The Tomb of the Timekeeper

by Joran Heimering of Windmill Slam Games

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Alone they were great, together they were legendary. *Ever since she first visited the watchmaker's workshop, Hera had been obsessed with time. Marcus came from a long line of master craftsmen. When they completed their apprenticeships, she became the court vizier, he became one of the land's most renowned architects. They met during a royal gala and they married the year next. With their combined talents they built the kingdom's largest clock tower, that would tick for many generations. They worked tirelessly, enriching the land with their creations, until one day, when Hera's time unexpectedly ran out. An unknown disease took her so suddenly that Marcus didn't even get to say farewell to his wife of more than twenty years. Stricken with grief, he erected for her one of the most elaborate tombs ever built. He laid his wife to rest together with her dearest possession: a magical watch that allows its owner to see glimpses of the past.*

Two months ago, a private collector came into possession of a strange brass key and a map leading to the entrance of Hera's final resting place. You have been hired to find her watch. Do you have what it takes, or will you meet your untimely demise?

General info: The rooms in the dungeon are not lit. Walls are made of smooth stone, unless the description states otherwise. Explorers that fall in chasms in the tomb will forever be lost in a void between space and time.

H. Navigating the dungeon is possible by the rotation of the marble rings and the separate rotation of the central hub. To rotate the hub, the explorers must turn the silver keys in area 4 & 5. Unlike the marble rings, the hub will rotate either clockwise or counter-clockwise, depending on the final key that the explorers turn.

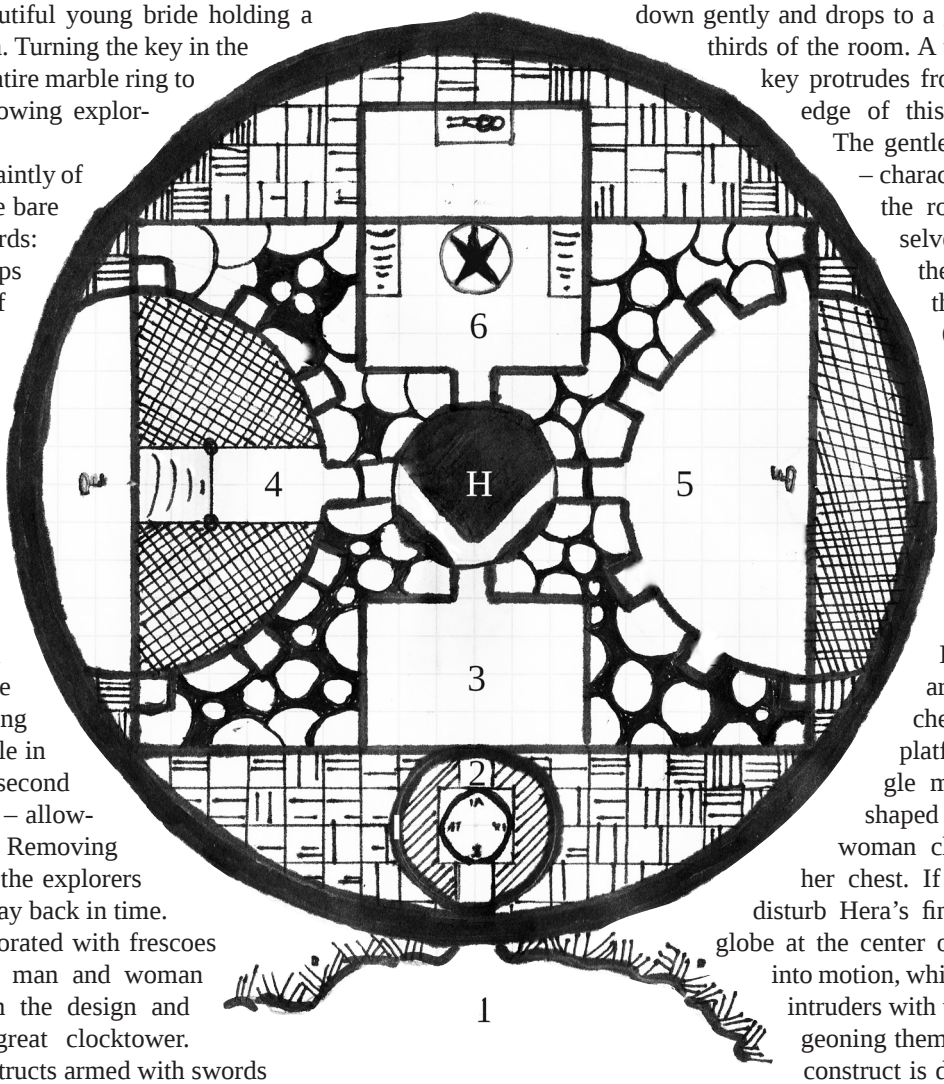
1. A keyhole sits in the unworked stone besides a smooth arch blocked by a slate of worked marble. It's decorated with a depiction of a beautiful young bride holding a smiling young groom. Turning the key in the keyhole causes the entire marble ring to rotate clockwise, allowing explorers entry to area 2.

2. This room smells faintly of vanilla. The walls are bare except for the words: "We are but tiny ships on the vast stream of time. We trace each line and find our destiny." Hundreds of keys dangle from the ceiling on silk-thin chains. A single key-hole sits in the center of the opposite wall. A vague outline of a heart is traced around the keyhole. Using the key with the matching symbol on the keyhole in the wall rotates the second stone ring clockwise – allowing access to area 3. Removing any other key sends the explorers in the chamber one day back in time.

3. The walls are decorated with frescoes that depict a young man and woman working together on the design and construction of a great clocktower. Two tall marble constructs armed with swords and shields guard this chamber. They have the ability to slow their opponents in battle.

4. This impressive domed chamber is made of black marble set with pearls to represent the night sky. Brass stairs lead up to a raised balcony that makes up over half the room. Two golden clockwork gargoyles with eyes of green gems perch on pedestals at the chamber's center. A three-feet long silver key protrudes from a dais at the top of the stairs. When an explorer sets foot on the stairs or touches the gargoyles, the creatures come to life and attack, attempting to drag opponents into the timeless depths below. Turning the key is one of two requirements for the central hub to rotate, allowing explorers access to area 6.

5. Frescoes depicting joyful events in the life of a married couple decorate the walls near the entrance. Further along the wall, the images fade until they vanish. The floor seems to slope down gently and drops to a gaping abyss at two-thirds of the room. A three-feet long silver key protrudes from a dais just at the edge of this black nothingness. The gentle slope is an illusion – characters that set foot into the room will find themselves sliding down into the darkness unless they thread with care.



6. The pleasant scent of roses lingers in this solemn chamber. A huge globe made up of wires and metal spheres that represent the movement of stars and planets dominates its center. Brass stairways, the armrests held aloft by cherubs, lead to a raised platform. On it sits a single marble coffin, its lid shaped like a sleeping young woman clutching a watch to her chest. If anyone attempts to disturb Hera's final resting place the globe at the center of the chamber jerks into motion, whipping and slashing at intruders with the wires while bludgeoning them with the orbs. If the construct is defeated, all becomes quiet. Inside the grave the explorers will find the mummified remains of a young woman with a watch hanging around her neck.