

Documentation

Contents

Gallery of False Gods	1
A Forbidden Exhibition for 4-6 Adventurers of Levels 3-5	1
Part I: The Impossible Gallery	1
Part II: Divine Architecture	1
Part III: Divine Denizens	2
Part IV: Divine Manifestations	2
Part V: Key Characters	2
Part VI: Artifacts and Discoveries	3
Part VII: Environmental Hazards	3
Part VIII: DM Guidance	3
Part IX: Conclusion Path	4

Gallery of False Gods

A Forbidden Exhibition for 4-6 Adventurers of Levels 3-5

“In the shadow of dead stars, even gods can dream...”

Part I: The Impossible Gallery

Initial Impressions Beyond the Chamber of Faces, reality stretches into a vast cathedral space that defies earthly architecture. Mile-high columns support a ceiling that seems to open into alien constellations. Colossal statues of impossible beings loom overhead, their forms shifting subtly when viewed from the corner of one’s eye.

Dr. Wells, now more stone than flesh, whispers: *“We stand in the nursery of gods... or perhaps their graveyard.”*

Current State

- Gravity fluctuates near the statues
- Shadows crawl against natural law
- Air thickens with divine essence
- Reality bends around focal points

Part II: Divine Architecture

The Colonnade of the Forgotten *Where dead gods slumber* - Height: Seemingly infinite - Width: Reality-warped spaces - Atmosphere: Star-touched void - Ground: Crystallized worshippers

Environmental Effects (check every 10 minutes): 1. Reality Distortion (DC 13 WIS) 2. Divine Whispers (DC 14 CHA) 3. Gravity Shifts (DC 12 DEX) 4. Mind Fractures (DC 15 INT)

Chamber Progression

1. Colonnade of the Forgotten

- Mile-high idol statues
- Floating stone debris
- Ancient offering sites
- Crystallized devotees

2. Pantheon of Madness

- Living constellation patterns
- Reality tears in space
- Impossible geometric forms
- Time-warped zones

3. The Idol Forge

- Reality-bending furnace
- Star-metal working station
- Mind-carved stone piles
- Truth-warping anvil

Part III: Divine Denizens

Star Spawn Cultists *“Their flesh glows with stolen starlight...”* - HP: 38 | AC: 15 - Attack: Mind Shard (+6) 1d8 psychic - Special Abilities: - Reality Bending - Star Channeling - Mind Shredding - Space Warping

Living Constellations *“The stars themselves hunt here...”* - HP: 42 | AC: 16 - Attack: Star Fire (+7) 2d6 radiant - Special Abilities: - Gravity Control - Stellar Manifestation - Space Folding - Light Bending

The False Divinity *“It wears godhood like a mask...”* - HP: 160 | AC: 17 - **Phase 1: Stone Idol** - Petrifying Gaze - Reality Anchor - Stone Legion - **Phase 2: Cosmic Entity** - Star Consumption - Space Warping - Mind Shattering - **Phase 3: God Incarnate** - Divine Manifestation - Truth Bending - Reality Rewrite

Part IV: Divine Manifestations

Reality Distortions

1. Minor Breaks

- Space bends slightly
- Time hiccups
- Memories blur
- Truth shifts

2. Major Fractures

- Reality tears open
- Time splits
- Minds shatter
- Gods whisper

3. Complete Collapse

- Space folds
- Time stops
- Consciousness merges
- Divinity bleeds

Part V: Key Characters

The Stone Prophet *“Truth is fluid here...”* - Former expedition scholar - Now merged with divine knowledge - Speaks in riddles and star-patterns - Guides/misleads based on cosmic whims

The Star Blessed “*Touched by light beyond light...*” - Failed ascension candidate - Partially transformed
- Channels stellar energy - Seeks true godhood

Walking Constellation “*A pattern of stars given form...*” - Living star cluster - Neutral observer - Reality anchor - Knowledge source

Part VI: Artifacts and Discoveries

Major Relics

1. **Star-Metal Crown**
 - Grants cosmic insight
 - Warps reality
 - Draws stellar power
 - Risks sanity
2. **Reality Sextant**
 - Maps impossible spaces
 - Navigates between dimensions
 - Reads divine constellations
 - Predicts reality breaks
3. **God’s Eye Crystal**
 - Views multiple realities
 - Reveals true forms
 - Stores divine essence
 - Corrupts viewers

Divine Fragments

- Constellation shards
- God bone pieces
- Reality splinters
- Cosmic essence vials

Part VII: Environmental Hazards

Hazard Table (d8)

1. Reality vortex
2. Star radiation
3. Divine presence
4. Time distortion
5. Space fold
6. Mind tear
7. Truth break
8. God whisper

Divine Exposure

- WIS save DC increases near idols
- CON save against star radiation
- CHA save versus divine presence
- INT save to maintain sanity

Part VIII: DM Guidance

Horror Elements

- Emphasize cosmic scale
- Use impossible geometry
- Show divine corruption
- Include reality distortion

Pacing Guidelines

1. **Exploration Phase**
 - Establish scale
 - Initial divine contact
 - First reality breaks
2. **Escalation Phase**
 - Major manifestations
 - Divine revelations
 - Reality collapse
3. **Culmination Phase**
 - God awakening
 - Final transformation
 - Reality rewrite

