

Time Shear

Daerin hit it with his pick and all hell broke loose.
-- Durin Stonedelver, Foreman

In the depths of a mine, Dwarves unearth a source of magicks. Striking the object causes an explosion of energy tearing rifts in time and space. Worlds overlap. Can you rescue them? An adventure for 3-4 4th level PCs.

(A) Elevator From Surface

Starting point for the rescue

Scale:
←→
10'

Ancient Dinosaur Terror

Area: A clearing in a dense hot and humid primitive jungle.

Encounter:
(B) 2 Deinoychus CR3 hidden in brush
(C) 1 Pteranodon CR3 over clearing in air.

Hazard: DC 20 vs. Intelligence else lose your way in the vegetation.

Future Robot Menace

Area: A gleaming metal and stone tunnel, crisscrossed by walkways. Every minute a high speed train zooms thru.

Encounter:
(D) 2 Necrophidus CR3 one under each walkway
(E) 2 Clockwork Warrior – at doors

Hazard: DC 20 vs. Strength else sucked off platform by train.

Atomic Undead Wasteland

Area: A clearing, between ruins filled by a constant storm of hot dust and sand.

Encounter:
(F) 4 Hell Hounds CR3 – scattered about, controlled by (G) 1 Dust Wight CR 3

Hazard: DC 20 vs. Constitution per round else 2D6 Radiation damage

Trapped Miners

In a tunnel at the end of the line

