

# OUT OF TIME!

**Overview:** The party is tasked by the mage guild to investigate one of their member that had become obsessed with the research of Petros Alerack; his master that had disappeared mysteriously almost a century ago. The party tracks the mage to his master's old sanctum but arrive just in time to see the mage activate some strange magic. Soon, the world shift as the reckless magic has folded time onto itself!

## TIME PORTALS!

Time portals have randomly appeared throughout the complex, allowing the characters to freely travel from the past (blue side of the line) to present (red side of the line). These portal are marked as **blue** and **red** ovals on the map.

## NOTABLE FEATURES OF THE DUNGEON:

The dungeon was carved out of the local sandstone. In the past, the dungeon was brightly lit by magical enchantments cast on sconces. In the present, these enchantments have faded away, leaving the dungeon in shadows and most of the complex is damp. The floor tiles are cracked and dust and patches of mold cover most surfaces.

**1: Entrance gate** In the past, this gate is closed and locked, there is a complex bas-relief of abstract motifs by the side of the door. In the present, a skeleton is prostrate near the door, a javelin sticking from its back. In its hand, a moldy journal indicate the combination of motifs to press to unlock the door. Unfortunately, the bas-relief has now crumbled away due to humidity, so the characters will have to travel back in the past to unlock the door.

**2: Laboratories** This area used to contains Alerack's laboratories. In the past, this area was guarded by a construct, but he is inactivate in the present..

**3: Unfinished corridor** The corridor facing the laboratory is unfinished with another construct, with picks in place of arms, hammering at the stone wall. In the present., the construct continue its tireless attempts at digging, but the picks have been long worn out and the construct only uselessly swings worn out stumps at the wall.

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**4: Library** The library is inhabited by a mimic. In the past, this creature camouflage itself as a bench similar to the one facing it and placed itself between two statues. In the present, the bench has crumbled away and the mimic now disguise itself as a third statue.

**5: Bridge** This area is marked by a lava-filled chasm. In the past, a delicate looking bridge span this chasm, but it has now long collapsed, leaving a 15 feet gap.

**6: Internal gates** This area used to be closed by a set of locked door, that have collapsed from their hinges in the present.

**7: Wizard's personal quarters** This area is still inhabited by Alerack's familiar. However, it has now grown to a larger, adult size (for example, use a **Grick** and a **Grick alpha**. In the present version of the room beyond, the plaster has collapsed revealing a secret cache where Alerack hid his spellbook. Unfortunately, the spellbook itself is equally damaged and worthless. However, in the past, the plaster is still there, hiding the compartment, and the spellbook therein is still intact.

**8: Patch of Violet mushroom** A patch of dangerous violet mushroom occupies the present version of this corridor. It is absent in the past.

**9: Reception room** Alerack had started working into constructing an impressive reception/throne room. The spectacle in the middle of the room explain why it will never be finished: When the ritual was completed, overlapping past and present; both caster got brought together and fused into a grotesque caricature of a humanoid. Their bodies welded together, they are in terrible pain and pass randomly between the two time-points. Pain and the confusion from the ritual has unhinged the wizards and they are aggressive and volatile.

