



2. This room has bones and minor treasure from dead adventurers. It is warm and can be used to rest in. It is moderately easy to climb up into.

1. Climbing down the tree the characters experience the tree going from dead to alive, including many bugs and strange noises. Climbing down is an easy task to accomplish, but very claustrophobic.

3. There are a small group of man sized crabs in here, 3 to 5. Among the trash is a golden star shaped talisman. It is very old.

4. This room connects to sulfurous springs. It is poisonous to breathing creatures. There is a silver triangle talisman in the bottom of the room.

6. Placing the talismans here summons Ahrbzu.

5. A female hermit lives here who rambles about the monster below. In the back of her cave is the iron rune talisman.

7. Ahrbzu's Lair. Defeating the serpent banishes it for a thousand years. There are treasures here

The Tree of Sunken Yesterdays

By SM Hillman

Beneath a small island off the north eastern coast of the Olde Empire lies a primordial beast. The locals call it **Ahrbzu**, an ancient sea god that demands regular sacrifice. Ahrbzu is in reality the first sea serpent, created from the nightmares of long dead gods and trapped in a dimension with exits to either the ocean or the caverns beneath the island.

In five days the daughter of Garlan is going to be sacrificed to Ahrbzu and there is nothing he can do about it. So he is willing to pay well to any adventurers who will kill the beast.

The Dungeon

- All rooms are as wide as they long. The dungeon is vertically align, not horizontal
- The dungeon is made of stone, carved from the earth
- There are no natural light sources
- The climbing surface are wet

Time Waves

The island itself goes backward through time. Waves of time change wash through the entire dungeon. Once every ten minutes the dungeon experiences changes. **Roll 1d6**

1. Characters age 5 years 2. Characters de-age 5 years 3. Characters suffer damage. 4. Characters are all healed. 5 – 6. Characters must relive their last encounter.

Ahrbzu is unaffected by the time waves. If defeated it will disappear for 100 years.

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