

"We actually did it! I cannot believe it..." says Kycis, as he slowly walks towards the portal structure. He puts his hand on the portal's stone and you see a small glimmer of energy start swirling in the middle of the portal once again, as it slowly grows bigger and bigger.

"Yes, my friends, we did it... With your invaluable help, the portal is stable and his herald may finally come to claim what was once his. Thank you so much... my friends."

You all notice as a hulking abomination walks through the portal, barely managing to fit through it as it has its head lowered while exiting the magical vortex behind it. It turns to look at you and lets out an extremely loud roar.

➔ **"Encounter!"** The adventurers will have to defeat the [Herald of the Void](#) so that they can close the portal again. The fight happens in two phases as the huge aberration tries to kill everyone except Kycis. Kycis will stay out of this fight, trying not to take part in what is happening. The abomination will stand in the way of anyone trying to reach Kycis if someone tries to get close to him.

PHASE 1

The hulking abomination will use mostly its melee attacks in order to attack the adventurers. A [Void Spawn](#) will also come out of the now re-opened portal at the beginning of each round as well. As soon as the Herald is brought to half its HP, then Phase 2 begins.

PHASE 2

The Herald will start using its Void Breath repeatedly in order to cover the area with void corruption, making it more difficult for the adventurers to move around and avoid its Void Bolt Storm spell. As soon as the Herald reaches 20 HP or lower, then Phase 3 begins.

PHASE 3

The two beacons will shoot a beam of magical energy towards the Herald, covering his body in a magical shield that can absorb up to 60 HP worth of damage. This will also lower the Herald's movement speed to 10 ft. The Herald will start retreating and will make an attempt to go back into the portal. If it succeeds or if it is killed, then the fight ends.

THE BEACONS

The beacons on the sides can be broken in order to disrupt the portal's stability throughout the fight or in order to break the Herald's shield during Phase 3 of the fight.

The beacons have 30 HP each and should either one be shattered, the Void Spawns will stop coming through the portal. The Herald will still be able to retreat back through it though, no matter how unstable the portal is.

One of the beacons can also be looted at the end of the fight (make sure you let the players know about this after the fight).

If anyone goes through the portal, then move to the [Extended Variant Encounter](#). If you want to introduce the extended variant's map and encounter, then you could just explain that the portal starts pulling everyone into it with immense force.



CHANNELING BEACON

The beacon is made of a purple diamond that is encased in a golden steel frame.

Use 1/month: A spellcaster may store a 10 minutes casting time or lower channeling spell into the beacon by spending double the amount of time needed to cast the spell. The beacon can then be used as an action to cast the spell instantly. This ability can be used more than the once per month limit, but if that happens, the crystal shatters and renders the beacon useless.

EPILOGUE

Once the fight is finished, you may then read the following:

You notice the portal's magical vortex completely disappear. Kycis drops to his knees and starts crying as he says, "why... why would you do this? The people... the people must believe!"

He will touch the portal once again and you hear the northern beacon start making a glass-shattering kind of sound as it breaks into a dozen pieces on the ground beneath it.

"Noooooooooooo! I was supposed to be his prophet, his acolyte, his priest. I have failed you, oh almighty Void..."

What the adventurers do with Kycis is up to them. They could potentially deliver justice as they themselves see fit or hand him over to the city guard.

THE MAPS

The beautiful maps by **Sliph** can be found without GM Notes at the following links:

- 1st map; [Cathedral- No Carpet - Night - Light - Gridded](#)
- 2nd map; [Fallen Start - Path - Shards - Gridded](#)
- 3rd map; [Portal - Statues - Crystals - Night - Gridded](#)
- 4th map; [Cathedral- No Carpet - Night - Ruined - Gridded](#)

For gridless versions as well as other variants of the maps, make sure you check out [Sliph's Patreon](#).

EXTENDED VARIANT ENCOUNTER

When everyone gets pulled through the portal, then read the following

You find yourselves inside the church that you first visited earlier in the day. The place looks very different from how you left it though. There is overgrowth everywhere and the walls are shattered, letting the light of what seems to be emptiness and space shine through. The air around you is filled with stardust that glimmers as it falls to the ground. Before you find any time to understand where you are, you see the hulking beast right in front of you, getting ready to charge at you.

The adventurers have been transported somewhere in the Astral Plane. They are specifically at a place where Za'strasz has created a twisted version of various parts of the mortal realm.

- The Herald regenerated 50 HP and is now at **1. on the map**.
- At **2. on the map** will be small void portals that are letting in x1 [Void Spawn](#) each at the start of each round. There is a beacon behind each of the portals and once destroyed, the portals will close.
- Kycis will be trapped at **3. on the map** with 3 magical beams coming from x3 beacons (**A. on the map**) hitting him. He will be in trance. The Herald is using the priest to empower itself. If all x3 beacons are smashed, Kycis will be freed and the Herald will become weakened, losing 5 AC for the remainder of the fight and 30 of its remaining HP.

When the fight is finished, a portal will open at the south of the church, allowing the adventurers to back to the mortal realm.

Read the following once the fight ends.

