



# TIMELESS

*A short adventure for five players*

By Corwin Riddle

6 Difficulty  
6 Complexity

*Timeless* is a short adventure designed for five 6<sup>th</sup> to 8<sup>th</sup>-level players. The Tower of Temporus is under attack from within by a chronomancer's rogue apprentice, Huductis. The players must enter the tower and put an end to the chronomancer's plans, traveling through time as the fight progresses.

## BACKGROUND

Time has always been the one immutable stricture of the world; the one truth on which all others gain purchase. Even the sun must obey the power of time, rising and falling with rigid consistency; indeed, nothing escapes the grasp of passing days, months, or years. However, some disagree. The brave few, familiar with dire need and urgency, know better than to trust the rules of the world, and declare—with absolute certainty—that time is instead a fickle beast, pandering to chaos and unrest. When most desired, it evaporates into nothing—gone in an instant—leaving behind regrets and missed opportunities. If willed to pass, it mocks with a cruel ubiquity; time slows its pace to a near halt. Some speak of relativity, of an unchanging phenomenon experienced by stressed minds, but others know better than to accept such a simple explanation for lost moments and lost lives.

Exploring these mysteries of time is an order of chronomancers called the *Ageless*. Such mages are found within the Tower of Temporus, a magic structure that is able to contain the temporal anomalies within its impossibly ancient walls. Here, the *Ageless* bend the rules of time and space to peer into the future and, sometimes, attempt to correct the past. Such acts can have disastrous consequences; a conservative mind and steady will are irreplaceable for time mages looking to breach and transcend beyond the invisible limits of the universe; a seemingly meaningless mistake can ripple throughout history in less than an instant. Because of this, those wishing to learn the secrets of chronomancy must under the most rigorous tests and trials—if even one malicious apprentice gained knowledge of the order's magic, kingdoms would fall and lives would cease to ever exist.

Though they do their best to defend against evil intentions, any member of the order would say that time is, at its heart, a wait for the inevitabilities of life. As if to prove their point, an apprentice of the order—a particularly powerful and ambitious chronomancer named Huductis—suddenly unleashed

a series of attacks on the other mages in an attempt to seize control of the tower. Though suffering heavy losses, the *Ageless* was able to eventually fight off Huductis and, sealing the young chronomancer in a temporal prison deep within the tower. But Huductis, not to be forgotten, retained control of many of the order's most powerful artifacts and been growing in power; he has begun breaking down the chronomancers' spells, threatening to tear the tower and the *Ageless* apart with his escape. It appears, ironically, that it is only a matter of time before Huductis is released, and there's no telling where—or when—he will unleash his wrath.

## USING THE ADVENTURE

*Timeless* is designed as a short, one-shot adventure that guides the players through the story with a series of sequential encounters. These encounters are designed to be played one after another, and are shorter and quicker than most to accommodate for that. There are several hooks provided to move the adventure along, and each encounter includes flavor text to transition into the next area.

### Encounter 1: *The Tower, Now*

*The players enter the depths of the tower to defeat Huductis.*

### Encounter 2: *The Tower, Before*

*Huductis transports the players back in time, where he is joined by a younger version of himself.*

### Encounter 3: *The Tower, Before, Again*

*Huductis takes the players back even further in time, joined again by the younger version and, additionally, an older version of himself.*

## USING THE MAPS

Each of the encounters has a map you can cut out and use:

### Encounter 1: *The Tower, Now*

Maps: M1a, M1b, M1c, M1d

### Encounter 2: *The Tower, Before*

Maps: M2a, M2b, M2c, M2d

### Encounter 3: *The Tower, Before, Again*

Maps: M1a, M1b, M1c, M1d

# INTRODUCTION

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To start the adventure, the players should arrive at the Tower of Temporus while Huductis is extremely close to escaping his temporal prison. The chronomancers within the tower are worried and stressed, aware that Huductis has grown far more powerful than the rest of the order and will be near unstoppable once he escapes. The players can learn more about the tower with appropriate checks.

## When the players first see the Tower of Temporus, read:

*Ahead, an enormous tower stretches toward the sky. The stones appear to be changing before your eyes, turning from pristine ivory to moss-ridden rubble, and back again. Nearby, trees grow into verdant behemoths, then shrink into saplings, before repeating the cycle. The tower and the area around it appear as both an impressive structure and a crumbling ruin, though you can't decide which. Regardless, a solid iron door is visible at the tower's base, unchanging.*

**Arcana (DC 12):** You sense a lot of unusual magical energy, unique to temporal anomalies and the energy of altered time.

**History (DC 12):** The Tower of Temporus has been mentioned in archives of ancient texts and some of the earliest scrolls ever identified—it seems that it has always been.

## When the players enter the tower, read:

*Entering the tower, you see move of the condition witnessed outside. Walls and furniture flicker through time, rotting away and reforming in mere seconds. Several glowing artifacts, however, maintain their consistent form, floating above the disappearing desks and tables, unaffected. A pair of mages hold a giant spellbook as it passes through time, frantically turning the pages and trying to read during the few seconds it appears solid.*

*Noticing your presence, a tall, calm elf approaches, a look of familiarity in his eyes. "There you are!" he says, looking pleased, then pausing, confused as he eyes each of you individually. "How did you revive after such a gruesome death? And you, you have both eyes! And you, your arm has regrown? Oh! Oh, I understand now. Let me start over: welcome to the Temporus... for the first time, correct?"*

## HOOK: LOST IN TIME

The man who approached the players introduces himself as Martus, the high chronomancer of Temporus. While talking to the players, he often pauses and apologizes for repeating himself, as if he thinks the players have already heard everything before. He seems to be somewhat lost in thought, as if his attention is only half in the present.

He tells the players of Huductis—his apprenticeship, betrayal, and imprisonment—filling them in on the current situation. Huductis was locked in with some of the tower's most powerful artifacts and each day his strength grows. Not only will he be able to escape soon, but his power will be far beyond that of the Ageless; losing the tower seems inevitable.

Although he reminds the players that they've already agreed and started this quest, he offers them a tidy sum to enter the tower's lower levels and kill Huductis.

Martus will escort the players to the door and briefly stop time to allow them to enter before Huductis can react.