Transition Elements

- Dark water sounds
- Ritual chants
- Drowning echoes
- Depths calling

Part IX: Conclusion Path

Escape Routes

1. Reality tear navigation
2. Divine intervention
3. Star-pattern escape
4. Forge teleportation

Campaign Integration

- Long-term divine effects
- Star-touched abilities
- Reality manipulation powers
- Divine knowledge

Continue to Episode 5: “Chamber of Dark Baptism”

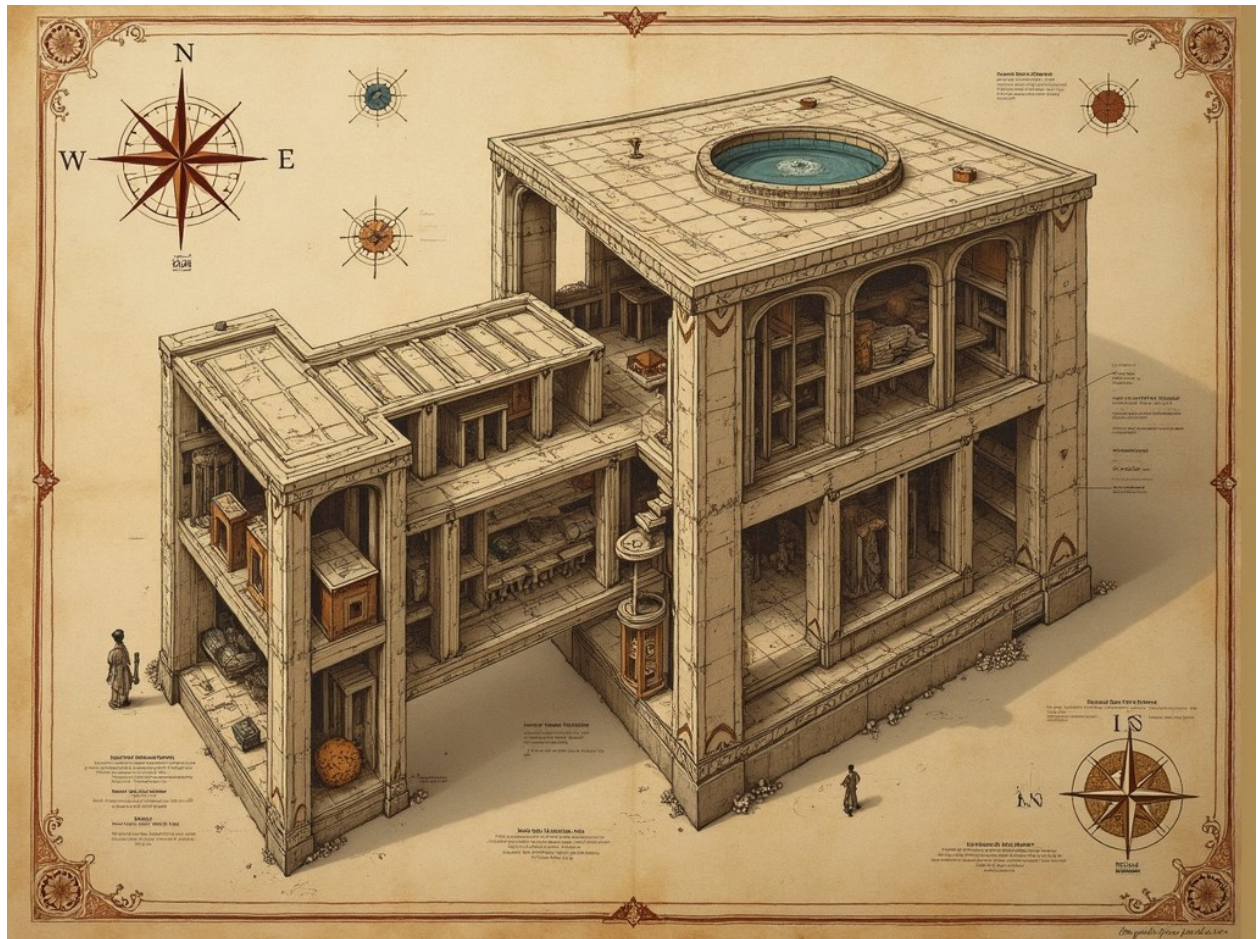


Figure 1: Ancient technical drawing of the Gallery of False Gods, showing three main chambers with impossible geometric patterns and constellation maps. Victorian-era architectural style meets cosmic horror. Detailed annotations of star patterns and reality tears. Aged parchment texture with ink and watercolor. Features include the mile-high colonnade, pantheon space, and idol forge chamber. Decorative elements include small idol sketches and geometric patterns.



Figure 2: A vast, impossibly tall cathedral space stretching into cosmic void, lined with mile-high statues of alien gods. Floating geometric shapes and constellation patterns hover in the air. Victorian-era explorers dwarfed by scale. Cosmic horror meets religious architecture, dramatic lighting with star-like points of light. Hyper-detailed, atmospheric.



Figure 3: The Idol Forge chamber with a massive reality-bending furnace glowing with stellar energy. Star-metal and crystallized worshippers scattered about. The Stone Prophet figure merged with divine geometry speaks to adventurers. Dark cosmic horror aesthetic with elements of industrial Victorian craft. Dramatic lighting, highly detailed.