The hulking aberration falls to the ground making a loud noise that moves what remains of the destroyed church walls. Kycis is free once again and is lying on the ground to the north of the church.

The herald's body will open up to reveal something that the adventurers can loot. It will be a wooden staff with a glowing purple gem at its edge.

LESSER VOIDLORD'S QUARTERSTAFF

The staff is made of wood but it feels sturdier than any normal wooden item would. There is a glowing purple gem at the edge of it that is pulsating with magical energy.

Requires Attunement. Can only be used by a spellcaster. Can be used as an arcane focus by any spellcaster. A spellcaster willing to become attuned to this item must spend a week using it as their new arcane focus.

Use 1/day: You may spend an action in order to channel the power of the staff's void gem and cast "Summon the Lesser Void". Doing so, makes you to take x1 times corruption.



Get full-sized versions of all the maps included in this adventure (plus gridless, and variants of them) from [Sliph's Patreon](#).

VOID CORRUPTION

Although this is explained to a greater extent in the available for free [Of Starlight and Void supplement](#), a table is given below explaining how fast the corruption spreads and the effects it has.

The table below shows how corrupted one can become, based on how many times they have used a corrupted item.

Times Used	Corruption Value
1 to 5	Signs of Corruption
6 to 15	Mild Corruption
16 to 30	Severe Corruption
31+	Seething Corruption

- **Signs of Corruption:** The creature starts having mild coughs now and then and a few hallucinations, occasionally seeing things in purple color.
- **Mild Corruption:** The creature starts being a bit more reckless than usual and also becomes mildly afraid of certain things for the first time in its life. The creature also becomes distracted easily and its eyes start turning black for short amounts of time on random occasions.
- **Severe Corruption:** The creature starts having parts of its flesh have parasite-like infections that look like purple spores. Other parts of the creature's flesh start becoming withered.
- **Seething Corruption:** The creature becomes murderous, paranoid and its will is broken. The Void god has taken over the will of the creature.

The table below shows the kind of effect corruption has on items.

Corruption Value	Weapon Effect	Armor Effect
Signs of Corruption	+2 Void damage on attacks	+1 AC and/or +5ft. movement speed
Mild Corruption	+4 Void damage on attacks	+2 AC and/or +10ft. movement speed
Severe Corruption	+8 Void damage on attacks	+3 AC and/or +15ft. movement speed
Seething Corruption	The GM decides on this one	The GM decides on this one

The corruption of the void is something that is definitely too hard to explain in just a small adventure. If you are interested in knowing more, then make sure you check out the available for free [Of Starlight and Void supplement](#).



APPENDIX A: MONSTERS

If you are looking to populate your adventures with more monsters and creatures from the world that Kelfecil's Tales takes place in, then make sure you check out the free supplement [Of Starlight and Void supplement](#).

VOID SPAWN

Small elemental, chaotic evil

Armor Class 10

Hit Points 10 (3d6)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities Any Starlight Magic

Damage Immunities void

Condition Immunities poisoned, corrupted

Senses darkvision 60 ft., passive Perception 10

Languages --

Challenge 1 (25 XP)

Death Burst. When the Void Spawn dies, it explodes and corruption spreads around it. Each creature within 5 ft. of the Void Spawn must succeed on a DC 10 Dexterity saving throw or take 2 (1d4) void damage.

Weak Corrupted Essence. The Void Spawn is made of the Void but is too weak to affect creatures around it unless it directly attacks them itself.

Actions

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage plus 2 (1d4) void damage.

Void Spit (Recharge 6). The Void Spawn exhales a 15-foot cone of void goo. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) void damage and taking **x1 times corruption** on a failed save, or half as much damage on a successful one.

Expand Corruption (1/Day). The void spawn has a 10 percent chance of summoning a copy of itself. The summoned copy appears in an unoccupied space within 5 feet of its summoner and acts as an ally of its summoner.

LESSER VOID ELEMENTAL

Large elemental, chaotic evil

Armor Class 14 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	5 (-3)	10 (+0)	8 (-1)

Damage Vulnerabilities Any Starlight Magic

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities void

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Deep Speech, Primordial

Challenge 3 (1,800 XP)

Void Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Corrupted Essence. The elemental is made of the Void and any creature that comes in direct contact with it takes **x1 times corruption**. Direct contact means that the creature's skin must touch the elemental.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) bludgeoning damage +2 void damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 10 (2d8 + 2) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 12). Until this grapple ends, the target is restrained and unable to breathe. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 10 (2d8 + 2) bludgeoning damage and takes **x2 times corruption for each turn** it spends there. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 12 Strength and succeeding.



HERALD OF THE VOID

Large aberration, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Common, Deep Speech, Celestial

Challenge 10 (5,900 XP)

Immutable Form. The herald is immune to any spell or effect that would alter its form.

Corrupted Essence. The herald is made of the Void and any creature that comes in direct contact with it takes **x2 times corruption**. Direct contact means that the creature's skin must touch the creature.

Magic Resistance. The herald has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The herald makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 19 (3d8 + 6) bludgeoning damage.

