



The man who fell to urth

An Adventure for Master Characters

No one knew what to make of the strange blue giant lying in a crater at the center of town. To make matters worse, the locals were completely unprepared for the legion of salamanders who appeared in the night to stand guard over the visitor. Efforts to study the giant were forcefully repelled by the dour guardians, who made threatening noises in their hissing tongue. Fearing violence, the locals kept away, but now, tensions are on the rise and people whisper about what the being wants, why it has yet to stir, and just who these soldiers are and from where they came. As rumors breed panic throughout the community, a hero arrives, a Knight of the One True God who has made her intentions clear. The mysterious visitor must die.

The Man Who Fell to Urth is an adventure for master characters who come upon the scene of rising tensions and must get to the bottom of what is truly going on. The characters complete the adventure when they deal with the threat to their world or die trying.

~CREDITS~

WRITING AND DESIGN:

NAT WEBB WITH ROBERT J. SCHWALB

EDITING: JAY SPIGHT

ART DIRECTION: ROBERT J. SCHWALB

LAYOUT: KARA & KEVIN HAMILTON

GRAPHIC DESIGN: HAL MANGOLD
AND KARA HAMILTON

ILLUSTRATIONS: CECIL HOWE, BRITT MARTIN, AND
MIRCO PAGANESSI

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SCHWALB ENTERTAINMENT, LLC



PO Box #12548, Murfreesboro, TN 37129

info@schwalbentertainment.com

www.schwalbentertainment.com

BACKGROUND

Long ago, a universe died. Demons shattered the boundaries to the Void and spilled free to unmake creation and return its substance to be devoured by the dreaded Demon Lord. In a desperate attempt to save the universe, a genie named Zadkiel left his eternal vigil to become an incarnation, occupying the body of a mighty champion to lead the fight against the demonic invaders. Ultimately, Zadkiel failed and was drawn into the endless dark along with massive islands of the destroyed world he fought to protect.

Zadkiel and his islands floated through the Void for one thousand years, lost in the darkness, until the current pulled them toward a crack in the barrier to the universe containing Urth. Now, the largest island of Zadkiel's crumbled universe drifts closer and closer to this crack. If it were to slip through, it could cause extensive destruction upon crashing into Urth. Sensing the peril to yet another reality, Zadkiel used his body to temporarily plug the gap, appearing suddenly on Urth at the point of breach. Although somewhat sealed, the island continues its course and will break through the barrier in a matter of days.

Zadkiel's current form is that of a Size 5 humanoid seemingly made from blue crystal but whose substance is warm and weirdly spongy. He's defenseless after spending one thousand years drifting in the Void, so he is immobile and barely conscious, though clearly breathing and occasionally cracking open an eyelid to examine his surroundings. He's too heavy and huge to be moved, and thus quite vulnerable to attack.

HUNGER IN THE VOID

This adventure incorporates and explores concepts introduced in *Hunger in the Void*. While that supplement is not strictly necessary to run this adventure, it does offer insights into the Void and can be an excellent resource for expanding this story.

GETTING STARTED

Before you run this adventure, you need to make a few decisions.

Setting: Choose a community in which the adventure takes place and then locate the fallen giant somewhere near a monument, landmark, or inside the town square. Crossings is a great location for this adventure and any of the fey spires could be a suitable location for Zadkiel's arrival, but any community to which the group has ties can work.

Time: Decide how many days the group has left before the island in the Void breaks through the

crack and lands in the community. Somewhere between one and three days works well, but if you can't decide, just roll a d3.

Hook: Come up with a way to involve the group. The group might have heard stories about the giant's appearance, which has sent a shock through the community, and thus head out to investigate. Or, if the group has a patron or an important contact, that character might recruit the characters to investigate the matter, possibly offering a reward if the characters can relocate or eliminate the salamanders and the figure they guard. The group could also hear of Zadkiel's arrival from Estraya Scut's boasting or even be recruited by her to her cause.

CRACKS IN THE BARRIER

Although Zadkiel's presence in the world seals the largest crack in the barrier, all around it reality has begun to fracture, causing strange disturbances in the area for miles around. Every couple of hours, the ground trembles, clouds in the sky assume monstrous shapes, gravity relaxes its hold, while milk spoils, blood runs from walls, and people cough up beetles. These events last just a few minutes, enough to be disturbing but not enough to cause lasting trouble.

