

DIG DOWN TO THE FUTURE!

This One-Page Dungeon can be inserted as a random room in any Teslapunk or other weird Tech setting dungeon.

IN MEDIA RES – COMING TO A DOOR, YOU’RE SUDDENLY...

The PCs abruptly find themselves cranking a metallic wheel, with each of them pushing against the spokes when resistance gives way and the drill they were manually operating breaks through.

Each PC must pass a Dexterity Save to halve Moderate damage from falling into the new chamber but more importantly land on their feet.

Each PC that passes spots a Large Blue Lightning Lizard, static shocks striking at the blue cave crystals, generating sparks that leave afterimages burned into the eyes.

Each PC that fails the Dexterity Save realizes that they’re damaged, from some kind of fight. Then a blinding white light, bright enough to see their skeletons through closed eyes, envelops them. The PCs find themselves at the entrance of a door, with a tired looking gnome looking over complicated switches who greets the PCs by name.

FIRST TIME, AGAIN

Zalimoner, Male Gnome, *will* take the time to explain; they’re stuck in a time loop that is growing in power and resetting. Describe how the PCs have a strange sense of Deja-Vu throughout the explanation. Zalimoner doesn’t want to get closer due to knowing erasure could happen. Zalimoner has built a 20-foot wide drill that is in the Drill Platform which requires manpower to wind it. The centre of the spokes is a steel shaft, allowing ‘Sunwise’ to dig down and ‘Widdershins’ to retract. Zalimoner has to steer the Drill from the Platform, while the PCs need to ‘Manwind’ the drill’s spokes. The PCs need to stop the Lightning Lizard was becoming empowered by activating the time crystals.

CONSEQUENCES OF TIME TRAVEL – 20 MINUTES UNTIL RESET

When the Lightning Lizard overcharges the time crystals, time resets to when the PCs entered this time bubble.

If your PCs are the types that would enjoy roleplay, have them make Wisdom Saves to see if they retain their memory. Once a PC has passed, they are ‘locked into’ the time bubble and do not need to Save again.

Add urgency by having PCs make Constitution Saves after each Reset, taking Exhaustion for each failure. The PC grows more transparent until they reach death, in which case they are gone, erased from time itself.

DIG DOWN – BATS, CHALLENGES AND DREAMS

The PCs will have three Group Challenges, each interrupted by an Encounter for a change of pace. As the PCs drill deeper, the white-blue light from the Lightning Lizard’s discharges strike the Time Crystals.

Provide bonuses such as Advantage through the Deja-Vu on particular tasks that the PC is now familiar with.

If a PC Critically Succeeds, allow the party to entirely bypass a portion as the Critical Success PC has learned a trick to mastering the section through their untold repeats; this is the first time the PC has down this Loop ‘awake’ without an idea of how many times they’ve truly gone through a Loop’s hoops.

FIRST LEG

Four Passes Before Four Failures. Have each PC state what they are doing to pass the Group Challenge.

GIANT BATS

Giant Bats are frightened from the loud sounds and lights. When the Manwind breaks through their cave, they will be hostile to the PCs. If ignored, the Bats will attack. PCs could fight but that could waste precious time. Perhaps a Beast-based PC can calm them down. Or perhaps the PCs use a lasso and tie the Bats to spokes, having their panicked flying help turn the gears better.

SECOND LEG

Five Passes Before Three Failures. Have each PC state what they are doing to pass the Group Challenge.

MESMERIZING DREAMS OF YESTERYEAR

Provide the PCs with a minor token, such as Inspiration if you use an unlimited amount or the ability to use *Guidance* on demand, as the PCs have their minds flooded with what-ifs, could-haves and other visions of their past, present or future. If you wish to seed a vision into your game, this is an opportunity to. The PCs need to pass a Wisdom or Charisma Save to not be enraptured or overwhelmed by these visions as they get closer to the errant Lightning Lizard and its activation of time crystals.

THIRD LEG

Six Passes Before Two Failures. Have each PC state what they are doing to pass the Group Challenge.

THE LIGHTNING LIZARD

The blue-scaled creature doesn’t understand why so much of the universe is opening up to it but it likes the buzz.

BASE STATS

Use a Dragon for the Stats appropriate to your PC’s party, switching damage types to Lightning. The Lizard and the Time Crystals are Entangled; damage to one is damage to the other. The Crystals will be destroyed when the Lizard is defeated. If you don’t mind Time Travel, you can use the death of the Lizard to cause a chain reaction that sends the PCs into the past or future. Or perhaps have that triggered only if there is a large explosion.

MODIFICATIONS

To make the Encounter easier, you can have damage to the Crystals and/or Lizard carry on between Loops.

To make the Encounter harder, add Lair Actions, Legendary Actions and/or Mythic Actions. Use time for flair; i.e. a Stun causes the PC to jump forward one Round in time, PCs reduced to 0 ‘unravel’ instead of die, a miss is due to Precognition instead of Scales or Dexterity, et cetera.

REWARDS

Provide whatever seems appropriate for your campaign setting or to your PCs sensibilities.

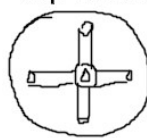
Boon. Being irritated throughout multiple timelines with Space-Time radiation has enabled the PCs to take Lightning and/or Psychic damage to gain an additional action once per week.

Individual Treasure. There are still valuable gems in the room. Provide a large treasure horde of gems for the PCs; if you find that you were overly generous, Zalimoner would want a cut and be merciless in the cost of identifying the precise value of the gems.

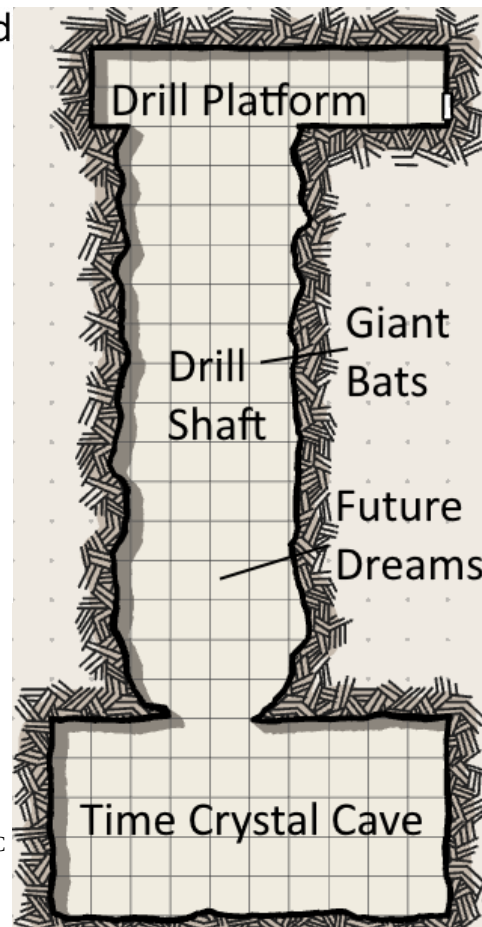
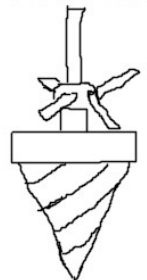
Group Treasure. Zalimoner may be convinced to turn the ‘Manwinder Drill’ into a tunnelling vehicle itself for the PCs to explore the world’s depths.

Manwind

Drill Top View



Side View



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