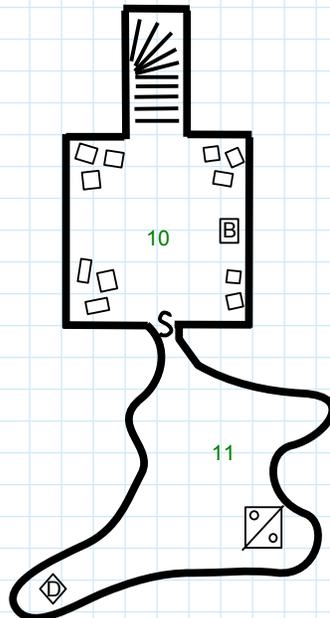
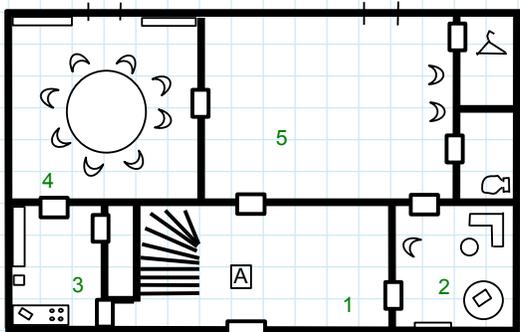
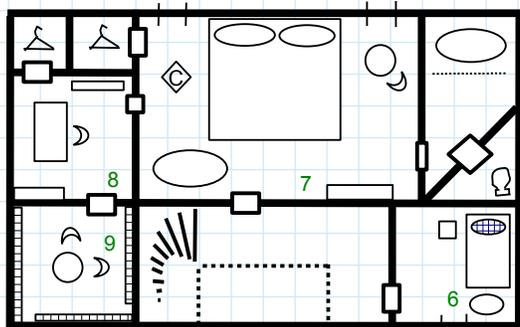


# Mystery of Godzina House



**Symbol Key**

- Chair
- Closet
- Bathroom
- Window
- Incoming Portal
- Outgoing Portal
- Lady Godzina's Temporal Device
- Secret Door
- Stacked Boxes

**Portal Destination Table**

1400 BC	60113	2011
1881 AD	2011	1929
1929 AD	1400	6011
2011 AD	2418	1929
2418 AD	1881	1400
60113 AD	2418	1881

## Background

Godzina House, the main building of a small manor in an obscure part of Poland, has become untethered in time shortly after the party's arrival. Outside each door and window is an impenetrable field of swirling colors. Any time-traveling powers or vehicles owned by the party do not work within the House.

## Other Temporal Wanderers

1d6+1 of indicated type enter via whichever of portals A or B the party did not use whenever they enter a time period for the second time, or when the plot needs moving along.

1. Russian Soldiers. Roll 1d6+14 to determine century of origin, then pick a year as appropriate.
2. Germanic Soldiers. Roll 2d6+8 as above.
3. Wild Animals. (1-2): Wolves, (3-4): Small Dinosaurs. (5-6): Prehistoric Mammals
4. Mechanical Life. (1-2): Humaniform Robots, (3-4): Utilitarian Robots, (5-6) Cyborgs.
5. Humanlike aliens. (1-2): Posthumans, (3-4): Shapeshifters, (5-6): Mutants
6. Aliens. (1-2): Insectoid, (3-4): Reptilian, (5-6): Lovecraftian.

## Portals

The Time Portals in Godzina House are caused by the malfunctioning Temporal Device in the basement cave. They are one-way, transporting anyone who touches an entry portal to the corresponding exit portal as noted on the main key. Touching an exit portal does nothing. It is possible to carry large objects or even people through them, but most NPCs will object strenuously to such a journey. They appear as swirling cubes of color. Consult the chart (left) to determine destination.

### 2011 AD

1. Foyer, Butler Adam Sobczak greets guests. Party first arrives here.
2. Den. The Elephant Gun on the wall is functional, but unloaded
3. Kitchen. Apolonia Godzina prepares dinner.
4. Dining Room, Currently empty
5. Living Room. Guest Simeon Duda tells of mad old Countess Godzina between oxygen tank hits.
6. Guest Bedroom, Unused
7. Master Bedroom, Locked. Apolonia has key
8. Office. Safe contains handgun, ammo
9. Library. Stocked with Romance and History
10. Cellar. Contains a wood stepladder. Secret door is high undetectable without prior knowledge.
11. Cave. Forcefield protects time machine.