Far worse are the demons that wriggle free from the Void through the gaps in reality that are opening up all over the place. These cracks are easily found, appearing as purple-edged rips in reality through which one can see the darkness of the Void. Anyone seeing a crack for the first time must get a success on a Will challenge roll or gain 1 Insanity. Once each day, at a time and place of your choosing, a demon appears. Roll a d3 to see what kind of demon arrives: 1, 1 **medium demon**; 2, 1 **large demon**; 3, 1 **huge demon**. Demons attack the nearest living thing each round until destroyed. News of these attacks spreads rapidly, and larger demons might be beyond the ability of any locals to stop, which could draw the characters into the plot.

RUMORS

Everyone in the community knows of Zadkiel's appearance and they speak of little else. Characters can learn the following information by asking around.

- The blue giant appeared sometime during the night. It was there when people started their days.
- The blacksmith was up late working and swears a salamander leapt out of his forge to join the circle around the giant.
- The salamanders kill anyone who tries to go near the giant. This morning they murdered two children who had dared each other to try to approach it.
- The wife of a local brewer named Garland was also killed today, but it was at his house, not by the salamanders.

- A knight named Estreya Scut arrived just this morning. She claims to be a Knight of the One True God and was guided to the giant by a prophecy that foretold its arrival. She has been boasting that she will slay the giant, deeming it a demonic invader.

THE STAND OFF

When the group comes upon the scene, they find an aggressive Knight and henchmen squaring off against the salamanders. She calls them demons and tells the bystanders that the giant they guard threatens to destroy the community. Locals appear angry and are on the verge of forming into mobs.

THE KNIGHT OF THE ONE TRUE GOD

Estreya Scut is a young, hard woman, with short black hair and a sneer on her face. A Knight of the One True God, her patron called her to come to this community and destroy the invader, a being she believes to be a demon. She's fanatical in her beliefs, but knows she and her followers are not enough to stand against the salamanders, so she works the crowd, trying to whip them into mobs she can direct at the guardians so she can slip through and dispatch the demon. Loud and boastful, she hopes to incite the crowd to help her defeat the salamanders. If the group shows up, she turns to them for help, urging them to do their duty and protect the innocent people.

KNIGHTS OF THE ONE TRUE GOD

Introduced in *Hunger in the Void*, the Knights of the One True God are a rogue sect of the New God's cult, disavowed centuries ago for their intolerance and distorted religious views. They believe the One True God, their name for their patron deity, demands vengeance for being abandoned by mortals for false gods and will one day soon come to Urth to dispense holy justice on the heretic and nonbeliever. What most do not know, including many of the knights, is that the One True God is but an aspect of the Demon Lord and that their efforts hasten the end of all things.

ESTREYA SCUT

DIFFICULTY 250

Size 1 human

Perception 10 (+0)
Defense 20 (mail, large shield); **Health** 75; **Insanity** 2;
Corruption 2
Strength 16 (+6), **Agility** 13 (+3), **Intellect** 11 (+1),
Will 13 (+3)
Speed 10
Immune charmed, frightened

Zeal When Scut would make an attack roll or challenge roll, she can use this talent to make the roll with 2 boons. If the roll results in a failure, Scut becomes dazed for 1 round.

ATTACK OPTIONS

Sword (melee) +6 with 4 boons (4d6 + 2 plus Forceful Strike on 20+)

Large Shield (melee) +6 with 4 boons (1d3 plus 3d6 plus Forceful Strike on 20+)

Forceful Strike When the total of Scut's attack roll is 20 or higher and exceeds the target number by at least 5, the attack deals 1d6 extra damage.

SPECIAL ATTACKS

Double Attack Scut makes two attacks against different targets.

Shield Bash Scut makes an attack with a large shield against one creature she can reach. On a success, the target takes damage and falls prone. Scut can then use a triggered action to attack the target with her sword.

SPECIAL ACTIONS

Catch Your Breath Scut can use an action or a triggered action on her turn to heal damage equal to her healing rate. Once she uses this talent, she cannot use it again until after she completes a rest.

Scut's retinue consists of two squires (as **veterans**), Alan and Meric, plus four servants (as **commoners**) who cook, care for the horses, maintain her armor, and so on.

