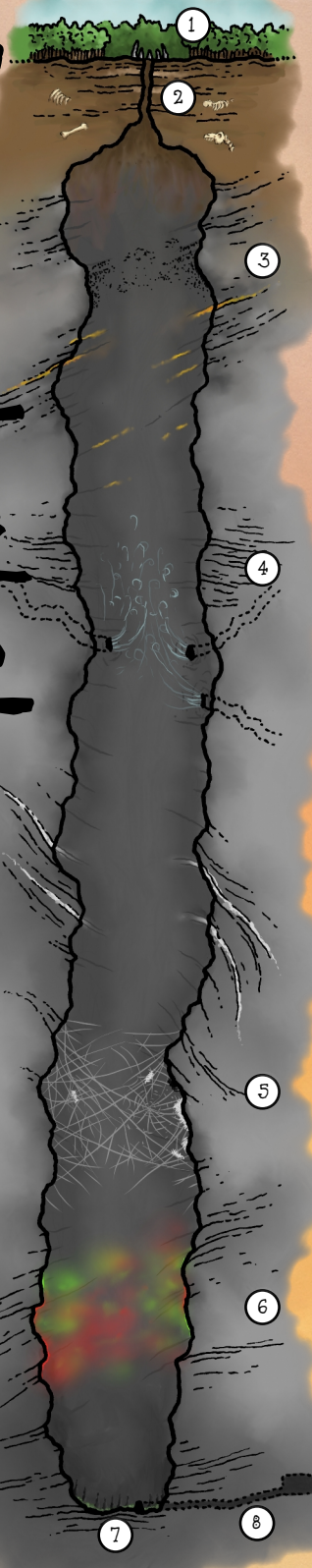


Descendants!



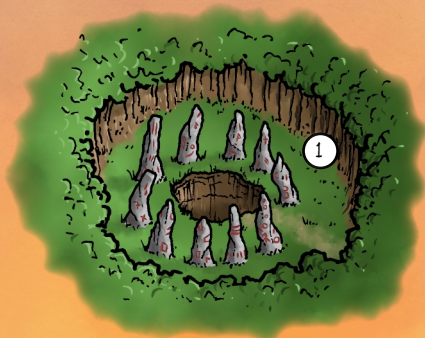
diminishing daylight through the hole above. There is just enough dim light during the fall.

If a PC lets go of any objects, deliberately or accidentally, they fall at the same rate as they descend. Falling objects move 5ft away from the PC laterally every round. They can attempt to move closer and retrieve loosed items.

The players have a minor degree of forward, backward and left, right control during their descent by adjusting their bodies. Roll higher than your dexterity score each round to move 5ft laterally/closer to an object.

Players can fight whilst falling but they lose half (rounded down) of their dexterity bonuses to AC, and attack with -2 to hit.

Players can store and retrieve objects, as well as use them, but doing so take twice as long, and there is a chance of fumbling the item out of their hands - roll under your dexterity score on a d20 to hold onto it.



1. The Standing Stones - In the Old Wood lies a clearing. Within is a standing stone circle. It has been there for aeons. The stones are carved with crimson glyphs and sigils. If more than 2 players stand within the circle, the ground unexpectedly gives way and the players plummet. No saving throw. As soon as the PC's drop they have a 25% chance to let go of whatever they are holding. Roll for each hand. Any other players hear the screams of their comrades as they fall, and can opt to dive down after them - if they are crazy!

2. Sharp Edges - The first couple of hundred feet of the fall are lined with sharp jutting rocks. Make two d20 rolls against your dexterity score. Any rolls over your score result in 1d4 damage.

3. Bats - The adventurer's screams disturb a roosting colony of large bats, that take flight into the path of the falling PC's. Each player takes 1d4 damage as they are struck by the critters (think Fabio and geese).

4. Updraft - Powerful gusts of rising air have a 50% chance to slow the descent of falling PC's and objects, but also has a 20% chance of knocking anything out of their hands (roll once per held item).

5. Spider Webs - Thick sticky strands of spider web span the cavern in places. They occasionally catch the falling PC's, slowing their descent. For each falling PC roll

1d10. That is how many strands the character hits on the way down, slowing them down. Anyone hitting 9 or 10 strands will get trapped in the webs, and be attacked by a lurking Giant Spider.

6. Lights - Glowing fungus illuminates the cave walls in eerie red and green hues. These strange fungal glows heal any PC's passing through their light for 3d6 temporary hit points (this can exceed their maximum for 10 rounds).

7. The Bottom - 3 rounds from the bottom, the PC's can see make out the floor and adjust their positions to land somewhere softer. Each player can make three "positional rolls" (one per round) to increase their landing zone percentage chance up or down by 5% per successful dexterity check (see below). The bottom is damp and scattered with stalagmites and huge clumps of spongy, mossy ground. Any landing PC's will take 20d6 falling damage modified cumulatively as follows:

- Using shield or similar object to slow descent (-1d6).
- Using cloak or robe as a parachute to slow descent (-2d6).
- Slowed by the updraft (-5d6).
- Slowed by the spider webs (-2d6 per strand hit).
- Landing zone, roll 1d100 (modified by positional rolls except 98-100 results).
 - 0-25% chance to land on a stalagmite (+2d6).
 - 26-75% chance to land on mossy clump (-6d6).
 - 76-98% chance to land on cave floor (unmodified).
 - 98-100% chance to land totally unharmed from the fall damage.

Fallen objects at the bottom are smashed beyond use. Magic objects have a 50% chance of remaining intact.

8. Chamber of The Descendant - At the bottom of the cavern floor is a dark, rough hewn tunnel. It twists 80ft, then becomes worked stone. A further 50ft slopes upwards gradually and ends in a bronze door. The door is keyless. Behind the door is a solid wall. Access into the room beyond is by climbing up through the ceiling of the corridor 25 feet back from the door (the opening is magically concealed by illusion to look like the stone ceiling). Beyond the door is a 50ft square chamber with a golden sarcophagus in the centre (worth 5,000 gold pieces). The sarcophagus is empty except for a small crumbling piece of parchment scrawled in ancient text that reads "You descended here only to find nothing? You fools!". There is however, 1 copper piece on the floor scattered amongst the dust and crumbling masonry.

Getting out?

In the corner of the tomb is a secret door that leads into an underground cavern system. Eventually this can lead to the surface or further adventure.

This adventure involves a huge vertical cave some 5 miles deep into the earth. The players fall through a sinkhole inside a standing stone circle and plummet like rocks!

The fall from standing stones to the cavern floor takes 2 minutes (or twenty 6-second rounds) if uninterrupted (think wizard/demon fight in popular movie).

They have numerous encounters on their way down, and if they are lucky, might get to the bottom alive. Any PC's looking up see the