Void Gaze (Recharge 5-6). The herald targets one or more creatures it can see within 10 ft. of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Void Breath. The herald may use its bonus action in order to cover a 35 ft. worth of ground (up to the GM how it is spread) with void slime. Any creature that walks through the slime takes **x1 times corruption**, has its movement halved, and had disadvantage when making attacks while in the slime.

Void Bolt Storm. The herald may use one of its multi-attack actions in order to cast this spell. The herald targets 2 creatures that it can see within 30 ft. of itself. Targeted creatures must make a **DC 14 Wisdom Saving Throw** and suffer 12 (2d8 + 2) force (or Void) damage on a failed roll, or half as much on a successful one. Any creature that is standing in void slime takes double damage from this.

The void has never looked this horrible or scary.



KYCIS

Medium humanoid (tiefling), lawful evil

Armor Class 12

Hit Points 35 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Acrobatics +4

Senses passive Perception 10

Languages Common, Dwarvish

Challenge 2 (450 XP)

Touched by the Void. Kycis is immune to all void effects, including void corruption.

Actions

Multiattack. Somtu can make two melee attacks.

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

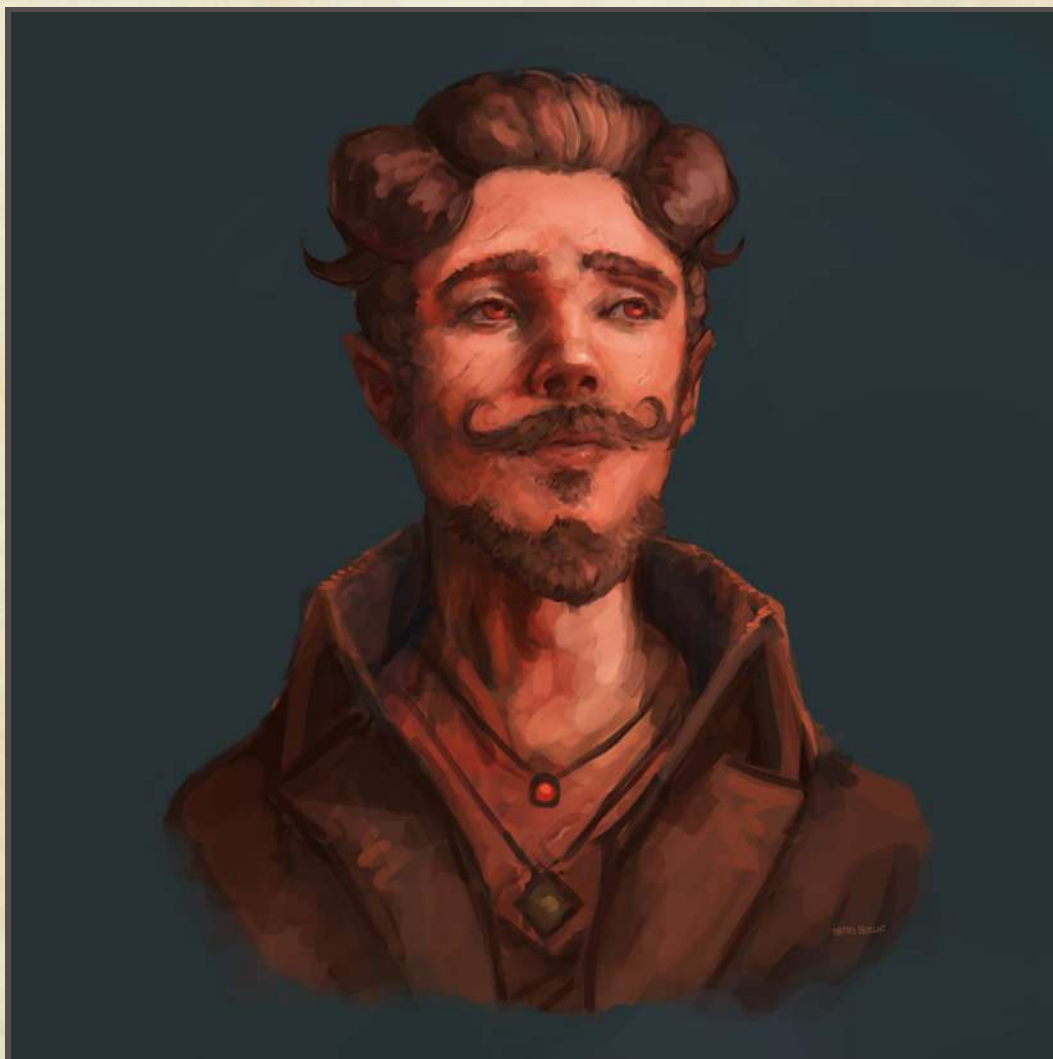
Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.



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Afterword

Thank you for taking the time to download, read and maybe even play this module. Every story I write, every character I create, every comment you leave on my posts, every piece of feedback I receive, everything is motivating me to write more. I am loving every moment I put into this and I have all of you to thank for this. Thank you for your support.

I would like to thank the featured creator, [Sliph](#), once again for allowing me to use his work to bring life (or the corruption of the void in this case) to this adventure.

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