MOB OF COMMONERS

DIFFICULTY 10

Size 3 human

Perception 9 (-1)

Defense 10; **Health** 11

Strength 11 (+1), **Agility** 10 (+0), **Intellect** 9 (-1), **Will** 9 (-1)

Speed 10

Mob A mob takes half damage from attacks that target individual creatures and double damage from attacks that affect creatures in areas. The mob acts as a single creature, but it counts as 10 creatures for the purpose of choosing targets. A mob makes Strength, Intellect, and Will challenge rolls with 1 boon.

Creatures can move through a mob's space, but they treat the area as difficult terrain. The mob can squeeze through openings large enough to accommodate Size 1 creatures and can move through spaces occupied by creatures of any Size.

Spawn When the mob becomes incapacitated, it dissipates and 1d6 commoners appear in open spaces with the space formerly occupied by the mob. The commoners can take the next available turn.

ATTACK OPTIONS

Clubs (melee) +1 with 2 boons (3d6 or 1d6 if the mob is injured)

END OF THE ROUND

Overwhelm If the mob is not injured, each creature that isn't a swarm or a mob that is in the mob's space or within 1 yard of it must get a success on an Agility challenge roll or take 2d6 damage.

THE SALAMANDERS

Forewarned by their oracles, a force of salamanders, elemental folks from the Burning Vaults west of the Desolation, made the journey to the community to protect Zadkiel from the forces of darkness.

The salamanders arrived the night he appeared and formed a cordon around him to ensure that none harm this sacred representative of their “gods.”

The force consists of 20 **salamander zealots**. Vigilant and devoted to their cause, they fight to the death against any attacker. They speak only Firespeak, so no one has yet been able to communicate with them, but characters who are able to speak with them find them polite but firm about protecting Zadkiel. However, two will leave the larger group to aid anyone fighting demons drawn to the community by the incarnation’s presence.

SALAMANDER ZEALOT

DIFFICULTY 25

Size 1 elemental

Perception 9 (-1)

Defense 15 (mail); **Health** 36

Strength 12 (+2), **Agility** 10 (+0), **Intellect** 9 (-1),
Will 13 (+3)

Speed 10

Immune damage from disease, fire, and poison; diseased, poisoned

Cold Intolerant A salamander takes double damage from cold, and when it takes damage from cold, it also becomes fatigued for 1 round.

Fiery Death When a salamander dies, flames burst out from a point in its space in a 4-yard radius dealing 1d6 + 4 damage to everything in the area. A creature in the area takes half damage with a success on an Agility challenge roll.

ATTACK OPTIONS

Spear (melee) +2 with 2 boons (2d6)

Tail (melee) +0 with 1 boon (1d6 plus 1d3 plus the target becomes grabbed on attack roll 20+)

SPECIAL ACTIONS

Scorching Reprisal When the salamander becomes injured, it can use a triggered action to release a burst of flames in a 2-yard radius from a point within its space that deals 1d6 damage to everything in the area. A creature in the area takes half damage with a success on an Agility challenge roll.

END OF THE ROUND

Heat A creature grabbed by the salamander must get a success on a Strength challenge roll or take 1d3 damage.

DEVELOPMENTS

The standoff can end in one of a few ways based on the group’s decision.

THE GROUP JOINS THE KNIGHT

Scut recognizes the characters as powerful figures and hopes to recruit them to her cause. If she succeeds, she leads the attack, bolstered by the group and the mobs, and should handily defeat the salamanders. As Zadkiel is defenseless, any damage he takes kills him. If he dies, his body dissolves and a howling tear in reality opens into starry blackness to release 3 **medium demons** and 4 **small demons**, each appearing in open spaces within short range of the place where Zadkiel was first discovered. The demons can take the next possible turn, attacking the nearest creature each round until destroyed.

THE GROUP JOINS THE SALAMANDERS

Knowing the group to be quite a bit more powerful than herself, Scut backs off if the group sides with the salamanders, waiting a day or two before launching an all-out assault on Zadkiel. The group must fight her, her two squires, and 1d3 **mobs of commoners**. Scut withdraws if injured, and the squires flee if she’s slain. If Scut manages to survive, she stealthily follows the group into the Void and later reveals herself to prevent the party from stopping the coming collision.

THE GROUP DOES NOTHING

If the group refuses to get involved or choose sides, Scut leads the attack and defeats the salamanders in a bloody battle that causes massive damage throughout the area. She then kills Zadkiel with the same consequences as described previously.



