

Roseberry and Time

By Alexander Hobsbawn

You are all playing parallel timeline variations of a legendary wizard. You have each individually returned to the past, having tracked the location of a divergent point in history. You intend to right the event that as been changed and repair the timeline. Should you fail, the timeline will start again, create a new version of you, and all of you would be able to start again. Right? You are: [Two players must take each endpoint, roll 1d4 for each other player, rerolling repeats]

Giordano, The Time Painter	Jourdain, [1] The Time Chevalier	Jordaen, [2] The Time Rebel	Jordän, [3] The Time Hero	Judd, [4] The Time Slinger	Jordan, King of Westmount
Rich, artsy snob Came for his rabbit familiar, Roseberry	Chivalrous Altruist Sent to prevent the fall of technology	Anarchist against a tyrannical empire Here to stop its rise	Champion of part of a divided country Will undo their split	Self-serving thief Wants to alter time as benefits himself	City-builder from a future hellscape Here to stop the fall
Illusion Specialist Dagger & Cloak	Healing Specialist Rapier & Dagger	Fire Specialist Grenade Belt	Teleport Specialist Flambard	Weapon Specialist Double Pistols	Water Specialist Sniper Rifle

(Finale)
Once the dragon is defeated, Roseberry will get up, and explain everything. Then, a few dozen clones of Roseberry appear, along with an illusion of Jordan that reveals:
"Don't let any of them touch the pillar of light! They can use its energy to jump back through time to overwhelm us. I'm so sorry, but we cannot be safe until we kill Roseberry."

(3)
A blind crone has a one-time offer of one eye for: a punjab lasso (magic auto-affixing noose) OR an invisibility Ring ("makes the light shine right through you")

(4)
This section of the river has been carved smooth. It appears safe to slide to the pool below. An inscription reads *SHORTCUT*

(1)
The PCs all appear one at a time in the forest outside. After they all arrive, one of them gets suddenly jumped by a wild boar.

(2)
A violet light emerges from the pit. All opaque objects levitate up the central column. Magic cast from within the light is enhanced.

(Roseberry's Plot)
Roseberry has been using the nexus of arcane power from this location to dominate an influential revolutionary named Khalem about to change the world. But Roseberry is small-minded and indecisive. He hasn't planned what he wants to make Khalem do, and only knows that he wants it to be a "positive" change to society. He has watched the PCs through Giordano's eyes, searching for inspiration, and has come to a realisation. Every time he constructs his new timeline, it creates a new version of Giordano who is more serious, dangerous, and likely to stop him. Jordan terrifies him. So Giordano has made a decision that in this, hopefully his final timeline, he will lead the revolution to outlaw all magic to prevent Giordano from ever learning magic, if he exists at all.

(5)
A clear ooze hides within the pool. From caves comes a kobold ambush

(6)
Some kobolds flee into the burrows, run around and back to the exit. They break open a keg of oil and ignite it to trap the PCs inside.

(7)
The lowest chamber is visible from this level. The light extends to the flat ground. Creative players may find a way down.

(9)
Large Dragon with shiny copper-edged emerald scales. It arises from a bed of gold and electrum coins to slay any and all intruders. It's true hoard is across the river and Roseberry "sleeps" atop it, as the dragon's pet rabbit.

(8)
There is a sealed door. Around the room are seven pressure plates. These plates automatically require more and more pressure as they are pressed, and reset when they are freed. They must all be somehow pressed simultaneously.

