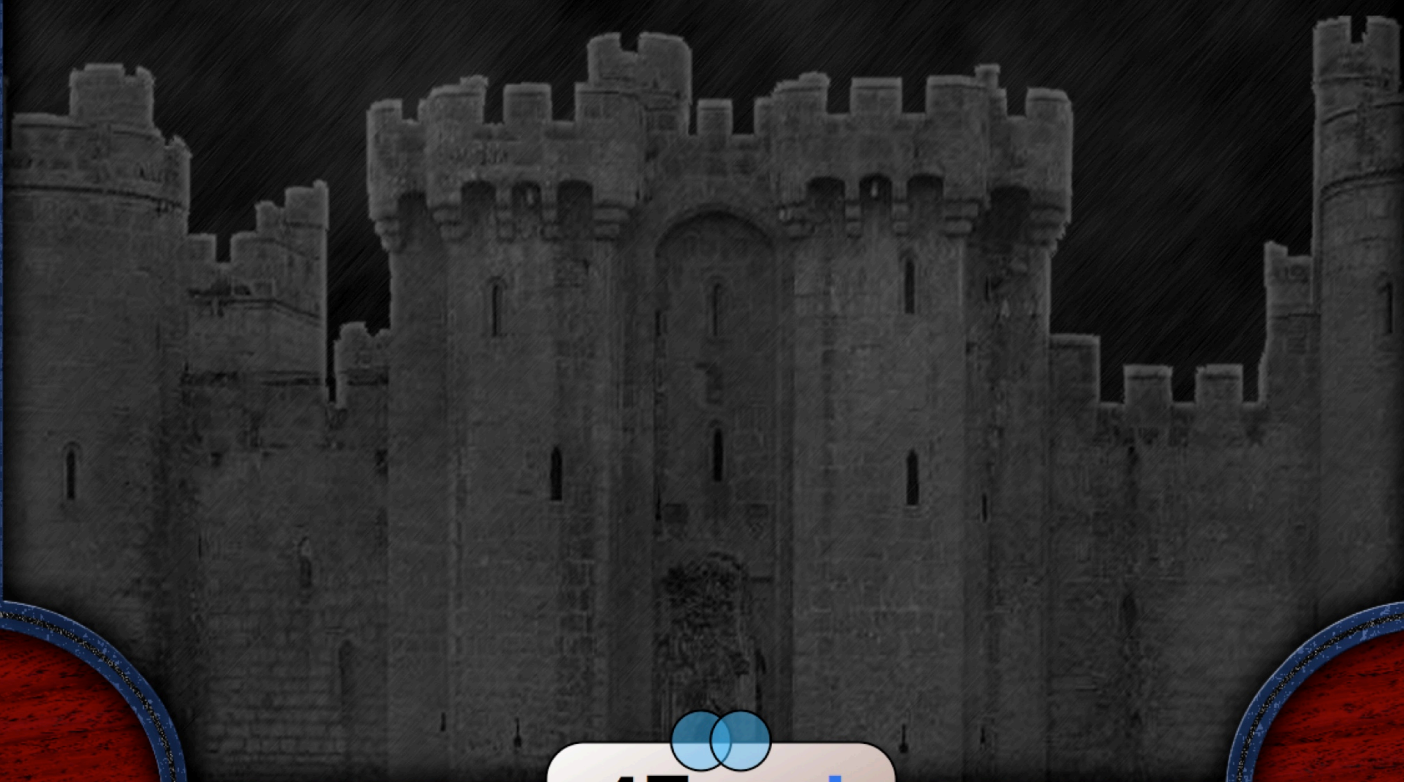


There and back again?

**An intermission adventure for
5 characters level 5-6**

By Totte Alm

**A magic mirror that leads to the unknown.
Curiosity killed the cat, but will it kill adventurers?**



There and back again?

An intermission adventure
for 5 characters level 5-6.

Please donate!

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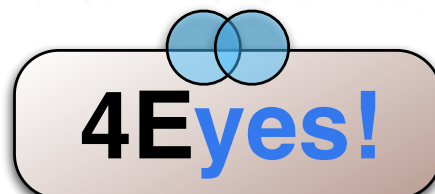
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<http://4eyes.code66.se>



Background

2000 years ago, several small kingdoms were fighting each other in a constant struggle for power in this region of the world. Some of those kingdoms have been lost forever, while others live in memories and stories, told and sung by bards.