INTO THE VOID

No matter what happens between the salamanders and the knight, the group's woes are far from over. Demons continue to invade Urth through the cracks in reality and the locals beg the characters to enter the Void and stop the incursion. They can enter through any of the cracks. If the group refuses to help, the entire area is destroyed at the end of the time remaining, along with much of the landscape for miles around.

ZADKIEL'S ISLAND

On entering the Void, the group spots a large island, about 1 mile across, looming close to the crack through which they came and growing larger by the minute. It is a mass of cracked, seared badland, orbited by a dozen balls of flame that act like an endless procession of suns as they loop around it.

Once they get within long range of the island, they are caught by its gravity and pulled in, falling the rest of the way. The surface of the island is scorching hot, and characters on it are subject to the effects of exposure (see *Shadow*, page 201).

The surface is empty and sere but dotted with gleaming, sand-scoured metal hatches that lead underground. These hatches are all unlocked and open easily, though any character opening a hatch takes 1d3 damage from touching the hot metal. The hatches lead to the warrens of the island's inhabitants, the Roveen. The warrens are metal-lined tunnels worming through the entire island to form a baffling complex. They are uncomfortably hot but not dangerous like the surface.

THE ROVEEN

The Roveen are eight-limbed, rat-headed mammals the size of jotun with the intelligence of a somewhat simple human. They walk on their back four legs and act with their front four but can move quickly on eight legs and fight with the front six if necessary.

They have a patriarchal, communal civilization centered on family units of about a hundred, of which there are three surviving on the island. They know about Zadkiel and the approaching collision, but each family has developed its own beliefs about their fate. The **Defiants** are hell-bent on survival and fight any attempt to destroy them. The **Sunsets** are glum and fatalistic, believing their civilization is doomed no matter what. The **Blueskins** worship Zadkiel and paint themselves blue in his honor; they can be persuaded of just about anything by characters who convincingly pass as Zadkiel's emissaries.

Each family unit is led by a headman who wears crude armor made from the metal walls of the warrens and wields a weapon of office: a blood-stained

EXPLORING THE VOID

The Void is a seemingly endless expanse in which the wreckage of countless destroyed worlds drifts. Specks of colorful lights twinkle in the distance, much like stars seen in the night sky, each light a universe that teeters on the edge of the In-between.

The Void's relationship with the universe it touches resembles what happens when a drop of ink is placed on the surface of a slowly inflating balloon. As the balloon expands, the ink spreads. In this example, the ink represents reality and the balloon is the Void, but the comparison fails to capture the scope of the relationship—there are many spots of ink on the balloon, each a different reality floating on the surface, and the balloon itself is boundless, extending an infinite distance in all directions.

The Void has a few unusual characteristics that make exploring it a challenging and harrowing experience.

Insanity and Madness: Any creature that goes mad in the Void automatically becomes possessed by a demon (see chapter 4). Roll a d6 to determine the Size of the possessing demon: 1, tiny; 2, small; 3, medium; 4, large; 5, huge; 6, titanic.

Environment: The Void has no atmosphere, so there's usually no air to breathe. Living creatures in the Void are subject to suffocation (*Shadow*, page 202), and normal flames gutter out for lack of fuel. Many of the larger chunks of debris scattered throughout the Void have thin atmospheres around them, allowing creatures to breathe, perhaps with some difficulty.

Darkness: The distant lights of other universes do little to alleviate the Void's darkness. Most locations in the Void are dark.

Gravity: Almost all of the Void is a zero-gravity environment, meaning that creatures and objects simply float unless acted on by an external force. A creature can direct itself through the emptiness by using an action to make a Will challenge roll. On a success, the creature moves a number of yards equal to its Will score +100 in the desired direction. Each round, it continues moving the same number of yards in the same direction until it strikes a solid surface. Changing the distance moved per round or stopping altogether requires another action and another success on a Will challenge roll.

Massive islands—500 miles in diameter or larger—have their own gravity, and a creature that comes within long range of such a place must get a success on a Will challenge roll or fall toward the floating object, taking damage if it lands. A creature on the surface of such an object can use an action to make a Will challenge roll. On a success, the creature ignores the object's gravity for as long as it concentrates. Once beyond long range, such a creature no longer needs to concentrate in this way. A failure indicates the creature is trapped on the surface until rescued by another creature.

