

Documentation

Contents

The Final Truth	1
The Ultimate Choice for Survivors of Levels 5-7	1
Part I: The Return	1
Part II: The Fragment's Nature	1
Part III: The Dark Fragment	2
Part IV: Resolution Paths	2
Part V: Sealing Mechanics	2
Part VI: Critical Locations	3
Part VII: Time Management	3
Part VIII: Narrative Elements	3
Part IX: Resolution Guide	4
Part X: Campaign Integration	4

The Final Truth

The Ultimate Choice for Survivors of Levels 5-7

Series Finale of the Temple of Infinite Madness

“What follows us home always demands its due...”

Part I: The Return

Initial Recognition The escape from the void brings no peace. Reality feels wrong - too thin, too fragile. Shadows move independently, and whispers follow the party. Normal people seem distant, almost unreal. Something dark has followed them home.

Ancient warning: *“The void marks all who touch it. Forever.”*

Environmental Signs

- Reality fractures spread like cracks
- Shadows reach wrongly for passersby
- Time skips and stutters unnaturally
- Truth bends around the party
- Darkness grows from nothing

Part II: The Fragment's Nature

Manifestation Stages *Three days until completion*

1. Influence Phase

- Subtle corruption
- Growing shadows
- Reality cracks

- Truth distortion
2. **Corruption Phase**
 - Active spread
 - Shadow beings
 - Reality breaks
 - Truth destruction
 3. **Manifestation Phase**
 - Full emergence
 - Shadow dominion
 - Reality collapse
 - Truth death

Part III: The Dark Fragment

Core Statistics

- HP: 250 | AC: 18
- Resistance: All non-void damage
- Vulnerability: Void-touched artifacts
- Special: Reality manipulation

Abilities

1. **Shadow Spread**
 - Range: 60 feet
 - Damage: 3d10 necrotic
 - Effect: Reality corruption
2. **Truth Bend**
 - Range: 30 feet
 - Save: WIS DC 17
 - Effect: Memory corruption
3. **Void Call**
 - Range: 90 feet
 - Damage: 4d8 psychic
 - Effect: Void connection

Part IV: Resolution Paths

The Path of Confrontation Requirements: - All void artifacts - United party purpose - Acceptance of cost - Void-touched power

Process: 1. Gather artifacts 2. Channel void power 3. Accept sacrifice 4. Seal fragment

Consequences: - Loss of void powers - Clear resolution - World salvation - Personal cost

The Path of Delay Requirements: - None (automatic)

Process: 1. Avoid conflict 2. Retain power 3. Allow spread 4. Enable escape

Consequences: - Retained powers - Growing darkness - World threat - Campaign seed

Part V: Sealing Mechanics

Required Elements

1. **Void Artifacts**
 - Compass
 - Mirror

- Anchor
- Stone
- 2. **Personal Components**
 - Truth tokens
 - Reality shards
 - Void fragments
 - Memory crystals
- 3. **Unity Requirements**
 - Shared purpose
 - Combined power
 - United will
 - Common sacrifice

Part VI: Critical Locations

The Reality Breach *Where it begins* - Weakened world fabric - Void energy leakage - Truth distortions - Shadow accumulation

The Confrontation Point *Where they choose* - Power convergence - Reality anchor - Truth focus - Void gateway

The Sealing Grounds *Where it ends* - Binding circles - Reality forge - Truth anchor - Void prison

Part VII: Time Management

Day One

- Initial signs
- Growing awareness
- First shadows
- Truth bends

Day Two

- Active spread
- Shadow beings
- Reality breaks
- Choice pressure

Day Three

- Final chance
- Full corruption
- Reality collapse
- Ultimate choice

Part VIII: Narrative Elements

Key NPCs **The Truth Keeper** - Recognizes the danger - Offers guidance - Provides context - Supports choice

The Shadow Touched - Shows consequences - Demonstrates spread - Reveals future - Builds urgency

The Reality Smith - Explains mechanics - Provides tools - Enables sealing - Supports process

Part IX: Resolution Guide

Victory Requirements

1. Gather all artifacts
2. Unite party purpose
3. Accept sacrifice
4. Complete ritual

Sacrifice Options

- Void powers
- Shadow connection
- Reality bending
- Truth seeing

Success Results

- Fragment sealed
- Reality stabilized
- World saved
- Powers lost

Delay Results

- Fragment free
- Powers retained
- World threatened
- Darkness spreads

Part X: Campaign Integration

Victory Aftermath

- Recovery period
- Power adjustment
- Reality stabilization
- Normal return

Continuation Hooks

- Growing darkness
- Spreading corruption
- Truth dissolution
- World transformation

End of the Temple of Infinite Madness



Figure 1: A victorian-era adventuring party confronts a massive, writhing shadow entity in a reality-torn chamber. Void artifacts glow with otherworldly power while cracks in reality spread across the walls. The shadow entity appears both solid and ethereal, with tendrils of darkness reaching toward the heroes. Gothic horror meets cosmic horror.