**Quest XP:** 600 XP for killing Huductis.

You can have Martus give them several hints for the battle:

- Tampering with time as Huductis has done will undoubtedly release a slew of temporal parasites—arcane creatures drawn to the unstable energy. Huductis will easily turn them against the players, if any exist.
- The chamber has several devices known as temporal dampeners, which can provide temporary relief from time-altering affects. They can only be activated once, but using at least three at the same time will amplify the effect by a considerable amount.

# SPECIAL FEATURES

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The following special features apply to all three encounters:

## TEMPORAL DAMPENERS

There are four temporal dampeners in the tower's basement, which provide relief from Huductis's status effects.

- A player adjacent to a temporal dampener can spend a minor action to activate it. When activated, the dampener creates a burst 5 zone that remains active until the end of that player's next turn.
- Any player that starts in or enters one of the zone's squares is immune to slow until the end of their next turn and loses all temporal charges.
- Once a temporal dampener has been activated, it cannot be used again during the encounter.
- Each encounter will also have an effect for if at least three temporal dampeners are activated at the same time. Find these in each encounter's section.

## TEMPORAL CHARGES

Throughout the encounters, Huductis and the temporal parasites will inflict players with temporal charges.

- A player loses 1 temporal charge at the start of their turn, or all temporal charges if they enter the area of an activated temporal dampener.
- Parasites will remove these charges to deal damage.
- If a player reaches 5 temporal charges, they immediately take 15 damage and are slowed (save ends).
- If a player reaches 10 temporal charges, Huductis immediately uses *Time Walk*.

# ENCOUNTER 1: THE TOWER, NOW

## Encounter Level 6 (1,350 XP)

The players will descend to the bottom of the tower, led by Martus. When they are ready, he will freeze time for a few seconds, leaving the players unaffected, and unlock the door, letting the players slip in while Huductis is temporarily frozen. Read the following to lead up to this encounter.

### When your players head toward the basement, read:

Martus leads you down a winding staircase, lined with torches that flash into fire and disappear like most else in Temporus. Fortunately, the steps below you seem to be a consistent stone. “This part of the tower has been here forever,” Martus explains, motioning you to keep up. “And that is no exaggeration.”

At the bottom of the staircase is a strange door, lined with runes, its archway adorned with spinning crystals that pulse and hum. Several of the crystals are cracked and broken, dull and unmoving. “As you can see,” Martus says, “Huductis is close to breaking the seal. It’s a shame that it had to come to this—he was a most promising apprentice.”

**Perception (DC 12):** You think you recognize the door from somewhere, but can’t quite place it. In fact, several of the objects in Temporus seem familiar to you, though you’re not sure exactly why.

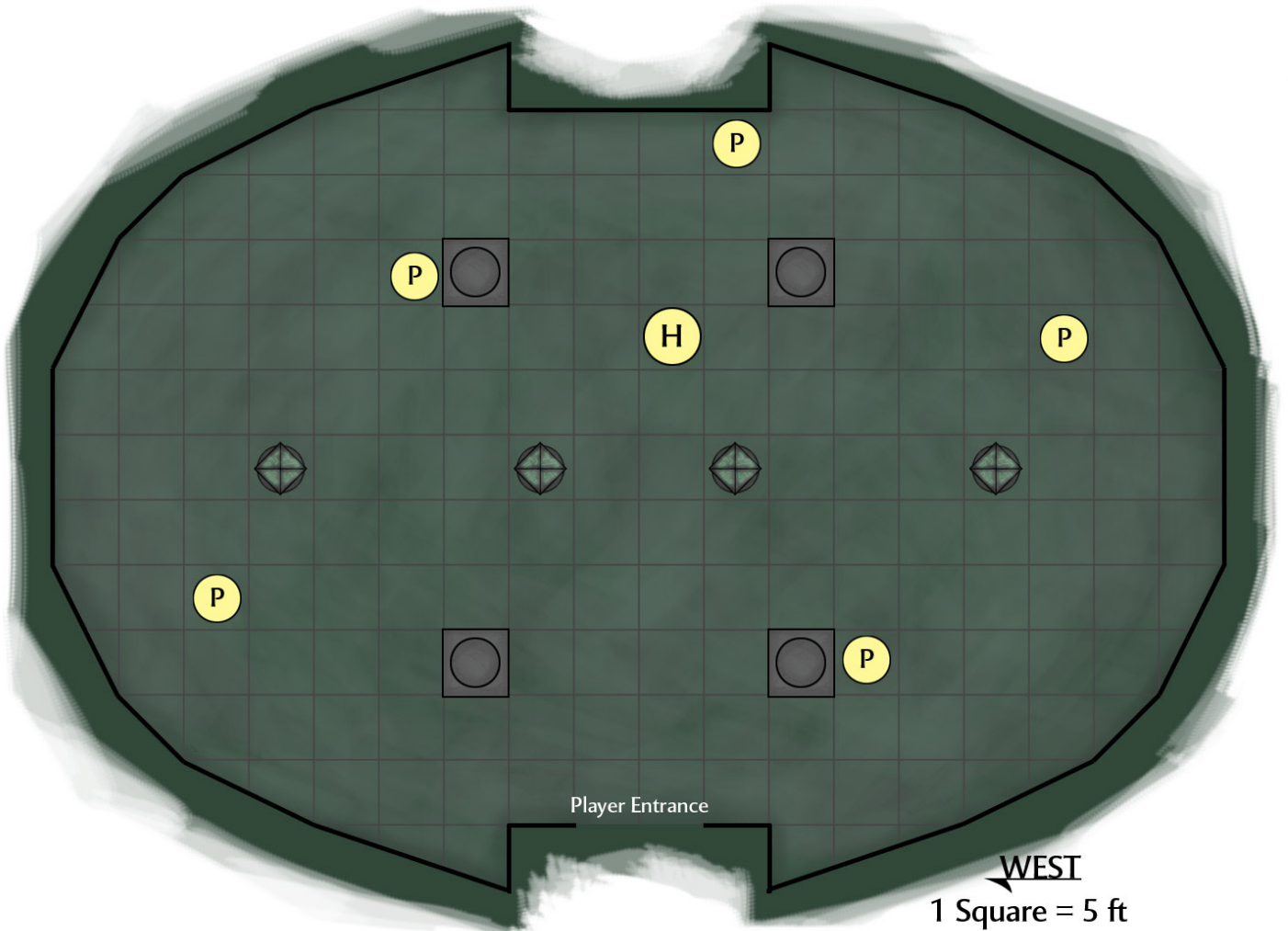
### When your players are ready to begin, read:

“Prepare yourselves,” Martus says, waving his hands and chanting. “You’ll only have a few seconds to slip in unnoticed.” Suddenly the room becomes absolutely quiet—the crystals have stopped rotating, and the flaming torches sit still, the flames unmoving. The door slides open, revealing a bright chamber, and Martus quickly ushers you into the room.