Corrupting Influence: Creatures that explore the Void are at risk of becoming corrupted by it. Each time a creature completes a rest in the Void, it must make a Will challenge roll with 1 bane, plus 1 bane for each point of Corruption the creature already has. On a failure, the creature gains 1 Corruption.



sword for Scrittan of the Defiants, a green-glowing mace for Karkas of the Sunsets, and a blue-painted axe for Mhattra of the Blueskins.

The Roveen speak a strange patois of Dark Speech and Dwarfish, and can only really be understood if the group contains speakers of both languages.

ROVEEN

DIFFICULTY 10

Size 1 monster

Perception 12 (+2); shadowsight
Defense 15 (17 for headman); **Health** 18
Strength 13 (+3), **Agility** 13 (+3), **Intellect** 7 (-3),
Will 10 (+0)
Speed 12

ATTACK OPTIONS

Four-hands (melee) +3 with 1 boon (1d6 + 2)

Six-hands (melee) +3 (2d6 + 1)

Headman's Weapon (melee) +4 with 1 boon (2d6 + 2)

Pack Fighting When a Roveen attacks a target within reach of another Roveen, it makes the attack roll with 1 boon.

THE BLUE BIBLE

The Blue Bible is the Blueskins' holy book, a living document written by each headman and passed down to his successor. Mhattra is very protective of it, but shows it to characters who seem appropriately reverent, or who force or otherwise convince him.

It tells of the Roveen's travels through the Void, and describes Zadkiel, whom the Blueskins worship. From time to time Zadkiel would rise up from the sands to protect the Roveen against demons or some other threat; it is written that following each such a feat, Zadkiel would sleep for a hundred years.

Mhattra himself has chronicled Zadkiel's final feat, how he left the island to sacrifice himself to stopper the yawning hole into some alien universe that has been drawing in the island.

OTHER ISLANDS

Three other islands float near Zadkiel's Island, each another chunk of the shattered universe. Characters exploring these islands can find ways to avert the doom that awaits their world.

THE BROKEN VAULT

This small chunk of land, about 500 yards in diameter, has only one building, a colossal steel-and-concrete structure split perfectly in half and open to the elements. The island has light gravity and a thin atmosphere that allows labored breathing.

An ancient vault, the building has been hemorrhaging treasure since falling into the Void and a thin trail of silver and gold coins follows behind it. Characters can collect these coins at a rate of 1d6 per hour and they are stamped with the faces of Roveen kings and dense, illegible text. They come from the remnants of a once-great treasure, now a small pile of 66 coins each of gold and silver.

The only room left intact lies behind a locked heavy steel door. In it are shelves of books, plus a chest full of incantations: *devolve*, *create Void breach*, *fomor doom*, *bind demon*, and *shed the skin*, all of which are described in *Hunger in the Void*. If you don't have this book, substitute other spells for them from a book you do have. In addition, there is slender, obsidian wand, the *Sunarrow*.

SUNARROW

An ancient wand of tapering obsidian measuring 8 inches in length and 1 inch in width at its widest point, this device feels warm to the touch. According to the Roveen, this wand appeared when a brilliant fireball fell from the sky and bestowed mastery over flames to whoever claimed it. The wand wreaked much havoc in the Roveen's world, and some believe it was partly responsible for their world's undoing.

Implement of the Inferno If you make the wand your implement, you discover the Fire tradition if you have not done so already, and you double the number of castings for rank 1 Fire spells you have learned.

Heart of the Sun When you cast a Fire attack spell while wielding this wand as your implement, you make the attack roll with 1 boon and creatures make challenge rolls to resist the spell with 1 bane.

Command the Flames You can use an action to take control of all flames inside a cube of space, up to 500 yards on a side, originating from a point you can see within extreme range. You can do any of the following to the target flames.

- Double or halve the Size of the flames
- Extinguish all flames in the area
- Move the flames in the area to anywhere you can see within extreme range

Curse of the Flame Whenever you cast a Fire spell using the wand as an implement or you use a power from the wand, you must get a success on a Will challenge roll or gain 1 Corruption. Each time you gain Corruption from the wand, fire rushes out from the wand in a 5-yard radius, dealing 5d6

damage to everything in the area, including you. A creature in the area that gets a success on an Agility challenge roll takes half the damage.

