

The Void Sword

This retrieval sidequest triggers after the adventurers find out what type of weapon is needed to defeat a great evil. A demonic entity threatens the world and the peace of mankind. This growing plague corrupts everything it touches and transforms it into a mock of itself. A walking nightmare which shall never end. This obscurity can never be damaged by mundane or even magical weaponry. The only thing that can touch the core of evil and madness is metal imbued with the same energy. Secretive monks call such weapons "void blades".

The origin of these weapons is unclear but it is believed they were originally forged during the dawn war, eons ago. During a time when the small races had yet to be born and demons, celestials, and primordialists roamed the planes. The adventurers find out the physical location of one of those void swords. The rest of them were destroyed or lost in time. The sword is reported to be in a temple four days from the capital, near the great mountain range.

This temple is the home of a small cult to the spirit of the night. They are peaceful people who do their best to help their community. Their leader is Great Priest Ardomo. Ardomo appears to be around 50 years old but he is way older than that. The Great Priest was born almost six hundred years ago. He managed to overcome the natural limitations of human life by taking advantage of the magic inside the void sword. The sword is in the basement of the church in an altar that collects its power and channels it to preserve Great Priest Ardomo's life.

While the cult and the priest are reasonable people and will do their best to help. There is no way in which they will accept relinquishing the blade. Removing the sword from the altar in the basement causes the immediate death of Ardomo, as he is living on borrowed time. This rotund negative might force the adventurers to take more dire decisions about the cult and the priest. If the adventurers try to force their way to the sword, the priest and his followers will retaliate with violence. Great Priest Ardomo cannot escape as the void sword cannot be removed safely from the altar, he is bound to stay.

Area Descriptions

1. The temple is located in a beautiful part of the countryside. It is surrounded by rolling hills, trees, and plantations. There are three small settlements within line of sight of the temple. People from those towns visit the church often.
2. The nave of the church is large enough for a small crowd. A statue of the spirit of the night is at the bottom, behind the tabernacle. Great Priest Ardomo can animate the two statues in the room to defend the church.
3. This bare office contains a desk, a chest, and a trapdoor that leads to the basement. The desk drawers have papers and documents pertinent to their religion. The trapdoor opens when the command word "Ardennia" is said.
4. A set of stairs leads to this common room with a dining table, a table with weapons, and three bookcases. In case of attack, the priest orders his followers to defend the basement from this location. They fight valiantly to the death.
5. Great Priest Ardomo awaits here, he can animate the two statues and will fight to the death if needed. Ardomo is a powerful cleric with hundreds of years of training and experience. A veritable opponent, worthy of any adversary.
6. A purple-tinted light shines at the end of this hallway. There is a trap about one-third of the way. Pressing a hidden button causes ten sharp spikes to shoot from the floor. Ten feet of the hallway are affected in this way and any person standing on the area might well lose their lives.
7. A secret panel in **Area 6** leads to this secret storage room. The crates and barrels contain valuable items such as jewelry, spices, and handmade tapestries.
8. This is the Great Priest's secret office. The bookcase features many books that detail the power of the void sword and how he used it to become immortal.
9. The purple glow is revealed to come from an ornated sword on a pedestal. The pedestal features strange sets of runes that glow in a pulsating pattern. The sword is not fixed to the altar and can be removed at any given time. If Ardomo still lives when the sword is removed, his skin wrinkles and ages rapidly. He looks as if he were ninety years old within a minute. After a few more minutes, nothing remains of the good man. The adventurers have obtained their weapon, now they must ponder whether the price they paid was justified.

