



Now & When? by Vance Atkins (leicestersramble.blogspot.com)

The PCs have learned of a mage with a rumored powerful teleportation device – perhaps they will barter, negotiate, or demand transport by force. Either flung into the future, or discovering the ruined tower for the first time, the PCs may seek out operation or salvage of this device. If they have been transported, its purpose will be clear. If not, clues at the workshop will indicate the device’s true function.

1st level: The entrance is guarded by four 2nd level men-at-arms and Aldaveus Quibin (3rd level wizard, *Wand of magic missile*, 1d12 charges). Inside, four rooms comprise the barracks (564 gp of crap), storage, and a pantry. The damaged 1st floor is now occupied by two displacer critters (4 & 6 HD) drawn to the place by its temporal hum.

2nd level: Here are Quibin’s quarters (spellbook, 328 gp of goodies) and the tower’s kitchen. Aldaveus Quibin (5th level, *Staff of spell storing (magic missile, pyrotechnics, hold person)*, 564 gp of trinkets), now aged and mad, still guards the tower as a shrine. He accesses the 2nd floor via a rope ladder to avoid the displacers below. Injured during the flawed teleportation, he is now half-blind. “Do not disturb Master he is working!”

3rd level: Onzethar Odore (9th level artificer/theorist) has his quarters and workshop here (Library with 1785 gp of knowledge). Locked in the northwest room is a glassblowing forge with one pail each of red and blue “sand” (ruby and sapphire fragments). Odore is all but certain that his device will teleport the PCs to their desired location via the “arcano-physicks of space-bending.” The southeast room is filled with debris from the 4th floor collapse, the remnants of the study and forge are in the west rooms. Tattered and water-stained books depict schematics and show a color wheel with notes on coordinates. Violet is highlighted with margin notes saying, “Miles/years!?! Confirm axis parameters!”

4th level: If the PCs enlist/coerce Odore to operate his device, they stand at the focus point on the platform. The PCs observe Odore

nest and spin the bowls on a pylon. The colors shift, revealing violet fading to white as device activates. He gives a thumbs-up then pauses, saying, “Oh, no.” A flash of light... and the PCs find themselves outside of the tower, now in a damaged, disrepaired state. The southeast floor has collapsed. The barely-stable platform contains the remains of the damaged ‘teleportation’ focus. The red bowl is still in place, but the blue one is missing...

Roof: The tower’s rooftop deck is covered with herb garden planters and a small tripod-mounted brass telescope (154 gp of seeing). A wyvern has crafted a nest filling the upper level, obsessively collecting blue items, including the blue bowl. There is a 1 in 6 chance for anyone in melee on the roof to fall through the floor. Besides the bowl, there are enamel and porcelain cookware, a +1 *shield*, glass bottles, some drapes, and a sapphire necklace (790 gp of azure).

If the PCs travel to the “Now” (whether returning or for the first time), there are good odds that they will surprise Onzethar Odore. He will react accordingly as a high-level mage...

Time travel success?

1-3. Flung into the future...

4-6. Returned to “Now” timeframe.

+1 for round trips to “Now” (Timey-wimey rules do not allow time travel prior to the existence of the device.)

Temporal fallout effects (roll as wandering monster):

1. Random character ages 1d10+2 years.
2. Random character cloned for one hour: clone exists 10 seconds in past.
3. Wrong season viewed outside window.
4. Party repeats last turn.
5. Extinct animal appears (1-2: angry; 3-6: harmless)
6. “Ghost” of Odore appears. Attempts to manipulate the device.

