Descendants!

1. The Standing Stones - In the Old Wood lies a clearing within is a standing stone circle. It has been there for ages. The stones are carved with crimson glyphs and sigils. If more than 2 players stand within the circle, the ground unexpectedly gives way and the players plummet. No saving throw. As soon as the PCs drop they have a 25% chance to let go of whatever they are holding. Roll for each hand. Any other players hear the screams of their comrades as they fall and can opt to dive down after them - if they are crazy!

2. Sharp Edges - The first couple of hundred feet of the fall are lined with sharp jutting rocks. Make two d20 rolls against your dexterity score. Any rolls over your score result in 1d4 damage.

3. Bola - The adventurer's screams disturb a roosting colony of large bats. That take flight into the path of the falling PCs. Each player takes 1d4 damage as they are struck by the critters (think Fables and Geese).

4. Updraft - Powerful gusts of rising air have a 50% chance to slow the descent of falling PCs and objects. But also has a 25% chance of knocking anything out of their hands (roll once per held item).

5. Spider Webs - Thick sticky strands of spider web span the cavern in places. They occasionally catch the falling PCs, slowing their descent. For each falling PC roll

6. Lights - Glowing fungus illuminates the cave walls in eerie red and green hues. These strange fungal glow heal any PC's passing through their light for 3d6 temporary hit points (this can exceed their maximum for 10 rounds)

7. The Bottom - 3 rounds from the bottom, the PCs can see make out the floor and adjust their positions to land somewhere softer. Each player can make three "positional rolls" (one per round) to increase their landing zone percentage chance up or down by 5% per successful dexterity check (see below). The bottom is damp and scattered with stalagmites and huge clumps of spongy mossy ground. Any landing PCs will take 26d6 falling damage modified cumulatively as follows:

   - Using shield or similar object, to slow descent (-1d6).
   - Using cloak or robe as a parachute to slow descent (-2d6).
   - Slowed by the updraft (-3d6).
   - Slowed by the spider webs (-3d6 per strand hit).

8. Chamber of The Descendant - At the bottom of the cavern floor is a dark, rough hewn tunnel. It twists 80ft then becomes worked stone. A further 50ft slopes upwards to a 50ft square room. The ceiling is carved with crimson glyphs and sigils. The floor is keyless. Behind the door is a solid wall. The floor is keyless. Behind the door is a solid wall. Access into the room beyond is by climbing up the corser 25 feet back from the door (the opening is magically concealed by illusion to look like the stone floor). Beyond the door is a 50ft square chamber with a golden sarcophagus in the corner. The sarcophagus is empty except for a small crumbling piece of parchment scrawled in ancient text that reads: "You descended here only to find nothing? You failed!" There is however, 1 copper piece on the floor scattered amongst the dust and crumbling masonry.

Getting out? In the corner of the tomb is a secret door that leads into an underground cavern system. Eventually this can lead to the surface or further adventures.

This adventure involves a huge vertical cave some 5 miles deep into the earth. The players fall through a sinkhole inside a standing stone circle and plummet like rocks!

The fall from standing stones to the cavern floor takes 2 minutes (or twenty 6-second rounds) if uninterrupted (think wizard/demon fight in popular movie).

They have numerous encounters on their way down, and if they are lucky, might get to the bottom alive. Any PCs looking up see the...