Most kingdoms were not much more than a castle and the farmers working the lands around it, supplying what the castle needed, while some were empires that could stretch continents.

One of those small kingdoms was the kingdom of Toug-Baar, formed around the castle with the very same name.

During one of those small wars, the king, Torain the wise, joined his army led by General Tock, against his rival and enemy, his very own brother, king Sutheron the third of the kingdom of Alsheshia. King Sutheron's castle was about 4 weeks away from Toug-Baar.

During the siege of the castle, king Torain was slain by an enemy assassin who had sneaked out of the castle to kill the king. Quickly the news spread, and back in castle Toug-Baar, a man named Samnal Ergadron proclaimed himself king of Toug-Baar with the use of a handful of loyal friends, among them, the demon lord Durchuri. The castle wizard, Sernaual, who was not paying much attention to the day to day business, being too busy researching, made a quick journey to meet the returning army with the news. Sernaual then continued away from Toug-Baar as he had some urgent business to attend to.

General Tock, an honorable man, set his troops in a forced march to return to Toug-Baar and to behead the false king Ergadron. The castle, defended by second rate troops would not be a match for his well trained army.

King Ergadron knew he would not stand a chance in case of a siege, but he had made a pact with the demon lord Durchuri, that he would never let General Tock take the castle alive.

Note to DM:

The demon lord Durchuri was captured and slain about one thousand years later.

When the siege began, the few brave men of king Ergadron manned the walls, and archers manned the towers, and suddenly, an arrow hit General Tock straight in the forehead and killed him, but the last words of General Tock was heard all over the battlefield, "**We will meet again traitor!**".

The army retreated, and the rest of the story is lost in history, but, something happened when that arrow, directed by the demon lord Durchuri and the curse General Tock was spoken, that broke the space and time continuum. This place and this event was locked in time, and has been repeating itself ever since, for over 2000 years.

When the arrow hits General Tock, and the curse is spoken, time resets to the dawn of that day, and the battle will once again happen in about 2 hours. The persons living here, stuck here, will not notice this. For them, nothing is repeating, but for any visitors, it is like being teleported back in time a few hours.

During the past 2000 years, many have come through the teleportation mirror in wizard Sernaual's secret chamber at the top of the wizard's tower, and most have either been killed in battle, or gone completely mad, killing themselves.

Some have left notes and writings of their discoveries. The mirror through which you can arrive to this place is distorted due to the complex space and time disorder and is just a transparent flicker as if it is was a ghost from another dimension.

The castle is located on a small hill surrounded by several small farms, all abandoned because of the upcoming battle. On the other side of those farms, a dense forest lies. The forest is about 1/2 mile away from the castle, in all directions.

Adventure Synopsis

This adventure is rather different from most adventures, as it is pretty vital for the PCs to solve the riddle for their own survival, there is no backing out, no turning back.

It all starts with the PCs finding a magic mirror. It can either be the mirror found in the adventure "Scourge of the Rat-Men" by Adamant Entertainment, or you as a DM can quickly let the PCs find a magic mirror in the attic or basement of a house they have come to investigate.

When they jump through the mirror they notice that the mirror they came through is barely visible, and not there, it is like a ghost, transparent and impossible to touch.

They will soon realize that this is not a normal place, after the first time reset during the battle that starts just minutes after their arrival.

They will have to exit the locked wizard's tower through the dungeon and a dangerous course made by the now long-gone wizard Rowandor, to find for him the most suitable apprentice.

When they start to explore the castle, everyone will see them as honored guests of the wizard Sernaival, and as long as they do not interfere, they will just be ignored.

When the time is reset, people they just met will see them as complete strangers, so at every time reset, they need to reestablish any trust.

If the PCs try to bring something from the future to the past, it will just disappear when the time is reset, which means they need to plan for eating, otherwise the food they just got will disappear during the time reset.

The only way to break this infinite loop in time is to prevent the black arrow from killing General Tock or to prevent him from speaking the curse.

This can be achieved probably in many different ways, but the easiest way is to kill King Ergadron before the black arrow is fired. That will release the demon lord and send him back to the plane he came from, and that will end the loop and take the PCs on a 2000-year time travel, back to the future.