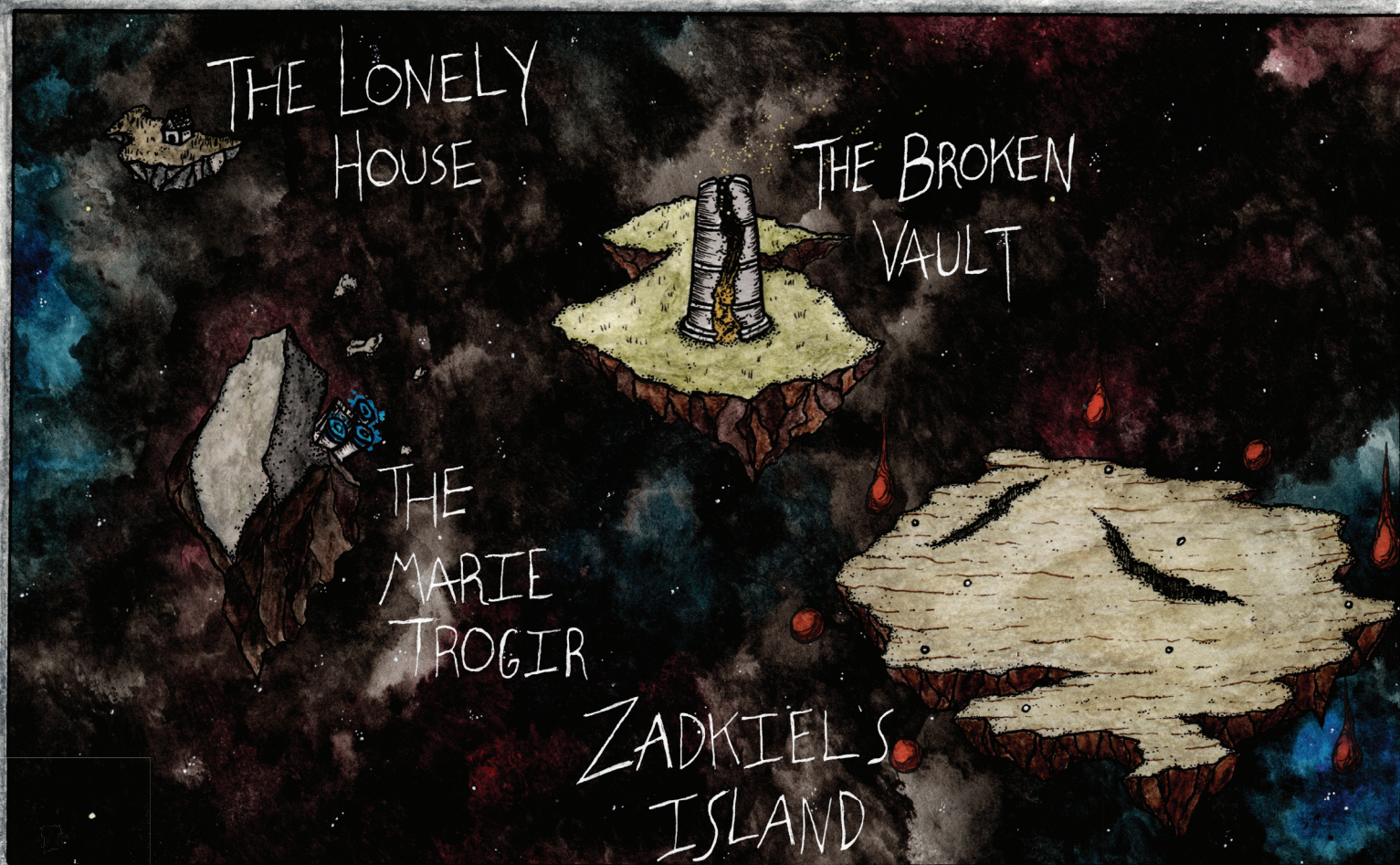
THE LONELY HOUSE

This is a remarkably normal-looking white farmhouse on a small swath of dead grass atop a chunk of stone, about 300 yards in diameter. It contains the corpses of a family of beings of the same blue crystalline race as Zadkiel, though not nearly as powerfully built. Two adults and three children can be found dead in the house. A search of the house turns up 1d3 enchanted objects. If you have *Hunger in the Void*, these objects should instead be demon-bound objects.