As the door closes behind you, the room comes to life, books and artifacts float around the perimeter, while strange balls of energy pulse as they surround the center. In the middle of the room, a thin human spins, his eyes eager with excitement. “Aww, come on!” he yells, annoyed. “One second too late! And you again! I suppose I should offer a short quip before we fight, but I’m afraid I’ve already used the best ones throughout our previous engagements.”

**Perception (DC 12):** You see four large, floating stones covered with runes—most likely the temporal dampeners Martus described.

**Arcana (DC 14):** You recognize the balls of energy as temporal parasites, mindless entities attracted to the magic of altered time.



## THE MAP

Use maps **M1a**, **M1b**, **M1c**, **M1d**.

## SETUP

1 Huductis (H)

5 Temporal Parasites (P)

## FEATURES OF THE AREA

**Illumination:** The room is well lit.

**Temporal Dampeners:** Marked as stones surrounded by glowing green runes, these are 10 ft. tall and block line of sight. See *Special Features*.

**Columns:** Marked as grey pillars, these extend to the ceiling.

## TEMPORAL DAMPENER EFFECT

If at least three temporal dampeners are activated at the same time, Huductis and temporal parasites in the affected area take an immediate 15 damage and are slowed (save ends). All players in the affected area lose all temporal charges.

## HUDUCTIS IN COMBAT

Huductis is aware of the power he gains through temporal charges, and will try to stack them on individual players in hopes of reaching 5 (and if possible, 10) charges and gaining a bonus. Huductis fights aggressively, with the arrogance and vivacity of a young mage.

He will use *Temporal Lance* from range to apply temporal charges and encourage the parasites to overwhelm particular players, and will save *Time Lapse* and *Recall* to help him escape tough situations and get out of melee. Once per encounter, Huductis will use *Chronosurge* to give all players temporal charges and slow them.

If any player reaches 10 temporal charges, Huductis will cast *Time Walk* as an immediate interrupt, instantaneously gaining a second turn, taken at that time. This can only happen once per round, but can happen multiple times in the encounter. Huductis does not change place in the initiative order, this is counted as a one-time turn that disappears from the initiative order after it has been taken.

## TEMPORAL PARASITES IN COMBAT

Although the parasites do not belong to Huductis, he controls the magic in the room and essentially commands them on where to go. He can really only direct them to an area of the room, where they will attack the closest player. They have no knowledge of tactics and will not flank or intentionally team up on an individual player just to be more effective.

The parasites are drawn to attack whichever player near

them has the most temporal charges, using *Consume Time* to deal damage and remove a charge. The parasites are immune to Huductis's slow effects.

## DEVELOPMENT

When Huductis is defeated, read the following:

*Falling to his knees, Huductis pulls out a small, glowing hourglass, which flashes brightly, freezing everything in place. As you watch helplessly, Huductis pulls himself to his feet, laughing. "Enjoy the present, heroes," he says, flipping the hourglass upside down, allowing the sand to pour. "I'll be finishing my work in the past, free from your distractions. You'd better hope I don't run into any of your parents, either—I might be tempted to prevent the possibility of your future insolence."*

*There is another flash, and you're walking down the stairway of the tower again as Martus leads you. "This part of the tower has been here forever," Martus explains, motioning you to keep up. "And that is no exaggeration." At the bottom of the staircase is a strange door, lined with runes, its archway adorned with spinning crystals that pulse and hum.*

## REGAINING ABILITIES

After appearing outside of the chamber, back in time, the characters feel refreshed. They regain the use of all encounter powers, but no daily powers. They can also choose to spend healing surges to regain hit points without taking a short rest, though they are still limited by the day's total number of surges. You can explain the loss of dailies and healing surges by the mental exhaustion that time travel brings.

## HOOK: TIME, AGAIN

Once the players explain to Martus what has just happened, he seems to snap out of his strange, floaty existence, becoming suddenly very aware of the current moment. He tells the players that their having retained memory of the incident means the temporal prison is extremely weak and could break at any moment. After consulting several of the crystal locks, Martus is convinced that, for now, the seal is still holding, locking Huductis inside the chamber, regardless of how far forward or back in time he travels. However, the temporal prison's normally infinite reach is slowly retracting, and if Huductis travels far enough back in time, he might be able to escape it.

Martus asks the players to enter the chamber again and defeat Huductis again, interrupting his current ritual and keeping him from travelling even farther back in time, out of the prison's temporal reach. He informs the players that the temporal dampeners can once again be used to weaken Huductis, and that they will likely be more effective now than before, sensing a disturbance in the temporal continuity.

Quest XP: 300 XP for killing Huductis. Again.

## ENCOUNTER 2: THE TOWER, BEFORE

### Encounter Level 7 (1,600 XP)

Martus briefly stops time again to allow the players to enter the chamber once again, unnoticed. Inside, Huductis is attempting to continue his ritual from before. Once inside, read the following to introduce the encounter.