A note on XP

XP is not given out per encounter or per kill (as those events are irrelevant in this case). XP will be awarded when a certain milestone has been reached in the adventure.

To start the adventure

Provided with this adventure are battle maps of a few possible locations where the PCs put or find the mirror before jumping in. This is to create the illusion of that something might come out, following the PCs. Fear is DMs' best weapon.

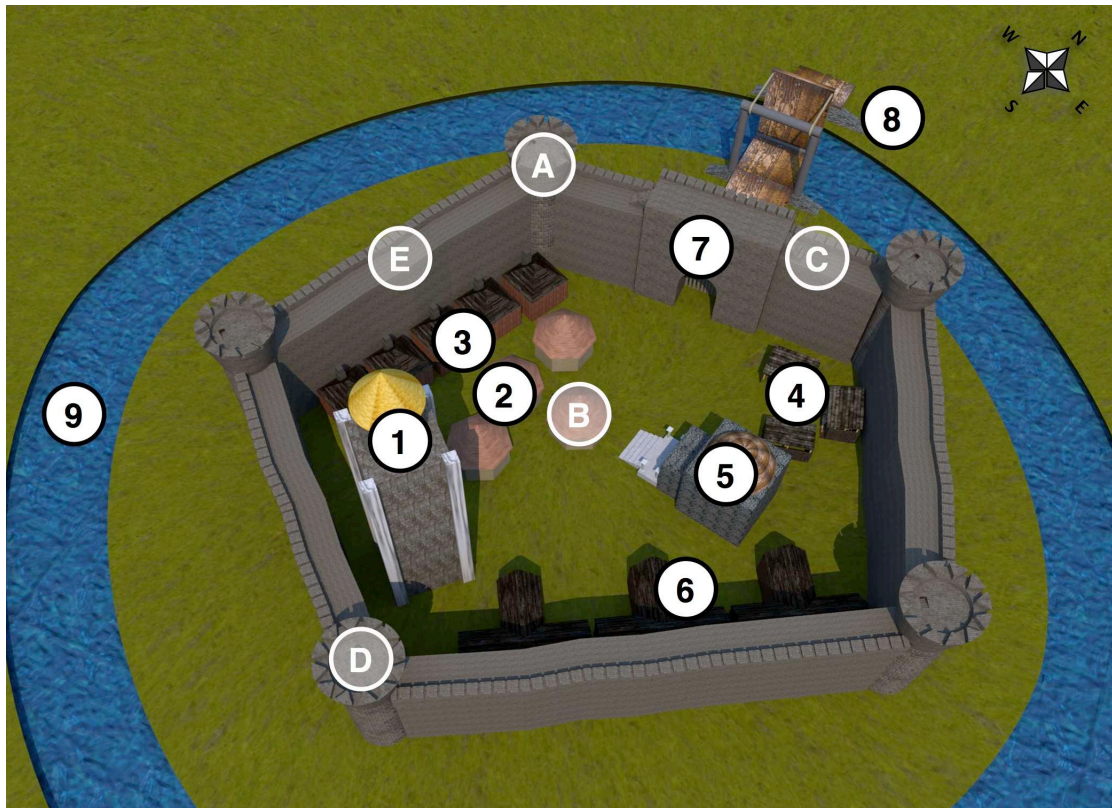
Adventure start

The adventure starts with the PCs going through a magic mirror.

The mirror they go through is up to the DM to give them or let them find. This can be as simple as someone approaching the PCs with an odd request to look at something they have found clearing out grandfathers' attic.

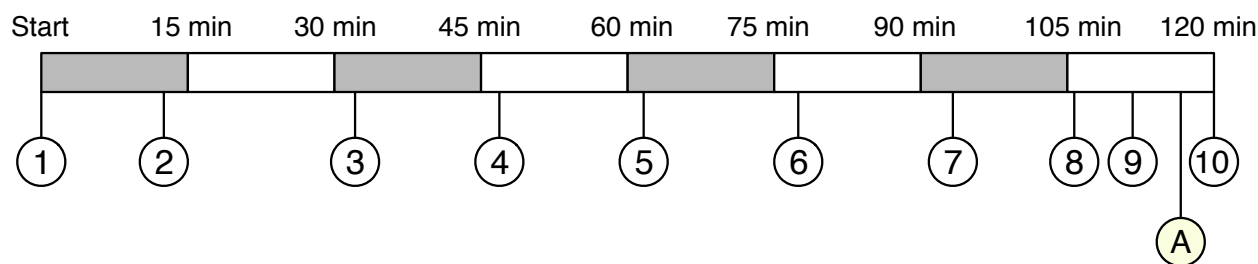


Welcome to Toug-Baar



Description:

