

INTRODUCTION

This dungeon only has one room, which occurs at eight different points in time. If one leaves through the left door one goes back in time, and if the right door is used, forwards in time.

Anything broken or left in an earlier point of time will remain in a later one, until interfered with by an entity.

If anyone **escapes the time field** of the room (for example by walking right at +300 years) they will age 10% of towards their time-appropriate age per minute.

TIMELINE (BEFORE PLAYER MEDDLING)

- 400y: compound nearing completion. Workers and priests still arrive every day.
- 300y: closed off for 90 years. The lone **corpse guardian** stands in the room.
- 200y: the first break-in left a hole in the roof, at this point covered with a stone.
- 100y: a lonely person desperately tries to hold shut the door to the **Central Coffin**. They are lost, and confused. They were a henchman to the people at +300 years, but fled when the broken **crystal wall** aged someone to death. They *don't* know that there's only one room and time travel.
- Present: the roof has been breached, and the party can enter. The room is visibly aged by this point.
- +100y: the room is unusually dirty and messy. Moldy junk litters the place.
- +200y: the room shows clear signs of wear, especially from mining tools (and even explosives) but somehow cleaner than +100y. The **Crystal wall** is fractured.
- +300y: just before the party enters another group has broken in and stolen the **hourglass**. Two time-killed remain, affected by the **crystal wall's** opening.

HOOKS

> The Empire has fallen! The priests have used postcognition spells to determine what went wrong. It's up to you to retrieve the hourglass so time can be rewound and the empire restored.

> The lich-to-be Artaxes is about to die of old age. He just needs another 200 years to finish the necessary spells! He'll pay well for a device that allows him to.

> There's a huge bid on the black market for a certain golden sickle. A master assassin wants it.

2 m
or
7 ft.

DESCRIBING THE ROOM

The murals of -400y fade and become covered with graffiti as time goes on. By +300y the walls are smooth, bare stone. Only the **floating woman** is unaffected by the decay.

Don't tell the party outright that it's a time-travel room, but say something like "It's is near identical to the room before it". They'll figure it out.

Also, dust and liquid arranges in a clockwise circular pattern centered on the woman.

LEFT STANDING COFFIN

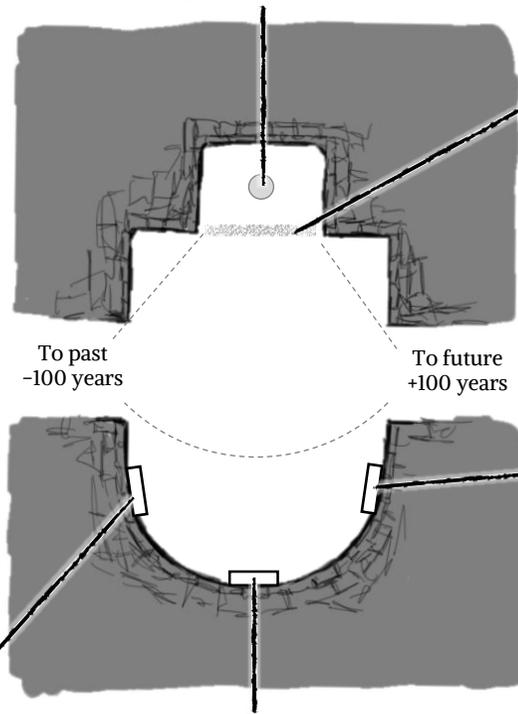
A tough stone coffin. Inside are rows of offerings. There's oils (spoils at -300 years), wine (spoils at -100), all in golden vessels. At -400 years only, there's also the golden **ritual scythe**.

FLOATING WOMAN

A young woman, hair and clothes floating as if in water together with small droplets of blood. Her neck is marred by a thin red line, and an **hourglass** necklace hangs around it.

If the **crystal wall** is broken, she will collapse outwards, blood now freely spraying from her cut neck, dead within seconds.

At +300 years, this has already happened, and the body lies in a pool of warm blood on the floor, the **hourglass** gone.



CENTRAL STANDING COFFIN

A tough stone coffin. Within stands the **corpse guardians**. They'll come out within at most a few minutes of anyone entering the room. The defeated ones are replaced by any corpses left behind, so the roster is everchanging. This means any killed party members may appear.

ITEMS

Hourglass. Externally normal, but the bottom has a hole through the inside only, where the sand disappears forever when used to slow or accelerate time for the user. It can reputedly rewind time globally during a certain ritual.

Ritual Scythe. Small golden scythe, strong as good steel. Any damage it deals has been retroactively applied 1d100 years ago (time tripled against inorganic materials). Unless it kills, it just leaves scars on people.

CRYSTAL WALL

A foot thick clear, faintly faceted crystal, indestructible and unaffected by any magic.

At -400 years, the wall is not yet fully stable, and at +200 years it has cracks. In either of those cases, it can be broken, with effort.

At +300 years its already broken.

If the wall is broken, anyone in the cone is aged 2d10-11 years, rolled for each separate body part, while the **woman** falls and a rending, dusty wind is rolls over them.

RIGHT STANDING COFFIN

A tough stone coffin. Inside is the stashed corpses lost robbers and any other trash. It gets rather cramped over time. There's likely to be (mostly rusty) weapons and tools.

CORPSE GUARDIANS

- 400y: *no guardians*
- 300y: a overly armed one-man-army
- 200y: pair of flashy adventurers
- 100y: a mummified tiger
- Present: trio of weak tomb robbers
- +100y: a dozen beggars
- +200y: five miner-sappers (with tools)
- +300y: *no guardians*