#### As the players pass through into the chamber, read:

*You recognize the chamber's architecture from before, but you are clearly not in the same place. The once-solid walls have been replaced with rubble and broken stone, and the floors above have collapsed, filling the room with debris. Moss and dirt cover the tower's broken walls—it seems to have been abandoned for quite some time. Regardless, there is a slight shimmer around the chamber—the temporal prison, you assume—confining its contents to stay inside.*

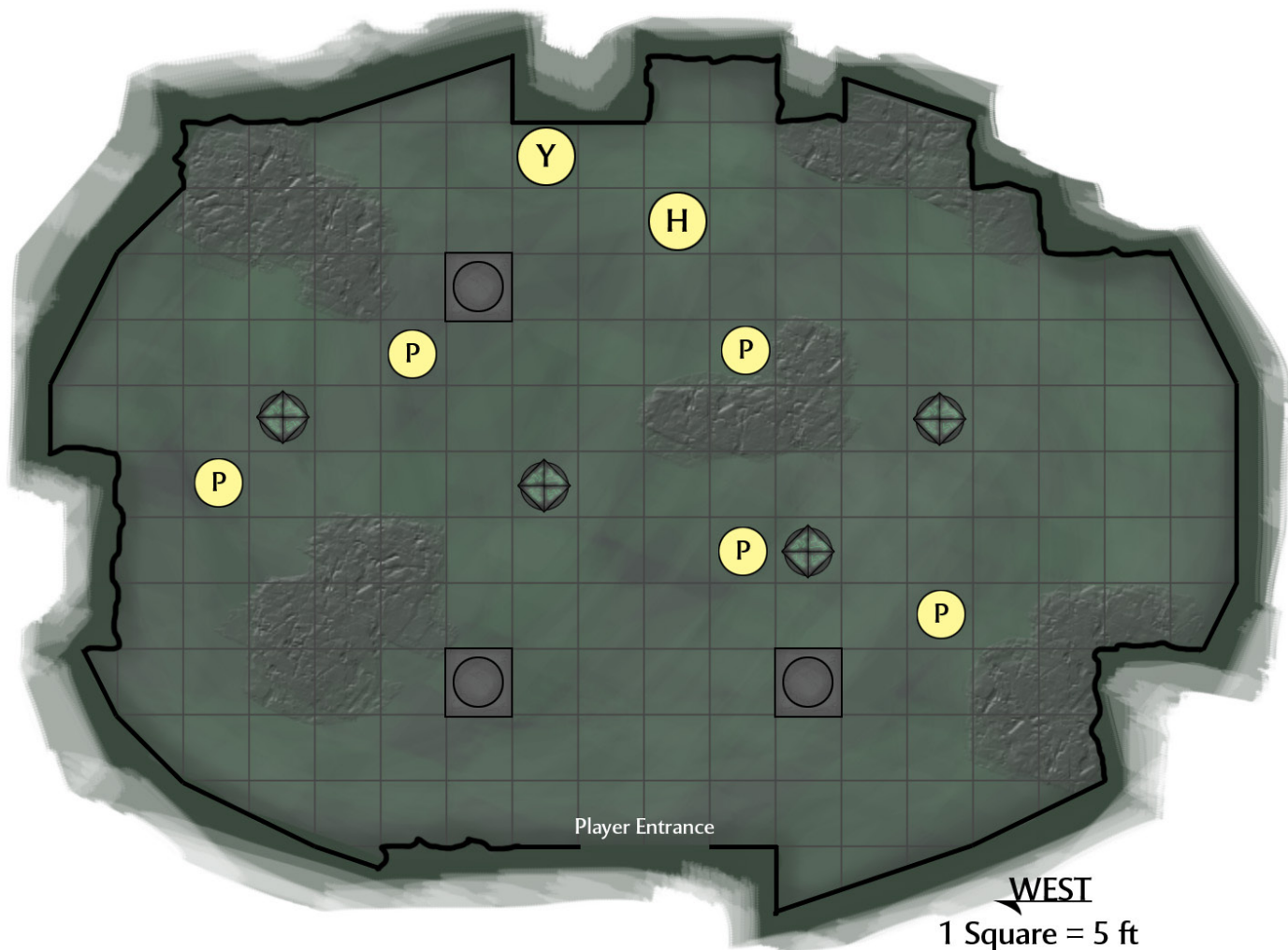
#### When the players enter the chamber, read:

*Near the center of the chamber is Huductis, who seems to be talking to himself. "No, no, no!" he yells, waving his arms. "This piece goes **here**, not there—have you learned **nothing** in your studies? I swear, the quality of education has declined—what's that? What do you mean someone's here? Don't be ridiculous, the tower has been abandoned for a thousand years, not even **you** should be here."*

*The chronomancer stands and turns to face you, revealing a second, younger man, who looks at you quizzically. Huductis shakes his head, annoyed. "Is there no end to your meddling? When do I have to go to be free of interruption? Huductis, these are the fools I spoke of. Fools, meet Huductis the younger, who shall assist me—er, himself—well, **us**, in your very timely and necessary demise."*

### THE MAP

Use maps M2a, M2b, M2c, M2d.



## SETUP

- 1 Huductis (H)
- 1 Young Huductis (Y)
- 5 Temporal Parasites (P)

## FEATURES OF THE AREA

**Illumination:** The room is well lit.

**Temporal Dampeners:** Marked as stones surrounded by glowing green runes, these are 10 ft. tall and block line of sight. See **Special Features**.

**Columns:** Marked as grey pillars, these are 10 ft. tall.

**Rubble:** Marked as piles of grey stones, these count as difficult terrain.

## TEMPORAL DAMPENER EFFECT

If at least three temporal dampeners are activated at the same time, Huductis, Young Huductis, and temporal parasites in the affected area take an immediate 15 damage and are slowed (save ends). All players in the affected area lose all temporal charges.

In addition, all players and enemies in the affected area reroll initiative for the encounter, rolling twice. The players take their highest roll, and the enemies take the lowest roll (if the lowest roll is still higher than their current initiative, keep their current initiative). At the end of this round, use the new initiative order for the rest of the encounter.

## YOUNG HUDUCTIS IN COMBAT

Young Huductis is powerful but insecure, and unable to control most of his spells with the necessary accuracy. He is intimidated by the power of both the older Huductis and the players, and will try to keep his distance and attack the most vulnerable player, making sure he is safe from retaliation.

He will attempt to add temporal charges to players with *Chronobolt*, which can either add or subtract charges, depending on the outcome. Other than that, he is not well-versed in chronomancy, and will rely on *Chains of Ice* to slow the players for the older Huductis.

Young Huductis will use *Sporadic Displacement* each turn if possible to keep his distance from danger. The temporal parasites do not attack or bother him.

If Huductis manages to cast *Time Walk*, Young Huductis will benefit, gaining an immediate standard action with *Riding the Temporal Coat-Tails*.