- (1) The Wizards tower. this is where the PCs arrive through the mirror.
- (2) The camp. Several large tents where soldiers and armed farmers stay waiting for the forthcoming attack.
- (3) Castle workshops. Here is a bakery, a blacksmith, a carpenter and a small store.
- (4) The stables, several riding horses are located here. The horses seems to be of good breed.
- (5) The kings keep. This is where King Ergadron lives with his servants and royal guards, the knights of Toug-Baar.
- (6) The quarters, where other residents of the castle lives. Many women and children lives here. Here is a secret tunnel out of the castle, use by smugglers, to avoid tax.
- (7) The castle gate. The gate is closed due to the forthcoming expected battle and no one is let in our out, specially strangers. Anyone trying to get out will be killed as a spy.
- (8) The open drawbridge. The drawbridge is open, to prevent anyone from coming close to the castle walls.
- (9) The mound, 50 feet wide and 20 feet deep, at least, and filled with spiked poles. Add to that the flesh eating fish and the poison leeches. This is not a pleasant place to take a swim.



The timeline

The timeline is extremely important in this adventure as it will repeat itself over and over until the PCs solve the mystery. The exact same event should happen at the exact same time, to give the PCs the possibility to see the events from many different angles. Although, precise time pieces were not invented, it is important that the PCs if they compare events and peoples locations will get the same answer every time.

Events on the timeline

(1) **Time: 00:00**

The event cycle starts. General Tocks army is sighted to the west, about half a mile away, exiting the forrest and marching in the direction of the castle. A messenger is sent from the guards on the walls to the kings keep to inform king Ergadron about the sighted army.

(2) **Time: 00:12**

King Ergadron orders the horn master to sound the signal *man the walls* from the stairs outside the kings keep. Soldiers from the tents at (2) on the map begin to scramble their equipment.

(3) **Time: 00:32**

The castle walls and the towers are now fully manned with the 90 archers (common militia) that the king has available for the defense of the castle.

(4) **Time: 00:47**

6 knights in full scale armor, armed with greatswords are now ready for battle close to the stables (4) on the map, Squires are working hard to prepare their horses.

(5) **Time: 01:03**

The spearhead of General Tocks siege army gather around the castle, outside the mound. A demand to give up and hand over the castle is delivered via a message attached to an arrow. The arrow lands right outside one of the tents at (2) on the map, (E7). The arrow with the message is quickly delivered to the king by a runner.

(6) **Time: 01:18**

A messenger from the kings keep runs all the way to the tower over the gate and then shouts to the army outside a message from king Ergadron. *"We will defend this castle and our king with our lives"*.

(7) **Time: 01:34**

General Tocks catapults are now in place and setup about 300 yards west of the castle. About 100 yards further to the west is a tent, that looks like a command tent.

(8) **Time: 01:46**

A platoon, about 30 men, from General Tocks army (captives of war from the last battle), are ordered to cross the mound to lower the draw bridge. They run into the water, at (8) on the map, but a burst of screams of panic erupts and the water is colored red, and the screams turn into silence. The flesh eating fish and the poison leeches in the mound did their work, and not a single arrow was fired from the walls or the tower.

(9) **Time: 01:52**

The catapults opens fire. They will fire five bursts fire, hitting five distinct locations, the same every time. One attack each minute. The hits are one the map, A, B, C, D & E. See Catapult hits for more information on each hit.

