

THE CHRONOMANCER

The spirit of the Chronomancer lives: trapped in time, waits the end of all things. In the Palace of the Autarch, past, present and future converge to create a dissonant harmony that has already taken many lives. Will you be strong enough to survive this madness? Will you find his Chronoglobes?

Into the Palace there is no more a way to find some regularity or reference to visit rooms and places. Every time PCs pass through doors/accesses roll 1d12 to see in which room/place they're entering.

RES	ROOMS/PLACES
1	Great Hall: Tapestries and decorations all around in the room
2	Prison: A very long corridor with cells on both sides
3	Courtyard: A giant garden with labyrinth hedges and groves
4	Noble's restroom: A rich and opulent room full of precious things
5	Servants' restrooms: Hundred of wardrobes full of useful things
6	Tower of Knowledge: Benches to meditate, to see through reality
7	Library: Huge shelves with thousand and thousand of books
8	Laboratory: Stills and tools for Chronomancer studies
9	Mirrors' Hall: Reflect the lives of those who are here as if they had made different choices in past lives
10	Corridor: Statues, mosaics and frescoes of the finest art along it
11	Youth Pool: Water from underground source, restore youth
12	Chapel: A sacred place for those who need to hear Gods voices



Roll 1d12 each time PCs change room. Add +1 to result for every disrupted Chronoglobe.

RES	YEARS	TIME	EFFECTS
1	-100	The Palace in all its splendor: opulence over every imagination	Roll twice on Friendly Encounters, PCs find a great treasure
2	-80	Objects and furniture return to raw material after Chronomancer disappearance	50% chance a piece of equipment used by PC returns to raw material
3	-60	In the Palace it can be heard Chronomancer screams in despair	Roll twice on Encounters: one from Past and one from Present
4	-40	The Chronomancer reappear, all things in the Palace seems confused and vague	Stairs could bring to ceiling, corridors could be long to infinity...
5	-20	Everything appears smoky and elusive	PCs can't grab anything
6	0	Everything is preserved in good conditions	-
7	+20	Time lags force things in the Palace to decay	50%: +2d10 years; 50%: ruin equip
8	+40	A violet vortex cause the ambient to collapse and ruin: floors open on eternal void	Checks to not fall in void, who falls: reach next RES in Time
9	+60	A time loop which repeats events from 1d4 last visited rooms	PCs have disadvantages/malus on check rolls while in this time
10	+80	The Chronomancer succeed in stopping time for two decades: all becomes gloomy and grim	Room 12: evil gods champion; Room 10: wash to be a never born: PC dies
11	+100	The Palace cease to be: the darkness is illuminated by stars' light over the time	Material things decay and PCs move through indefinite space
12	101+	Past, Present and Future collide	Roll three times and add results

Purpose

The Chronomancer gained his power from 1d4 Chronoglobes he created (roll as many time as obtained result on Rooms/Places to see where can be found). But, lost the control on objects of his power, was imprisoned in time. Destroy them to free him.

NOTE: after PCs destroy the last Chronoglobe, will appear the Chronomancer. If PCs have met him: 1 time → he will thank them and ask to be killed, tired of this world; 2 times → he will travel into time again, leaving this world; 3 times → he will fight PCs to imprison them in the Palace, nullifying their efforts. If rolled on Encounters. the Encounter last to a max of 2d4 rounds.

Roll on Encounters every time PCs change room: 1d4 for Past (RES 1-5 on Time), 1d4+4 for Present (RES 6 on Time) and 1d4+8 (RES 7-12 on Time) for Future Time Encounters. Roll 1d4+12 for Friendly Encounters when needed.

RES	ENCOUNTERS
1	3d8 inhabitants of the Palace, gone mad
2	Maiden guides PCs to: roll on Time; PCs: +1d10 years
3	PCs' copies from their childhood, if killed let PCs rejuvenate by 4d10 years; 3 rounds or +4d10 years
4	Chronomancer: 1° round → forces PCs to grow old by +5d10 years, High ST; after: +1d10 years at hit
5	Adventurers, convinced killing PCs will free them
6	4d8 dark shadows of dead Palace's inhabitants
7	PCs' evil copies from few secs ago; PC who sees his copy roll ST, failure: disappear → copy is now the PC
8	Chronomancer: each PC must roll on Time and Rooms/Places tables to be brought there, High ST
9	Adventurers come to avenge their land afflicted by time lags; 5d6 arrive to PCs to kill all life in Palace
10	Maiden guides PCs to: roll on Rooms/Places
11	PCs' copies from future, must kill their doubles
12	Chronomancer: time rewind; PCs restart the adventure from the beginning, all return as it was
13	Nobles from distant lands with precious gifts
14	Wizards sent to discover Chronomancer studies Know how to destroy a Chronoglobe
15	Adventurers/survivors from past times Help PCs in the next room
16	Adventures from future (30%: PCs themselves) Help PCs in 1d4 next rooms of PCs choice