THE WRECK OF THE MARIE TROGIR

Embedded halfway into a small chunk of dead stone about 200 yards in diameter is a battered metal vessel. The name *Marie Trogir* can be faintly made out on the side.

Most of the vessel has been destroyed, but three cylinders at the rear still glow with a faint blue fire. Entering the wreck is easy through huge tears in the hull. Within, one room remains sealed against the Void. It contains the skeletons of four Roveen crewmen, all killed by the violent crash. Four



shadows (see *Hunger in the Void*) also lurk in the chamber's corners and attack intruders immediately.

The pilot's chamber at the front of the ship is open to the Void, and a half-dozen formless demons flit about the preserved remains of a pilot of the blue crystalline race wearing a shattered glass helmet.

Any character who gets a success on an Intellect challenge roll with 1 bane can start up the *Marie Trogir*'s engines and roughly steer her. However, once activated, the ship sounds a wailing klaxon, warning of a radiation leak. The crew chamber is sealed against radiation, but anyone in the pilot's chamber is exposed. A creature exposed to the radiation must get a success on a Strength challenge roll with 3 banes. On a failure, the creature is afflicted by radiation sickness. At the end of each hour, a creature with radiation sickness must make a Strength challenge roll with 1 bane. The first failure causes the creature to take 2d6 damage and become fatigued, the second to take 2d6 damage and become slowed, and the third to take damage equal to its Health. Radiation sickness can only be cured by a Life spell of rank 5 or higher that heals damage.

ENDGAME

Sadly, the Sunsets' glum philosophy is accurate: the Roveen's island is doomed. If it reaches the crack opening onto Urth, it crashes into the planet. The Roveen die, and landscape for miles around the community is utterly devastated.

The Roveen are helpless to change their fate, but the group has the power to decide an outcome for the rat-people. If Estreya Scut is alive and followed the group into the Void, she attempts to derail any plan that does not end with the island crashing into Urth. She gives various excuses, such as protecting the Roveen but is, in fact, driven to see Urth open to the Void.

DESTRUCTION

The most obvious way to avoid a collision is to destroy the Roveen's island first, while it's still out in the emptiness of the Void. Destroying the island can be achieved through any suitably cataclysmic magic, or by using the *Sunarrow* relic found in the Broken Vault to make the fireballs orbiting the island shatter it. If the Defiants learn of this plan, they turn against the group.

DEFLECTION

If the group discovers the wreck of the *Marie Trogir*, they might think to crash it into the island, turning it away from Urth. Doing so is possible, but takes at least four successes on Agility challenge rolls spread across two hours. Each failure adds half an hour to

the time it takes to bring the *Marie Trogir* around, aim her correctly at the island, and bring her to ramming speed. Anyone in the pilot's chamber during this procedure is exposed to the radiation from her engines. If this plan succeeds, the Roveen's island is turned away, and continues floating through the void to an unknown fate.

EVACUATION

The group might seek a way to evacuate the Roveen to Urth before destroying their home. If the characters come up with an intelligent plan, you should allow it a small chance at success. As the "happiest" outcome, this should be the most difficult to achieve. At the least, all three families of Roveen must be convinced to leave their home.

The *Marie Trogir* can fit ten Roveen in the crew quarters, if nobody else joins them, and the trip between their home and the crack to Urth takes four hours each way. The Roveen are not smart enough to pilot the ship.

INACTION

If the group doesn't take action, the Sunsets launch an assault on the Defiants and Blueskins, leading to the destruction of the Roveen population. At this point, the group may wish to destroy the island, but if not, it crashes into Urth with the outcome described above.

SEALING THE CRACK

Even if the characters are successful in saving the town beyond the crack, the gap remains open and offers an excellent entry point for demons to invade Urth. This said, breaches usually seal themselves after some time—anywhere from a few rounds to a few years. You could just let the breach snap shut after the group returns—if they return, or you could raise the stakes and have demons spill out. If this happens, more incarnations might descend to Urth to combine their power and seal the crack, an effort involving magic of incredible power that would take several days to complete, during which time demons spill into the world and spread across the ruined Empire. Or, you could expand this adventure and have the group hunt down a cure for the breach in another adventure of your own design. Finally, the group might wish to venture deeper into the Void, leaving their ruined world behind. What adventures they might have and what realities they might find in the darkness are left for you to decide.