## HUDUCTIS IN COMBAT

Huductis fights as before, with one additional change. Whenever Young Huductis takes damage, Huductis takes half of that damage, rounded down, through *Ending the Blood-*

*line*. As long as Young Huductis is alive, Huductis will remain at 1 hit point through *Living in the Past*.

## DEVELOPMENT

Both Huductis and Young Huductis will fight to the death. When they are both defeated, read the following:

*As the chronomancer falls, time seems to gradually slow down around you, though your minds remain sharp. Near the center of the room, a number of temporal parasites appear in the air, as if wriggling out of invisible holes in space. Suddenly, a small, glowing orb appears, pulsing with a strange, green glow.*

*You notice the door open, and Martus enters, running toward the orbs as his movements begin to slow. Within seconds, he is frozen in time with the rest of you. "Damn that Huductis," he yells, his words slow and echoed. "He's anchored his lifeforce to another point in time—it's going to pull us through if... we... don't..."*

*There is a flash, and you're walking down the stairway of the tower again as Martus leads you. "This part of the tower has been here forever," Martus explains, motioning you to keep up. "And that is no exaggeration." At the bottom of the staircase is a strange door, lined with runes, its archway adorned with spinning crystals that pulse and hum.*

## REGAINING MORE ABILITIES

This works the same as after the first encounter, giving them encounters back but no dailies—they can spend surges.

## HOOK: MIGHT AS WELL KILL HIM AGAIN

Martus seems to remember what happened, but seems confused, as if a thousand other possible outcomes had also occurred. Once the players explain the events to him, he nods and ponders the information. He explains that Huductis has been anchoring his lifeforce to the past to ensure that, if killed, he would be reanimated in the previous time period. Fortunately, Martus explains, the temporal prison, although failing, should still be powerful enough to trace Huductis's spell back and contain him for a short while longer.

Martus explains to the players that Huductis made a grievous mistake, returning to the point of the tower's inception—besides being a paradox in itself, the temporal dampeners were full of unimaginable power, and, if at least three were activated, the temporal disturbances should be undone and Huductis's power considerably weakened. Regardless, their existence should prevent him from tampering any further with the existing time line.

Martus asks the players to enter the chamber and kill Huductis one last time. He stresses that the players should activate at least three temporal dampeners at the same time to weaken Huductis.

**Quest XP:** 300 XP for killing Huductis one more time.

## ENCOUNTER 3: THE TOWER, BEFORE, AGAIN

### Encounter Level 8 (1,800 XP)

Martus lets the players into the chamber again, but warns the players that the prison will fail shortly, and he won't be able to help them again. He also advises to make it quick, because if the prison fails while they are inside, they might not make it back to the present.

#### As the players pass through into the chamber, read:

*Entering the chamber, again, you notice that the tower is in pristine condition—in fact, it looks brand new. The ivory stones fit perfectly together, free of cracks and chipping. The walls seem to emit a kind of soft radiance, humming along with the temporal dampeners, which spin more quickly than before.*

**Arcana (DC 14):** The temporal dampeners are extremely powerful artifacts, much more so than you've seen the two previous times.

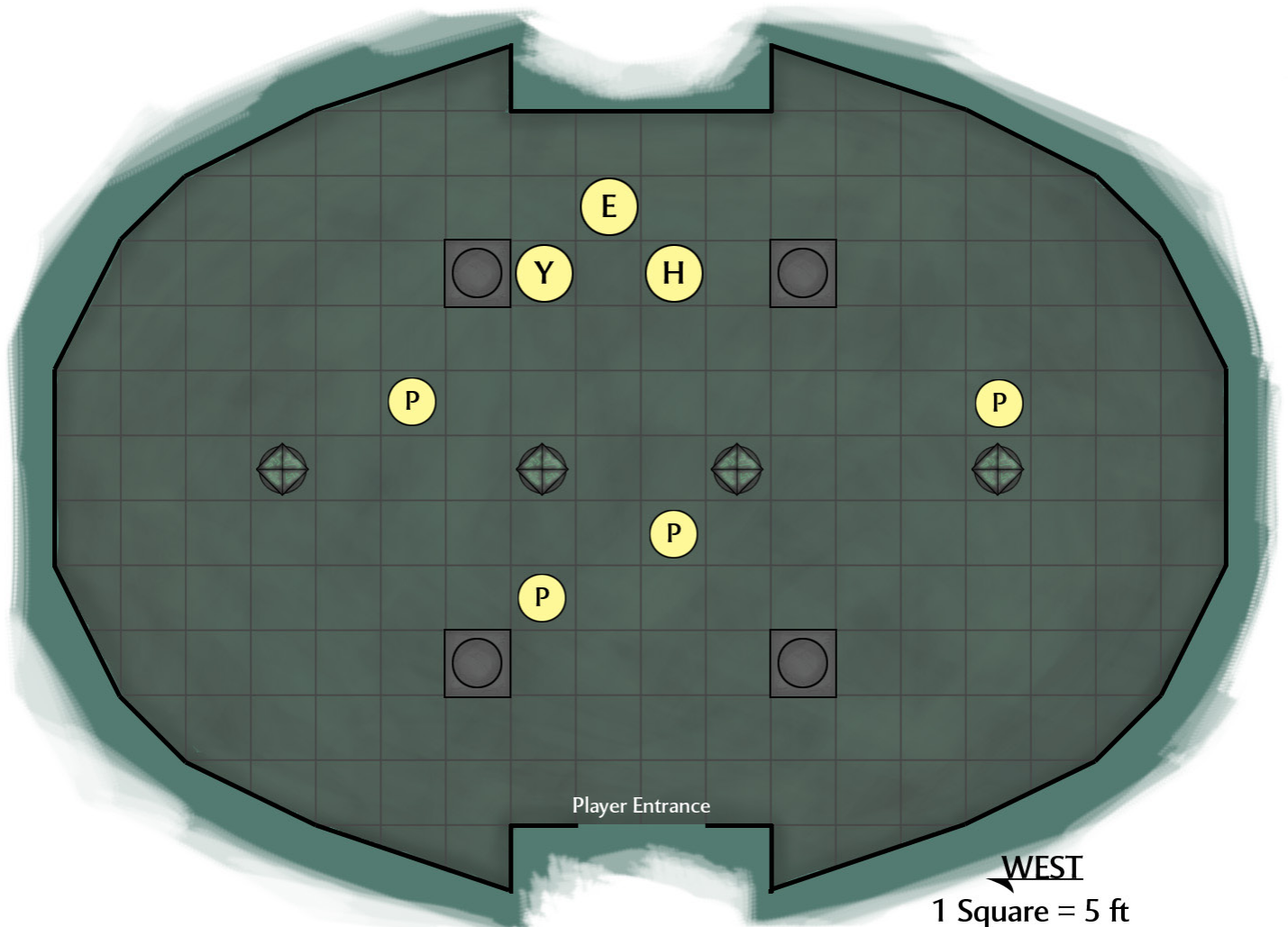
#### When the players enter the chamber, read:

