

THE CRYPTS OF TIME

KEY

- Red – Crypts of Yesterday
- Blue – Crypts of Today
- Green – Crypts of Tomorrow
- White Lines – Time Tunnels

Crypts of Yesterday

Roll 1D6

1. Younger Version of character
2. Medieval Knights
3. Primitive Hominid Tomb
4. Ancient Sorcerer
5. Alien Tomb
6. Temple of a Titan

Crypts of Today

Roll 1D6

1. Steampunk Assassin
2. Mausoleum
3. Steam Ship
4. Museum of the Ancients
5. Cathedral of a Dead God
6. Character meets themselves

Crypts of Tomorrow

Roll 1D6

1. Devastated Shrine
2. Evolved Cannibals
3. Old version of character
4. Empty Space
5. Computer Core
6. A Door to Yesterday

White Lines – Variable tunnels that lead to the crypts.

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