

Documentation

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Trail of Madness

A Descent into Forbidden Territory for 4-6 Adventurers of Levels 3-5

“Where the laws of nature bow to elder dreams...”

Background

Following the horror at Camp Blackwood, the survivors must navigate an increasingly twisted jungle path toward the source of the corruption. The expedition’s remaining members, led by an increasingly unstable Dr. Wells, face a landscape where reality itself begins to unravel.

Part I: The Breaking Dawn

Departure Scene As morning light filters through unnaturally geometric clouds, the depleted expedition gathers: - Dr. Wells obsessively checking multiple compasses - Sister Mary Catherine muttering prayers that echo wrongly - João Silva painting protective symbols that seem to move - Three nervous bearers preparing minimal supplies - Your party, still processing the previous night’s events

Environmental Setup

- Weather: Humid, with colored mists
- Temperature: Fluctuating wildly
- Sound: Natural noises fading to whispers
- Light: Behaving increasingly erratically

Part II: The Zones of Decay

Zone 1: The Threshold Forest *Where nature begins to forget itself* - **Features:** - Trees growing in impossible angles - Wildlife moving in geometric patterns - Ancient stone markers with moving symbols - Ground transitioning from soil to strange stone

- **Encounters:**

1. Geometrically Warped Vines
 - HP: 28, AC: 13
 - Attack: Constrict (+6) 1d8+4
 - Special: Reshape reality within 10ft
2. Time-Lost Portuguese Soldiers
 - HP: 45, AC: 15
 - Attack: Musket (+6) 1d12
 - Special: Phase between centuries

Zone 2: The Fungal Expanse *Where consciousness bleeds between minds* - **Features:** - Towering mushrooms with impossible colors - Geometric spore patterns in air - Pulsing ground formations - Memory-infused mists

- **Environmental Effects:**

1. Roll d6 every 10 minutes:
 1. Shared hallucinations
 2. Temporal echoes
 3. Gravity fluctuations
 4. Memory bleed
 5. Reality ripples
 6. Dimensional tears

Zone 3: The Dead Zone *Where physics surrenders to nightmare* - **Features:** - Floating rock formations - Inverted waterfalls - Time-twisted ruins - Living equations in the air

- **Challenges:**

- Gravity shifts (DC 15 DEX)
- Time dilation (DC 14 WIS)
- Reality fractures (DC 16 INT)
- Memory storms (DC 13 CHA)

Zone 4: The Temple Approach *Where sanity comes to die* - **Features:** - Non-euclidean architecture - Living stone surfaces - Reality tears showing other worlds - Temporal whirlpools

Part III: Key NPCs & Their Descent

Dr. Harrison Wells *Stage 1 (Threshold Forest)* - Attempts scientific documentation - Quotes: “These readings... they’re impossible!” - Actions: Obsessively measuring and recording

Stage 2 (Fungal Expanse) - Begins understanding impossible mathematics - Quotes: “The patterns... they’re alive!” - Actions: Scribbling equations in air

Stage 3 (Dead Zone) - Gains cosmic awareness - Quotes: “I see it all now... the geometry of dreams!” - Actions: Manipulating reality itself

Sister Mary Catherine *Stage 1 (Threshold Forest)* - Prayers begin to twist - Quotes: “Our Father... why do the words change?” - Actions: Desperate blessing attempts

Stage 2 (Fungal Expanse) - Channels eldritch power - Quotes: “The prayers... they answer differently here.” - Actions: Performing impossible rituals

Stage 3 (Dead Zone) - Transcends traditional faith - Quotes: “I hear the hymns of older gods...” - Actions: Reality-bending miracles

Part IV: Encounters & Combat

The Geometry Hunters *Living equations seeking prey* - HP: 45, AC: 15 - Attack: Reality Slash (+7) 2d8 psychic - Special: Reshape battlefield - Weakness: Traditional mathematics

Time-Lost Explorers *Trapped in temporal loops* - HP: 32, AC: 14 - Attack: Period Weapons (+6) 1d10 - Special: Phase through time - Weakness: Synchronizing to present

Stone Guardians *Ancient geometric constructs* - HP: 52, AC: 16 - Attack: Slam (+8) 2d8+5 - Special: Reality anchor - Weakness: Non-euclidean damage

Part V: Investigation Elements

Critical Discoveries

1. **Ancient Markers**
 - Moving hieroglyphs
 - Warning messages
 - Map fragments
 - Ritual instructions
2. **Reality Anchors**
 - Stability points
 - Safe zones
 - Power nexuses
 - Dimensional locks
3. **Previous Expeditions**
 - Lost journals
 - Broken equipment
 - Personal effects
 - Final messages

Part VI: Progression & Rewards

Milestones

1. Crossing the Threshold
2. Surviving the Fungal Expanse
3. Navigating the Dead Zone
4. Reaching the Temple

Rewards

- Eldritch knowledge
- Reality-warping artifacts
- Temporal echoes
- Cosmic awareness

Part VII: DM Tools & Tables

Reality Distortion Table (d12)

1. Gravity reverses
2. Time flows backwards
3. Memories become solid
4. Colors gain sentience
5. Sound becomes visible
6. Light bends wrongly

7. Space folds inward
8. Time loops form
9. Physics breaks down
10. Dimensions blend
11. Dreams manifest
12. Reality tears open

Madness Progression Table (d8)

1. Minor hallucinations
2. Temporal displacement
3. Geometric obsession
4. Memory bleeding
5. Reality manipulation
6. Cosmic awareness
7. Physical transformation
8. Complete transcendence

Part VIII: Transition Elements

Temple Approach Signals

- Architecture manifesting
- Reality tears widening
- Time streams converging
- Space folding inward

Next Episode Hooks

- Temple entrance revealed
- Ancient guardians awakening
- Final reality barrier failing
- Cosmic entity stirring



Figure 1: A path through four distinct jungle zones (Threshold, Fungal Grove, Dead Zone, Ancient Pathway), drawn in classical D&D style with top-down view. Ink on aged parchment, showing progression of corruption in vegetation patterns. Reality distortions indicated by warped grid lines. Includes compass rose with frantically spinning needle design. Notes in Victorian handwriting becoming increasingly erratic toward temple approach. Elaborate decorative elements suggesting cosmic horror.



Figure 2: Ancient stone steps ascending through reality-warped jungle. Multiple moons visible in sky, stone pillars with moving eldritch symbols, floating rocks defying gravity. Victorian-era explorers in foreground for scale. Photorealistic, cosmic horror, architectural impossibility. Style of Piranesi meets Lovecraft.



Figure 3: Ancient stone steps ascending through reality-warped jungle. Multiple moons visible in sky, stone pillars with moving eldritch symbols, floating rocks defying gravity. Victorian-era explorers in foreground for scale. Photorealistic, cosmic horror, architectural impossibility. Style of Piranesi meets Lovecraft.