*You see the familiar sight of Huductis near the center of the room, standing next to the younger version of himself. They both seem to be looking toward something else, nodding in agreement. Sensing your presence, the third person stands to face you. You instantly recognize the familiar robes of Huductis, but the man is extremely old, though standing tall with an air of power and dignity.*

*"I thought I would find you here," the old man says, shaking his head. "Doesn't my presence already tell you that you're going to fail? Very well, let's get on with it. I think I'll take something from each of you so that you remember this; an eye, perhaps? And you, are you left or right-handed? You don't have to answer. After all, time will tell."*

### THE MAP

Use maps M1a, M1b, M1c, M1d.



## SETUP

- 1 Huductis (H)
- 1 Young Huductis (Y)
- 1 Elder Huductis (E)
- 4 Temporal Parasites (P)

## FEATURES OF THE AREA

**Illumination:** The room is well lit.

**Temporal Dampeners:** Marked as stones surrounded by glowing green runes, these are 10 ft. tall and block line of sight. See *Special Features*.

**Columns:** Marked as grey pillars, these are 10 ft. tall.

## TEMPORAL DAMPENER EFFECT

If at least three temporal dampeners are activated at the same time, Huductis, Young Huductis, Elder Huductis, and temporal parasites in the affected area take an immediate 25 damage and are slowed and weakened (save ends). All players in the affected area lose all temporal charges.

In addition, all players immediately take an additional turn at the end of the turn in which all of the dampeners are activated, using their initiative in this encounter to determine order. Once these turns are resolved, it reverts back to the end of the turn of the player who activated the third and final dampener

## YOUNG HUDUCTIS AND HUDUCTIS

Young Huductis and Huductis act as before, in the second encounter. Huductis still takes half of the damage (rounded down) of any damage dealt to Young Huductis through *Ending the Bloodline*.

## ELDER HUDUCTIS IN COMBAT

Elder Huductis is wise, patient, and powerful. He has had many years to practice and hone his abilities. He will not panic and cannot be bluffed or intimidated. Most of his abilities are shared with the original Huductis, but more powerful. Like Huductis, he gains more damage and power through temporal charges.

Elder Huductis is not afraid of melee attacks, as his *Time Spike Aura* will punish those adjacent to him. If a player reaches 10 temporal charges, Elder Huductis will use *Time Walk* along with Huductis to take an additional turn.

When either Young Huductis or Huductis takes damage, Elder Huductis takes half that amount of damage through *Ending the Bloodline*. As long as either Young Huductis or Huductis is alive, Elder Huductis survive with *Living in the Past*.

## CONCLUSION

When Elder Huductis is killed, read:

*The elder Huductis falls to his knees, grinning through bloody teeth as he removes a small hourglass from his robe. He whispers a few words, then, looking surprised, begins to shake the hourglass. Cursing, he dashes it upon a nearby stone, holding up a hand. "Now," he says, "this is both embarrassing and ironic, but I must ask you to give me just a moment."*

*He relaxes as the life begins to leave his body, speaking in a calm and serene tone. "I just wanted to know where it all ended," he continues, shrugging. "Who would have thought to look for the end before the beginning? That's time for you—always full of surprises, and always running out when needed the most. Such a fickle friend."*

The players will find a level 8 magic item on Elder Huductis and a pouch filled with 2,000 gp. After his death, the temporal dampeners spin up to full speed, uninhibited by any temporal anomalies. Frozen in place, the players are shot through time in an instant, seeing blurs of buildings and skies and years pass by in front of them. When they return to the present, read the following:

*There is a flash, and you're walking down the stairway of the tower again as Martus leads you. "This part of the tower has been here forever," Martus explains, motioning you to keep up. "And that is no exaggeration." At the bottom of the staircase is a strange door, lined with runes, its archway adorned with spinning crystals that pulse and hum.*

*Martus consults the crystals and produces a small mirror, which he places on the wall and looks through as if a window. "Well," he says, sounded annoyed. "Looks like I won't be needing your help after all—there's nothing out of the ordinary here. Isn't that just like you travelling adventurers? Always showing up late—no respect for the laws of time. Off with you, then. We don't have all eternity, you know."*

## EVEN MORE DEVELOPMENT

No time has passed since the characters have first arrived at the tower, so feel free to use that to affect other parts of your campaign. The tower itself could come up several times, if you so desire, to send your characters into the past or future. However, Martus and the other chronomancers are selfish and wary of letting others use their power, so they could prohibit the characters from interacting with the tower again, keeping them in this time period.

Also, Martus refuses the pay the characters for a job-already-done, but they should have found ample reward on the body of the Elder Huductis to compensate them for their time.



