

Time Troubles

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The time wizard Francois De Javous (Déjà vu) has called the adventurers to his pocket dimension so that they can assist him in locating some very important objects that he has lost. Convey to the players that time magic has taken its toll on his mind and he is quite forgetful. He often forgets not only where he is but when he is within time and even his own timeline. He tells them that it seems that he has lost all of his keys, but not the key ring. These keys are quite important, because without them, Francois cannot perform the rituals that preserve time. He has forgotten when he had the keys last, but he gives them a map of his home, as he often forgets what building is what. There are three main locations of interest on the map: the house, the lab, and the forest. Other locations include a pond, a library, a small garden, a sheep pen, an outhouse, and a once neat lawn. He also tells them that there are 4 keys. Finally, Francois gifts them each a key detector that beeps when they are within 20 feet of a key and gets louder and faster when they get closer. Francois's pocket dimension is in a constant time loop between 6:00 p.m. and 7:00 p.m., when it hits 7:00, time loops to 6:00 and all keys return to their original locations.

The House

The house is a white stone mansion with two floors, there is a key in a rodent's nest somewhere in the house along with other treasures. The mouse knows that the key is valuable and is defensive of it at first, but it is willing to sell it to the highest bidder. (players, fairies, or brownies)

The Lab

The Laboratory is a messy building with bubbling potions and bottles connected by tubes along side clockwork windup inventions. There is a key here hidden within an automaton. When the characters attempt to retrieve it, the automaton wakes up and questions them about why they are trying to reach inside of his clockwork body. If the characters fight it, the other automatons wake up and join the fight.

The Forest

The forest is forever in the shadows of its towering redwoods and pines. There is another key here somewhere along the path leading to a clearing that the wizard sometimes performs rituals. The key is hanging from a branch of a tree or bush and is partially concealed by leaves and branches. Just as the characters are about to grasp it, it is snatched by a fairy and hidden deeper in the forest, this happens three times until they can finally retrieve it from 40 to 50 feet up a tree.

The Outhouse/Lawn

The lawn is covered with leaves, branches, and trinkets that Francois probably dropped and forgot about. There is a key here that is protected by "playful" fairies that stole all of the keys and hid them. The fairies are actively trying to protect the key from the brownies and are in combat with them over it. The key is constantly changing hands and moving around. Emphasize this by having it change locations every turn. After 3-5 rounds, it ends up in the outhouse in the toilet unless the characters can retrieve it before it ends up there. Both factions are willing to talk about giving up the key but if you tell the fairies that you intend to return them, they will attack and ignore anything you have to say. If you tell the brownies that you want to keep the keys or hide them, they will ignore you and attack. This section could either be flavored as combat or a skill challenge to obtain the key, just emphasize that they are viciously fighting for it.

The Factions

The Brownies are trying to help recover the keys for Francois while the Fairies are hiding them.