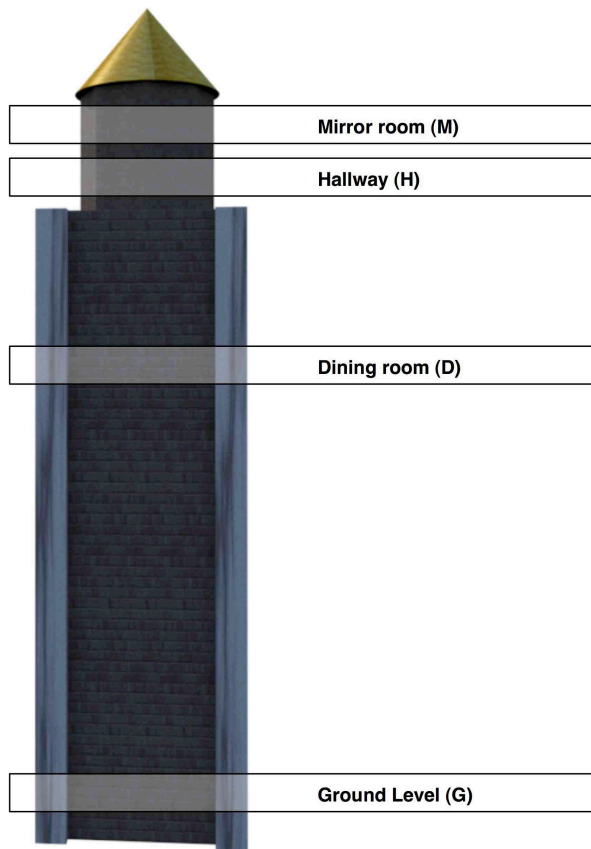
(A) **Time: 01:56**

The first PC arrive through the mirror, seeing the raging battle through the windows in the tower room. They will see the battle, and the devastation the catapults have made.

(10) **Time: 02:00**

The black arrow hits General Tock in his tent 400 yards away and kills him, time is reset.

The layout of the wizards tower



As the wizards tower has a very special way of transportation, the teleport system. You need to let the players know approximately at what level in the tower they are, so it makes more sense to them.

Catapult hits

This is to describe the hits done by the catapults. You as a DM can of cause change this as long as the basic event is the same, men dies.

Any PC close to an impact point will have to withstand the attack. The catapult attack is as follows:

Catapult attack Hazard

Hazard

Level 4 Elite

XP -

Attack

Immediate Interrupt

Target One random PC at the impact point.

Attack: +10 vs Reflex

Hit: 4d6+4 damage

Impacts

- A** Hits the tower where many archers are standing. Several archers fall down to the ground and are killed, while others dies crushed by the heavy stone.
- B** Hits the ground where several troops are getting ready to repel a breach of the main gate. several men are killed and wounded.
- C** Hits the wall to the right of the main gate. Smashes in over the defenseless archers, a few are killed by the impact, some falls down and dies.
- D** Another hit at another tower. Breaks parts of the tower wall. Men and stones fall down on the ground below in a cloud of smoke.
- E** Hits the western wall section right below the top. The wall breaks and men falls down into mound. They who survive the fall is quickly eaten alive.

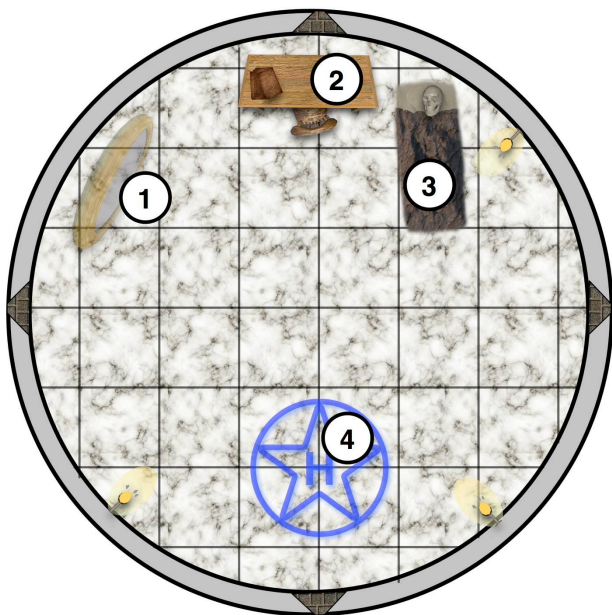
E1 - through the mirror

When the PCs arrive through the mirror, read or paraphrase the following paragraph:

You find yourself arriving through a mirror into a round room, about 40 feet across. The room has a nice smooth marble floor, white stone walls and a white stone ceiling, about 12 feet up. There are three oil lamps are lighting up the otherwise dark room. Sunlight is coming in through four small arrow slits, one in each direction.