# FLAVOR TEXT

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If you dislike reading powers and effects to your players, give them hints with the following flavor text. Though the flavor text overlaps for each encounter, use the separation below to locate the correct text by the thing that triggers it:

## TEMPORAL DAMPENERS

**When a player activates a temporal dampener, read:**

*The device reacts to your presence, expanding a shimmering shield of magic to cover a considerable area. Inside, you feel in full control of your actions and time—unaffected by outside forces.*

**When at least three temporal dampeners are activated:**

*As three dampeners activate and their shields touch, a quick flash of light freezes the temporal anomalies in place, reflecting their magic back upon them.*

**When a player enters the area of a temporal dampener:**

*While inside the zone, you feel in full control of your actions and time—unaffected by outside forces.*

## TEMPORAL CHARGES

**When a player receives a temporal charge, read:**

*A quick feeling of déjà vu passes over you, as if the last few seconds have already happened.*

**When a player reaches 5 temporal charges, read:**

*You start to feel out of sync with those around you. Your actions are slightly slower than you predict, as if you are slipping through time.*

**When a player loses a temporal charge, read:**

*As time passes, your reality slowly catches up with those around you.*

## TEMPORAL PARASITES

**When a parasite uses Consume Charge, read:**

*The parasite latches on for a few seconds, viciously attacking you in an effort to siphon off some of the temporal energy.*

## HUDUCTIS

**When Huductis uses Temporal Lance, read:**

*Huductis launches a bolt of energy at you, which seems to displace the surrounding time and space as it travels. On impact, you feel time near you begin to speed up, leaving you a split-second behind.*

**When Huductis uses Recall, read:**

*Huductis seems to move rapidly back through time, returning to a previous location in the room before you can land an attack.*

**When Huductis uses Time Lapse, read:**

*Letting out a burst of temporal energy, Huductis holds those around him in time, slowing them as they catch up to the present.*

**When Huductis uses Chronosurge, read:**

*The chronomancer calls upon a large flash of temporal energy, displacing the time and space of everything in the present moment.*

**When Huductis uses Time Walk, read:**

*Huductis laughs as he siphons the temporal charges from your body, beginning to move so fast that you feel frozen in time while he acts.*

**When Huductis makes use of Living in the Past, read:**

*Huductis begins to fall, but suddenly regains his energy and stands tall. “You can’t defeat me in the past, you fool,” he says, laughing. “As long as my younger self survives, I’ll always be here.”*

## YOUNG HUDUCTIS

**When young Huductis is damaged and triggers Ending the Bloodline, read:**

*As your attack lands on the younger self of the chronomancer, the older Huductis cries out in pain. “Be careful, you twit!” he yells, scolding the younger him. “You’re changing the future in the worst way possible!”*

**When young Huductis uses Riding the Temporal Coat-tails, read:**

*The young chronomancer makes use of the sudden surge in time, taking the opportunity to assist himself in battle.*

**When young Huductis uses Chronobolt, read:**

*The younger self creates and throws a bolt of temporal energy, though he looks surprised as it leaves his hands, as if the first time.*

**When young Huductis uses Sporadic Displacement:**

*The younger Huductis attempts to distort time and space as he passes through, though even he seems surprised by the result.*

## ELDER HUDUCTIS

**When a player is affected by the Time Spike Aura:**

*The elder Huductis has a near-perfect control of time, effortlessly splitting the past, present, and future of those around him. Such an intense temporal displacement is jarring to the mind of those nearby.*

# ADJUSTMENTS

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Below is some advice on how to run and adjust the adventure according to the needs of your particular group:

## **We have too few or too many players:**

For 4 players, remove a temporal parasite and consider only using two temporal dampeners. In addition, increase the number of temporal charge penalties from 5/10 to 8/15. For 6 players, add two temporal parasites and reduce the temporal charge penalty to 4/8.

## **We aren't the right level:**

The temporal parasites are based off any simple lurker in the **Monster Builder**. The chronomancers are based on any controller, with custom powers and abilities.

## **It's too easy/hard:**

- All of the encounters have a very simple strategy of using the temporal parasites to eat enough charges to keep Huductis from using Time Walk, while saving the temporal dampeners for an emergency or to weaken the enemies. Consider the following changes to adjust the difficulty of these effects:
- If things are too hard, increase the number of times a temporal dampener can be used (as if they reset), or allow a player to remove more than 1 charge each turn (if they land an attack, they lose a charge, for example). Both of these fixes can be applied during combat once you see how things are going. You could also have damage dealt to the older Huductises be full instead of half (from attacking the younger selves).
- If things are too easy, have the chronomancers team up to apply as many charges as possible to a particular player, reaping the benefits of Time Walk. You could also limit the area covered by the temporal dampeners.

## **My players found an inconsistency in the time line:**

Well the entire adventure is an inconsistency in the time line, so no surprise there. Nothing in these encounters makes any kind of applicable sense, but that's why it's magical, right? Just act as surprised as your players that these things are allowed to happen, as if even Martus and Huductis (and you, the DM) just accept the weirdness of these temporal encounters.

## **My players want to mess with the past:**

Fortunately, you have a cure-all for this almost-too-predictable act of player trouble-making: the temporal prison. Regardless of the time, everything inside is contained inside—that's why Huductis is trying to escape it. If he, a practiced chronomancer, can't even get out to mess with the past, then your players certainly shouldn't be capable of escaping to cause any trouble. Whenever they are out of the prison, they are returned to the present (and the stairway, normally).

## **There's too much white space on this page:**

I agree! But I couldn't think of anything else to add and thought your printer would appreciate the favor. You're welcome, printer.



# MONSTER STAT BLOCKS

<b>Huductis</b>		<b>Level 8 Controller</b>	
Medium natural humanoid (human)		XP 350	
<b>HP 80; Bloodied 40</b>		<b>Initiative +7</b>	
<b>AC 21, Fortitude 20, Reflex 21, Will 20</b>		<b>Perception +5</b>	
<b>Speed 6</b>			
<b>Saving Throws +2</b> against slowing effects			
TRAITS			
<b>Ending the Bloodline</b>			
For each point of damage that Young Huductis takes, Huductis takes half of that damage, rounded down.			
<b>Living Through the Past</b>			
As long as Young Huductis is alive, Huductis cannot be reduced to less than 1 hit point (and is not considered subdued when at 1 hit point).			
STANDARD ACTIONS			
⊕ <b>Quarterstaff</b> (weapon) ♦ <b>At-Will</b>			
Attack: +13 vs. AC			
Hit: 2d4 + 4 damage.			
↘ <b>Temporal Lance</b> (psychic) ♦ <b>At-Will</b>			
Attack: Ranged 10; two attacks total against two creatures; +13 vs. Reflex			
Hit: 1d8 + 6 psychic damage and the target gains 2 temporal charges.			
Effect: One of the targets is slowed until the end of their next turn.			
✱ <b>Chronosurge</b> (psychic) ♦ <b>Encounter</b>			
Attack: Close burst 5; 13 vs. Fortitude			
Hit: 2d4 + 8 damage.			
Effect: Each enemy in the burst gains 3 temporal charges.			
MINOR ACTIONS			
<b>Time Lapse</b> ♦ <b>Encounter</b>			
Effect: All enemies adjacent to Huductis are pushed 3 squares and slowed until the end of their next turn.			
MOVE ACTIONS			
<b>Recall</b> ♦ <b>Recharge</b> ☞☞☞☞			
Effect: Huductis teleports his speed and loses all marks and negative status effects.			
TRIGGERED ACTIONS			
<b>Time Walk</b> ♦ <b>At-Will</b>			
Trigger: A player reaches 10 temporal charges.			
Effect: That player loses all temporal charges and Huductis immediately takes a full turn.			
<b>Str</b> 14 (+6)	<b>Dex</b> 16 (+7)	<b>Wis</b> 13 (+5)	
<b>Con</b> 19 (+8)	<b>Int</b> 13 (+5)	<b>Cha</b> 17 (+7)	
<b>Alignment</b> Evil		<b>Languages</b> Common, elven, dwarven	
<b>Equipment</b> Quarterstaff			

