

# The Chrono-Labyrinth of the Shattered Aeon

For a minute, at the stroke of midnight on the winter solstice, the portal opens and the Chrono-Labyrinth beckons,

This dungeon plays out in real time. Either use a clock or a stopwatch when it is used, the clock never stops while the adventurers are in the labyrinth.

Regardless of the time when the exploration begins, adventurers start at the stairwell in the middle of section 1. At any time when a character leaves a map section, they move into the map section with a number matching the final minute digit in the time, regardless of what section they entered (eg. At 11.57, a character moves into map section 7; at 12.03 they move into map section 3). This means that certain parts of the labyrinth are only accessible at certain times.

If this dungeon is run for a group, the players should map it for themselves, they should not see the clock being used to actively track their time inside (or look at their own watch/clock unless at "time check" point).

Populate with an assortment of undead and mechanical constructs as per the game you are using to run this dungeon. Symbols on the map indicate expected locations and types of encounters.



Easily overcome undead



Easily overcome construct(s)



Challenging undead



Challenging construct(s)



Potentially deadly undead(s)

Regardless of how much time passes for the characters in the dungeon, no time passes in the game world outside. The characters return to the world moments after they entered the Chrono-Labyrinth.

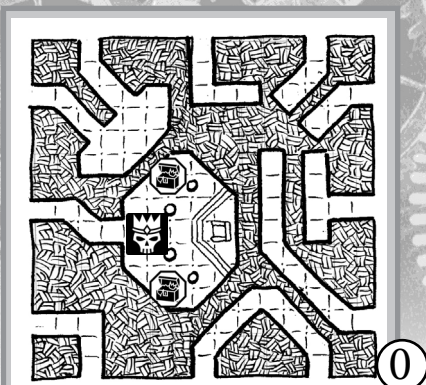
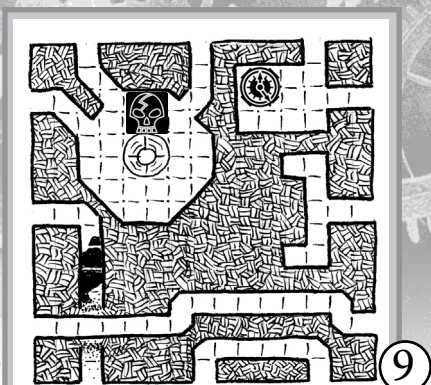
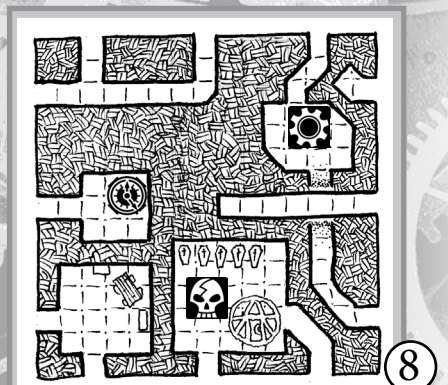
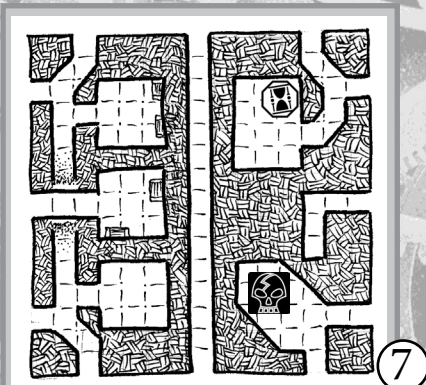
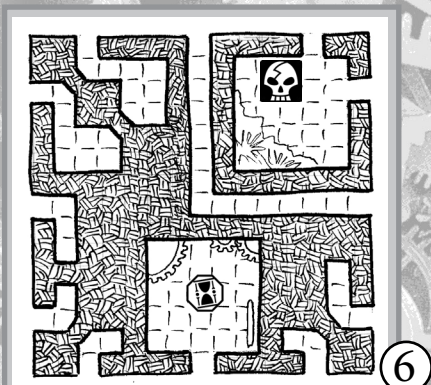
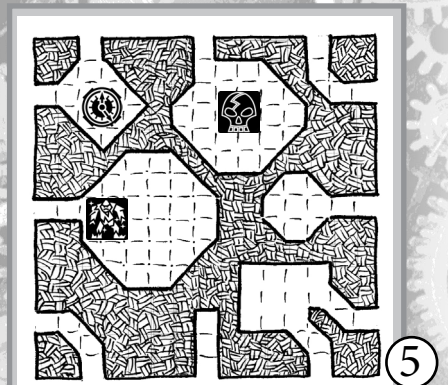
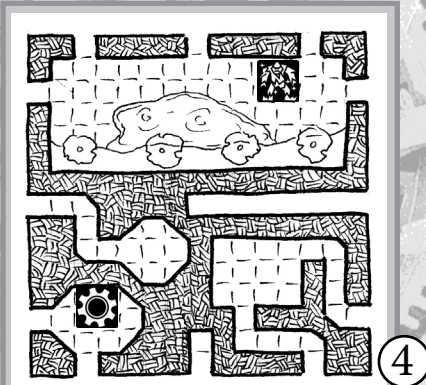
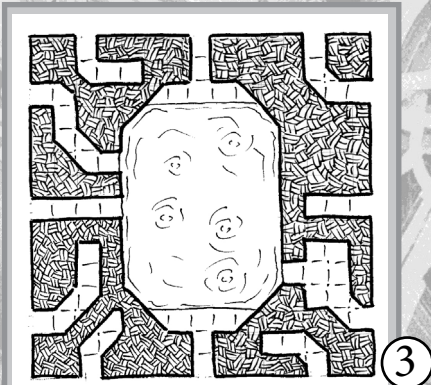
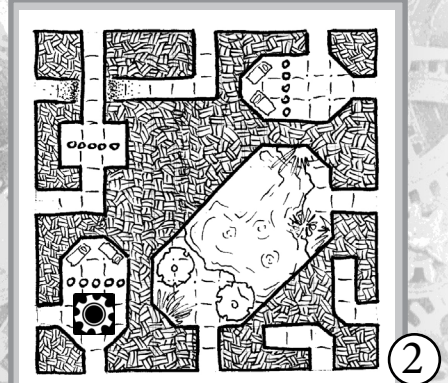
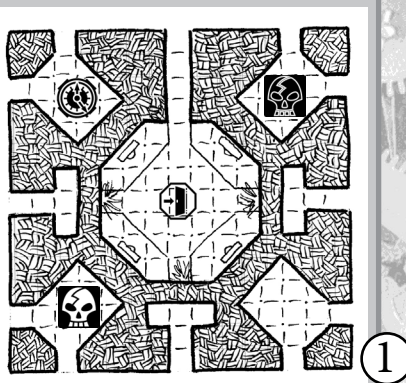
When they leave, it is one minute past midnight.

Why are the characters here?

Choose at least one of the following, or make up your own...

(Different characters may have different reasons for being here)

- You lost a relative who came to explore the labyrinth several years ago, and hope to find out what happened to them.
- You heard that there is a mysterious clockwork treasure within that local scholars will pay a small fortune for.
- Every year when the labyrinth appears, a local child goes missing, you have been paid to find out what happens to them.
- The immortal Queen of the Shattered Aeon lives in a treasury at the centre of the labyrinth, ensuring the passage of seasons each year. Any who best her in riddlcraft are granted strength and power for until the next solstice.



Additional Symbols



Entrance/Exit to the Labyrinth (upon exit, no re-entry allowed)



Time Check (while here, allow characters to see current time)



Map Pedestal (show players a map of their current map section)



Chrono-Labyrinth Treasure (as appropriate to game system)

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for the 2018 One Page Dungeon Contest