To the left is a small desk and a chair, and some papers are on the desk. Straight ahead is a bed with someone sleeping, but it does look rather dead. The bed looks chewed on. To the right is a large blue circle on the floor, with a star in it and the letter H in the center. The circle seems to glow.

Outside, you see that you are high up in some kind of tower, located in a castle, a castle under siege. Dead or wounded defenders are laying on the ground, and the army outside the mound seems overwhelming in size. You see catapults to the west. The castle is in a clearing, about a mile wide, and then surrounded by dense forest.



The mirror room in the tower, north is to the right.

Explanation:

- (1) The mirror through which the PCs arrive to this world, or more correctly, this warp in time that has been stuck.
- (2) A desk and a chair. There are several papers on the desk. Many of them chewed on.
- (3) A bed, rolled out on the floor, and in it someone seems to be sleeping, but he looks rather dead. **Perception (DC 20)**, Something is hidden under the pillow.
- (4) The Strange blue glowing magic symbol on the floor. This is a teleport, that will take anyone stepping on it directly to the Hallway, E2.

The letters on the desk is a diary, or the remains of a diary, most of it have been eaten.

The diary, or what can be put together after a few hours work (enough time for the reset to happen once again).

I have been here too long now, there is no way back, no way back. I am trapped here like a bird in a cage, and I've seen that siege so many times I know every single event, every name of every soldier.

I found a food storage behind the dining room, but the food disappears every time it flickers, so I need to eat fast. The food on the other hand comes back at every flicker. What is this place? What have I done to deserve this faith.

I am growing old, I know I will die here. I have spent a whole life here and for what? Nothing! Nothing at all. Is this a punishment for me being a thief? Is this the prison of everlasting tormenting I heard about as a child?

The handwriting is now much more shaky.

I feel sick and and my eyes are no longer what they used to be and my fingers shake. I can hardly sneak out to get some food. I think this will be the last thing I write. To somebody finding this, you will die here just like me, there is no way out.

Under the pillow

The sack that was used as a pillow, a handful of silver and gold coins, 25 sp and 12 gp, and a set of nice throwing eight throwing daggers, a rusty cup, a copper plate, a fork and a knife, they look old but looks like pretty ordinary things.

It also contains a small pouch with a small statuette in jade, of a unicorn, inlaid with both gold and gems. The statuette is about 1 feet tall looks pretty expensive.

DC	Unicorn statuette using History or Religion
15	What can it be? Maybe it has some hidden magical properties that I am not aware of.
20	I've never ever seen such a beautiful piece of work. It must be old, and it seems to have some religious meaning. This is not an everyday decoration piece.
25	This can not be anything else that the famous holy unicorn, stolen from the Temple of Rightful Minds, over 300 years ago. The unicorn was never recovered and no traces were ever found of the thief or thieves.

DM Note

The unicorn is worth about 1800 gp if brought to its rightful owner, if the PCs ever will get back. It is not magic by any means.

The teleport

To activate the teleport, the creature or person needs to stand in the middle of the star, and stand there for six seconds, before the teleport is activated. When someone steps onto the teleport, the star and the circle starts to pulsate during the six seconds before the teleport is activated.

DM Note on Timeline.

It is now important that you keep track of what the PCs does. When the time has come for the reset, read the following paragraph:

The whole world just flickered just as a blink of the eye, and that the alarm of battle went dead silent, and it became a little less light outside.

Now let everyone who has entered through the mirror roll a **Perception**, and the results below tell say what information was picked up:

DC 15:

You can see an army coming out of the woods about a mile away. You also notice that the sun is just rising, when the sun was up a lot more just a few seconds before.

DC 20:

You see a man running across the yard and into the building with a cupola roof and the fine marble stairs outside.