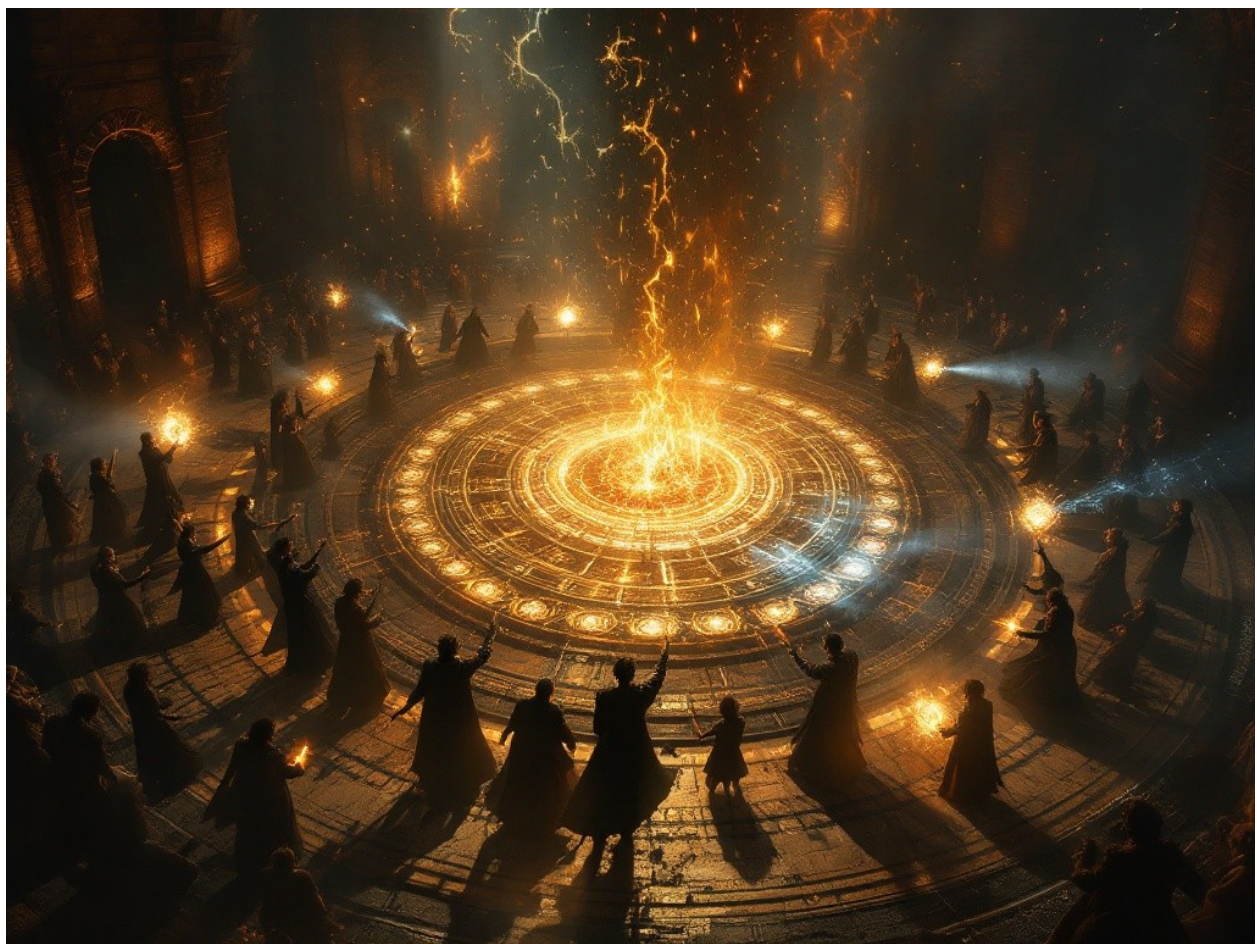


Figure 2: The Sealing Grounds during the final ritual - a massive circular chamber with reality-forged binding circles glowing with void energy. Victorian-era adventurers channel power through ancient artifacts while shadows and light battle around them. The scene captures both sacrifice and salvation.