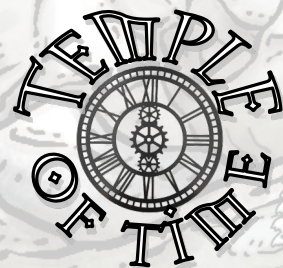


Something sour is in the air. The seasons have been unpredictable and wrong. The crops sprouted early and then died just as quickly. An ancient cave was recently discovered by some miners in the north. It was then that these terrible times began. You were sent north to investigate... to the Temple of Time.



The adventurers must clear the temple without resting. A rest will reset time and make them start over. They will face the temple during different centuries during multiple attempts.

Temple of Time by Kertis Henderson
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Time Elemental—Appears as swirls of sand in a vaguely humanoid shape. It should be a difficult challenge. It has Time Magic that can Slow opponents or Hasten its own attacks and healing. It has a “Hindsight” spell that can be cast outside its turn that will rewind itself or an opponent to 6 seconds in the past. This can allow it to escape an attack or return a player to a dangerous situation. It has a “Longsword of Time” that grants the wielder extra attacks per turn.



At the start of the adventure, the GM rolls 1d12 and saves that number as the Time Value (**TV**). This is used throughout the adventure. They are **TV**x100 years in the past. It should be kept secret from the players.

When anyone rests (long or short), the entire party awakens (or just gets magically foggy) in area 1. Reset all traps, doors, and enemies. Reroll **TV** which represents a change in the era over hundreds of years.

When **all enemies listed in blue** are defeated, the players are returned to their own age (**TV** 12). The outside problems end, and the players can return to town victorious.

- Entryway**—There is a large sundial and a note. The note logs TV number of entries in dates roughly 100 years apart. (On a **TV** of 1, there is one entry, for TV of 2 there is a second entry 100 years later.)
- There are mining tools here. The wheelbarrow has **TV** gold nuggets.
- There is a large pile of rubble in front of a hidden crevice. When anyone comes within 20 feet (without being sneaky enough) **TV** **Rock Elementals** attack.
- Through the narrow crevice is a small area with stacked stones. Under this cairn is a large bag of gold. When the cairn is disturbed, two **wraiths** appear and attack.
- There is a locked chest and a large spider web with a hidden **giant spider** in a crack in the ceiling. It's hard to notice that the web connects carefully to the chest. When the chest is touched, the spider attacks. Its web is supernaturally sticky to anything but the spider.
- This little niche before the altar area conceals a **giant constrictor snake**.
- This long-dead skeleton lays next to a beautiful sword. The only flaws on the sword are **TV** notches in the blade.
- There is slime dripping from a tiny crack in the ceiling. It pools and runs into another crack to the east. The stream of slime is **TV** feet wide. If someone steps in the slime, they take damage for each step or few seconds of contact made.
- Some loose rock in the floor gives way to a 20-foot deep spike trap. The trap only leaves 2 inches of room on each side. It's difficult to detect or disarm. If a character is trapped, roll 1d12. If the roll is greater than TV, that character is poisoned. (The poison wore out over time.)
- There are cages to the west with fresh corpses, a small altar, and a large statue of an olden god. The **Time Elemental** is here and immediately attacks when it detects anyone.
- This locked stone door has a standard 12-hour clock on its south side with 2 hands. The minute hand is fixed on 0. The door can only be unlocked when the hour hand matches **TV**. If the door handle is tried with the wrong hand selected, the party is magically whisked away in a cloud of fog to area 1. All traps, doors, and enemies are reset. The north side has a simple pull-handle to open.
- Similar to 11 above, but the hour hand is fixed at 12. The minute hand must match **TV**. The north side has a simple pull-handle to open.