### 1929 AD

1. Policeman Jacek Gorski is investigating murder of Jan Duda, lover of Kamil Godzina.
2. Jan Duda's corpse is here, shot twice.
3. Chef Karol Kaminski frets here.
4. Uneaten food covers the table.
5. Furnished as a dance hall, but guests (2 men, one woman) just loiter by the well-stocked bar.
6. Jerzy Nowak, the unrevealed killer stays here
7. Kamil Godzina frantically tried to understand.
8. The murder weapon is wedged behind a cabinet here. Another gun is in a locked drawer.
9. The Door to the Library is walled over. Inside are the skeletal remains of Lady Isabela Godzina and, shelved, her manuscript on Temporal Physics. Required reading to repair Device.
10. A functional dive suit stands against a wall.
11. Forcefield still active here.

### 1881 AD

1. Butler Leon Sobczak greets guests
2. Neighbor and Thief Jozefat Zajac here, has

lockpicking tools.

3. The Kitchen has been unused for some time
4. The place settings are covered in dust.
5. Kodrad Godzina, uncooperative brother of Isabella, is searching for the Lady. Has keys.
6. Isabella has been sleeping here, and rarely.
7. The Bed her hasn't been used since Henryk first took ill five weeks ago.
8. Locked. Unstable teen Kasper Godzina paces, unable to deal with orphanhood. Is armed.
9. Locked. Lady Isabella is here, dead from heart attack, after writing last note on how her Device was not sufficient to preserve Lord Henryk, then malfunctioned when she tried a power loop-back.
10. Explosives and heavy munitions stored here.
11. Forcefield still active here. Science check can analyze power source: should last >50,000 years

### 2418 AD

1. Four burly guard thralls guard the stairs, and do not let anyone pass to the upstairs
2. Sleeping Quarters for thralls here.
3. Three surly thralls prepare food. If the trust of these genetically engineered servants is won over, they will allow access to the basement.
4. Two overworked thralls are cleaning up here
5. A dozen sullen thralls operate fabricators here
6. Discipline room. Currently unoccupied; the library key is lost here.
7. Mistress Walentyna Godzina, a genetically engineered 'superior' posthuman of great charisma, lives here. She regards baseline humanity as little better than her thralls.
8. Documents and money are stored here.
9. Locked. The books disintegrate when touched.
10. Ten scared thralls hide here. They may show how to open the secret door to people they trust.
11. 2 Rebellious thralls hide here. The time

machine's forcefield is still in place.

### ~1400 BC

11. Cave. The manor has not yet been built. The cavern mouth extends through portal B to the surface, where Portal C hovers 7 feet in mid-air

### 60113 AD

1. Much of the roof is gone and the air is toxic
3. The door is sealed, trapping some good air.
4. Most of this room has been destroyed.
7. The only remnant of the second story is the unsteady floor here.
10. Skeletons of some of Earth's last survivors
11. The time machine's shield is down. Repair requires book and a hard temporal mechanics check or a nigh-impossible general science check. Destruction requires serious firepower.

### Temporal Resolution Table (2d6)

- +1 for every two other temporal wanderers still loose in any time zone, to a maximum of +3
- +1 for every two NPC deaths in the past, to a maximum of +3
- +3 if the house has been burned or suffered major structural damage in any time zone
- +1 to +3, GM's option, if the party has caused any other causality paradox
- 5 if the Device was repaired, not destroyed.
- 5 or less: Party returned to their home time.
- 6-7: As above, but with minor timeline changes (I.E. President Hillary Clinton)
- 8-9: As Above, but with major timeline changes (I.E. Limited Nuclear War over Cuba)
- 10-11: As Above, but with massive timeline changes (I.E. Ottoman domination of Europe)
- 12: Party stranded in Jurassic Era
- 13+: Quarter of Milky Way erased from spacetime in enormous temporal rift.