Any PC rolling **DC 20** or better might also roll **Nature**:

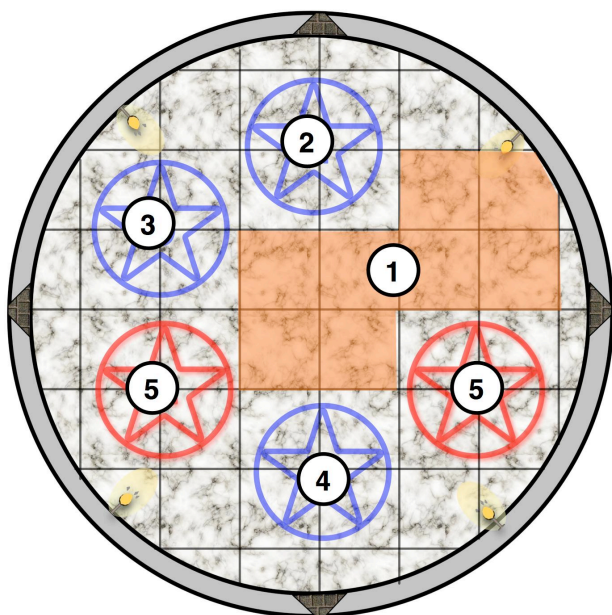
DC 15:

Something is not right, the clouds have shifted, so have the the wind.

DC 20:

You remember that the sun was just above those high pines, now it is just rising over the trees a little more to the east, which make think it changed about a tenth of a day, if we were at home.

E2 - The Hallway



The second floor from the top

Explanation

- (1) The landing area when teleported here.
- (2) The teleport to the ground level.
- (3) The teleport to the dining level.
- (4) The teleport back to the mirror room.
- (5) Private teleports.

DM Note

This room is the hallway, the hub of transportation within this tower. The landing zone is intelligent and arriving persons or creatures will never collide, and will land as far away from another creature as possible, within the zone.

for every minute the PCs is here, roll a d20, on a roll of 16-20, one of the beasts from **E3 - Dining with death** appears on the landing zone.

Private teleports

The red, private teleports, will activate the same way, but they can only be used by someone wearing the wizards ring, and that ring is not here, nor can it ever be found. The ring is with the wizard Sernaval.

Private Teleport Hazard

Hazard

Level 4 Elite
Lurker
XP -

A private teleport activated without the wizards ring.

Hazard:

Anyone trying to activate the wizards private teleports, will get a surprise.

Trigger

Someone standing in the centre of the star for more than 6 seconds. A lightning bolt strikes from the roof to the centre of the star.

Attack

Immediate Interrupt

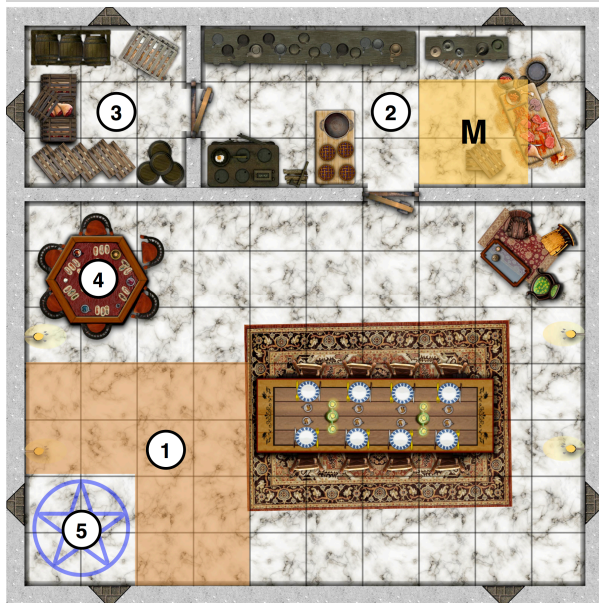
Target One creature

Attack: +12 vs Reflex

Hit: 4d6+6 electric damage plus 5 ongoing fire damage, save ends.

Miss: Half damage, no ongoing damage.

E3 - Dining with death



The dining room level

Explanation:

- (1) Teleport landing zone.
- (2) The kitchen, a large, almost royal dinner seems to be in the making here, but the chef is not here.
- (3) The pantry, full of top quality meat, wines, beer and fruit.
- (4) The game table. This is where you can sit down and play a relaxing game of cards.
- (5) The teleport back to the hallway.

[M] Monsters, who have found the food storage. They have come through another mirror and ended up here.

When the PCs arrive here through the teleport, read pro paraphrase the following text:

You see a large dining room with a huge table, made for eight people. There is also a strange table that looks like it is a card game table.