<b>Temporal Parasite</b>		<b>Level 5 Brute</b>	
Small magical beast (worm)		XP 200	
<b>HP 40; Bloodied 20</b>		<b>Initiative +5</b>	
<b>AC 17, Fortitude 16, Reflex 18, Will 15</b>		<b>Perception +4</b>	
<b>Speed 6</b>			
TRAITS			
<b>Brutal Flank</b>			
The temporal parasite gains a +1 bonus to its attack and damage roll for each temporal charge on the target of its attack. This bonus is cumulative.			
STANDARD ACTIONS			
⊕ <b>Consume Time</b> (psychic) ♦ <b>At-Will</b>			
Attack: +9 vs AC			
Hit: 1d6 damage.			
Effect: If the target has at least 1 temporal charge, this attack deals 4 additional damage and removes 1 temporal charge from the target.			
<b>Str</b> 11 (+2)	<b>Dex</b> 18 (+6)	<b>Wis</b> 9 (+1)	
<b>Con</b> 14 (+4)	<b>Int</b> 1 (-3)	<b>Cha</b> 13 (+3)	
<b>Alignment</b> Unaligned		<b>Languages</b> Common	

<b>Young Huductis</b>		<b>Level 6 Artillery</b>	
Medium natural humanoid (human)		XP 250	
<b>HP 70; Bloodied 35</b>		<b>Initiative +5</b>	
<b>AC 18, Fortitude 18, Reflex 19, Will 17</b>		<b>Perception +4</b>	
<b>Speed 6</b>			
STANDARD ACTIONS			
⊕ <b>Quarterstaff</b> (weapon) ♦ <b>At-Will</b>			
Attack: +11 vs. AC			
Hit: 1d4 + 4 damage.			
↘ <b>Chronobolt</b> (psychic) ♦ <b>At-Will</b>			
Attack: Ranged 10; +11 vs. Reflex			
Hit: 1d6 + 5 psychic damage and roll 1d20. On a 1-10, the target gains a temporal charge. On a 11-20, the target loses a temporal charge.			
✱ <b>Chains of Ice</b> (cold) ♦ <b>At-Will</b>			
Attack: Close burst 2; 11 vs. Fortitude			
Hit: 1d6 + 6 damage.			
Effect: One enemy in the blast moves at half speed until the end of their next turn (Young Huductis chooses which).			
MOVE ACTIONS			
<b>Sporadic Displacement</b> ♦ <b>Recharge</b> ☞☞☞☞			
Effect: Young Huductis teleports 2d4 squares in a random direction. Roll 1d8 to determine the direction, with 1 being north and moving clockwise around him in each direction (2 being NE, 3 being East, etc.).			
TRIGGERED ACTIONS			
<b>Riding the Temporal Coat-Tails</b> ♦ <b>At-Will</b>			
Trigger: Huductis casts <i>Time Walk</i> .			
Effect: Young Huductis immediately takes one standard action.			

<b>Elder Huductis</b>		<b>Level 9 Controller</b>	
Medium natural humanoid (human)		XP 400	
<b>HP 100; Bloodied 50</b>		<b>Initiative +9</b>	
<b>AC 22, Fortitude 22, Reflex 21, Will 21</b>		<b>Perception +6</b>	
<b>Speed 6</b>			
<b>Saving Throws +5</b> against slowing effects			
TRAITS			
☼ <b>Time Spike Aura</b> ♦ <b>Aura 1</b>			
Any enemy that enters or starts their turn in the aura takes damage equal to 3 + the number of temporal charges they currently have.			
<b>Ending the Bloodline</b>			
For each point of damage that Young Huductis or Huducits takes, Elder Huductis takes half of that damage, rounded down.			
<b>Living Through the Past</b>			
As long as Young Huductis or Huductis is alive, Elder Huductis cannot be reduced to less than 1 hit point (and is not considered subdued).			
STANDARD ACTIONS			
⊕ <b>Enchanted Quarterstaff</b> (weapon) ♦ <b>At-Will</b>			
Attack: +15 vs. AC			
Hit: 2d4 + 6 damage and the target gains a temporal charge.			
↘ <b>Empowered Temporal Lance</b> (psychic) ♦ <b>At-Will</b>			
Attack: Ranged 15; +16 vs. Reflex			
Hit: 1d8 + 8 psychic damage and the target gains a temporal charge.			
Effect: The target takes an additional 2 damage for each temporal charge they have (not counting the one added by this attack).			
MINOR ACTIONS			
<b>Time Lapse</b> ♦ <b>Encounter</b>			
Effect: All enemies adjacent to Elder Huductis are pushed 6 squares.			
MOVE ACTIONS			
<b>Recall</b> ♦ <b>Recharge</b> ☞☞☞☞			
Effect: Elder Huductis teleports his speed and loses all marks and negative status effects.			
TRIGGERED ACTIONS			
<b>Time Walk</b> ♦ <b>At-Will</b>			
Trigger: A player reaches 10 temporal charges.			
Effect: That player loses all temporal charges and Elder Huductis immediately takes a full turn.			