

Welcome!

You have entered an Alteration Device Reinforcing the Integrity of Subjective Time — a “time machine”, or **ADRIST**.

You may be accustomed to thinking of time as a single thread, with the present moment like the eye of a needle through which it's drawn. That may have been adequate before, but you are a time traveller now. Time, you see, is a big ball of wibbly-wobbly...ahaha, no. That is a story for infants! The thread of time, or **Timeline**, is looped endlessly around an exotic higher-dimensional structure known as the **Timesphere**. The endless self-similarity of history is influenced by the Timeline's repeated passage past various features of the Timesphere's paratopography.

You are no longer confined to the Timeline. The ADRIST is capable of diving *through* the Timesphere at arbitrary angles, reconnecting with the Timeline at the other end of its trajectory. Unfortunately, departures tend to slightly disturb the Timeline's position on the Timesphere's surface; because you are listening to this pre-recorded in-flight message, you must sadly assume that it is not possible to return home, due to negligible positioning shifts rewriting your entire family tree/historical development of your geopolitical region/evolutionary sequence through which all life arose/et cetera. Good news, however! The ADRIST protects you from such effects, Reinforcing the Integrity of your Subjective Time experience!

You are a time traveller now!

Details:

The ADRIST appears as a inconspicuous door in some convenient blank vertical surface. The door is indestructible, and leads directly into the control room. The interior is an artificial demiplane: you can explore infinitely far, but uninhabited spaces slowly delete themselves — as do the distances separating inhabited spaces — until all inhabited spaces immediately adjoin the control room, which is permanently stable. The ADRIST can be launched across time, taking 1d6 subjective hours to arrive; it needs 24 hours to recharge before launching again.

Opponents:

The Maestro: a cackling villain.

[Ridiculously convoluted plans, terrible need to impress you]

Robo-Persons: the terrors of time. A forcibly hegemonising hive of cyborgs.

[Heavily armoured humanoids]

Revisionist Historian-Assassins: deranged academics from the end of time, determined for their pet theories to be true — whatever it takes. [Lightly armoured ruffians: ultrasharp daggers & single shot per combat beam pistols]

Causality Terrorist Dinosaurs: fighting a guerilla time-travel war against saurian extinction. [Think the human resistance from the Terminator franchise, but...dinosaurs]

Where are we this time?

- 1 Shores of plantless, prehistoric primordial sea
- 2 Brutalist complex full of 1950s retrofuture robots
- 3 Escherian gravity-bent glass & ferrofluid maze
- 4 Indeterminate Be Olde Past
- 5 Dragged off-course by Kirby-crackle Space Gods
- 6 Wilderness, very like a disused Welsh quarry

And what's gone wrong?

- 1 Machinations of rival time traveller, the Maestro
- 2 Invasion of the terrible Robo-Persons
- 3 You're right in a warzone!
- 4 Hunted by Causality Terrorist Dinosaurs
- 5 Need to find Spare-Partanium to fix A Thing
- 6 Right now, it's shore leave or murder each other

Oh no, a complication

- 1 Trusty camel-droid UNGUL-8 has wandered off
- 2 IMPENDING UNIVERSAL DOOM!
- 3 Some grubby local children need saving
- 4 Locals have impounded the time machine
- 5 It's you from the future/past demanding help
- 6 Historical Revisionist-Assassins from far future

There had better be loot!

- 1 Shining Trapezohedron of Omniknowledge (A-F)
- 2 Shining Trapezohedron of Omniknowledge (T-Z)
- 3 Fully functional android replica of Elvis
- 4 Food supplies! Goodbye, Vitamin Gruel!
- 5 Local pop culture to stave off cabin fever
- 6 Swap an NPC travelling companion for a new one