



### Room Key:

1. **Entrance:** A heavy iron door in the bulwarks' inner wall leads to a steeply sloping stone staircase. A temporal event (see descriptions below) occurs as the PCs enter the facility.
2. **Gowning Room:** Small lockable closets rest along the walls, and a wooden bench spans the center of the room. Some closets are locked. The room contains canvas research smocks, researcher's personal effects, minor valuables, scattered notes, etc...
3. **Research Library:** Floor-to-ceiling bookshelves are filled with bound volumes and research notes. Several comfortable chairs and a heavy wooden writing desk adorn the room.
4. **Demonology Room:** Chapel accoutrements and numerous grotesque statuettes fill this chamber. The walls become increasingly rough-hewn and pockmarked, in stark contrast to the sharp-edged obsidian altar at the far end of the room.
5. **Bestiary:** Metal cages line the walls, which may be occupied at the DM's discretion. Activating a lever on the north wall opens an egress in the ceiling with access to the courtyard above. The opening is used to raise/lower equipment from the room.
6. **Sampling Booth:** Shelving with empty glass vials, strange tools, numbered brass ear tags, and other curiosities.
7. **Rat Nest:** Several albino dire rats have dug a nest into a soft part of the wall, and have filled it with shiny implements. (Perhaps this area contains a key or other necessary component for fixing the Paradox Limiter.)
8. **Alchemical Labs:** Advanced equipment used for alchemical experiments and potion creation. There might be several in-process but unidentified samples.
9. **Reagent Storeroom:** This area smells strongly of herbs and other alchemical ingredients, stored in neatly labeled jars and bins.
10. **Firing Range:** Sections of blasted and burned stone establish this area as a weapon-testing gallery. The target dummy is a copper golem, which activates upon entering the room. (A magical copper ring is normally used to control the golem.)
11. **Staging Area:** This low-ceilinged room is being used to store extra equipment and research materials. There are several sizes of hourglasses and pendulums, and a large water clock.
12. **Chronomantic Control Platform:** Raised metal platform crowded with levers, switches, dials, gauges, bells, etc. Has an unobstructed view of the Temporal Permuter and Paradox Limiter. Disturbing the controls might inadvertently activate the equipment.
13. **Temporal Permuter and Paradox Limiter:** When activated, the Temporal Permuter emits a palpable wave of temporal energy. The device can be activated multiple times. (See additional effects to the right.) A Chronovore lurks in the area, and has been periodically activating the Temporal Permuter for nourishment. The Chronovore has likely concealed itself in the Access Tunnel; triggering a temporal event will draw it out.
14. **Elemental Ingenium:** The main power source for the Research Wing. Thin, faintly luminescent lines trace down the hallways away from the Elemental Ingenium, providing ambient light for the entire facility. The light will visibly dim and flicker whenever a temporal event occurs.
15. **Access Tunnel:** Carries a power conduit from the Elemental Ingenium to the Temporal Permuter and Paradox Limiter. Ladder access at either end of tunnel.

### Background:

This sprawling closed-earthwork fortress is built atop an islet known as Carruth Rock. Beneath a section of the bulwarks is the Research Wing – a cluster of ruddy stone rooms and hallways that was recently in the vanguard of arcane technology. Sealed after an unexplained incident, the facility is being overrun by (disturbingly homogeneous) Albino Dire Rats.

The rat horde only seems to be increasing, and the research sponsors want answers.

### Random Encounters:

(roll 1d20 when PCs enter a new area)

**1-7:** Temporal event occurs. (See descriptions below, and add 2 to the next roll.)

**8-11:** No encounter or room-specific encounter.

**12-16:** 1d6 Albino Dire Rats. (Perceptive characters may notice that the rats have identical brass ear tags and features.)

**17-18:** Corpse(s) of party member(s) in room; some duplicate equipment as treasure.

**19-20:** The party encounters a past/future version of itself, allowing the PCs to either fight against their clones or take control of a complimentary PC. If the PCs are already controlling duplicates, roll again.

[DM Note: If PCs have control of a "duplicate" character, killing one in dramatic fashion is kind of fun for you and makes mortality tangible for the players, without the anguish of actual character loss or expensive resurrection.]

### Temporal Event Effects

(research note excerpt)

*...animate entities are briefly subjected to waves of accelerated and suppressed time. This temporal turbulence somehow wrinkles existence itself, at least locally, and manifests duplicate existences in the current time flow. The Paradox Limiter was supposed to eliminate such risks, but it somehow failed during the last experiment...*