Anything brought from this place will disappear when the time is reset, and will be replaced.

Dining with death

700 XP

1 Overweight Crowbear

Overweight Crowbear

Level 8 Elite Brute
XP 700

Large fey beast

Initiative +5 **Senses** Perception +11; low-light vision
HP 208; **Bloodied** 104; *see also stunning screech*
AC 19; **Fortitude** 21 **Reflex** 16 **Will** 20
Saving throws +2
Speed 7
Action Points 1

⬇ **Claw** (standard at-will)

Reach 2; +12 vs. AC; 2d6+5 damage

⬇ **Double Attack** (standard at-will)

The crowbear makes two claw attacks. If both claw attacks hit the same target, the target is grabbed (until escape)

⬇ **Bite** (standard at-will)

Grabbed target only; automatic hit; 4d8 +5 damage.

⬅ **Stunning Screech** (free, 1st bloodied, encounter)

Close burst 1; +10 vs. Fortitude, the target is stunned (save ends).

Alignment Unaligned

Languages -

Str 20 (+9)

Dex 9 (+3)

Wis 16 (+7)

Con 16 (+7)

Int 2 (+0)

Cha 10 (+4)

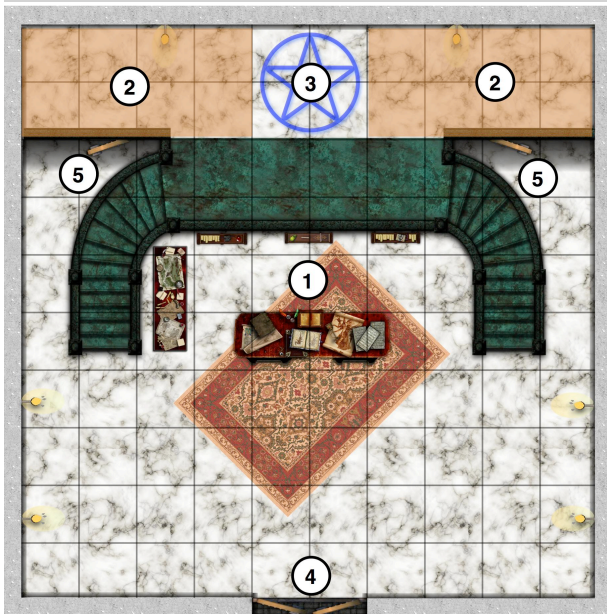
A crowbear looks much like an owlbear, but with a yellow beak and black fur.

Tactics

When the Crowbear notice that someone arrives in the dining room, he will carefully look through the open kitchen door, and will attack. If he fails his perception, the PCs might hear him chewing away on the meat.

He can move through the narrow door, just treat the door as heavy terrain for the owlbear, taking two movement points.

E4 - The ground floor



The large tower lobby.

Explanation:

- (1) The guests library and desks.
- (2) Teleport landing zones.
- (3) The teleport back to the hallway.
- (4) The large double door that lead out of the tower. The door are magically locked and can not be open nor forced.
- (5) Doors leading to the tower dungeons, the only way out of this tower.

The library and desks

The desks are full of paper and maps, showing different areas of the known world. Nothing looks even remotely familiar to the PCs.

The language is ancient and very difficult to read, it require a successful **Arcana DC (20)** to a least grasp the concepts, and a successful **Arcana DC (25)** to really read it.

The book shelves contains many volumes of scientific books. Many are describing things that are common knowledge to the PCs as revolutionary discoveries.

Hints for the dungeon traps

There are a few hints here among the books and notes to the traps in the dungeon, **Encounter E5 - The Dungeon**. There are a few notes on *tests* and *challenges* in the dungeon, created by the original builder of the tower, to test his apprentices.

DM Note

This is the place to add maps, letters or books on hidden and interesting things that the PCs can use.

If you are to follow up this adventure with "A Sage Tale" at some point, you can use the handout and show it to the players. Remember to "remove it" from them the next time time resets.

The mortal enemies of man have founded a temple on the small island in lake Nieding, the demon tooth isle.

The two forts, Cirthan Dawoo and Drund Kahir are under constant attacks from the forces of evil, brought forward at the temple of Kwaa.

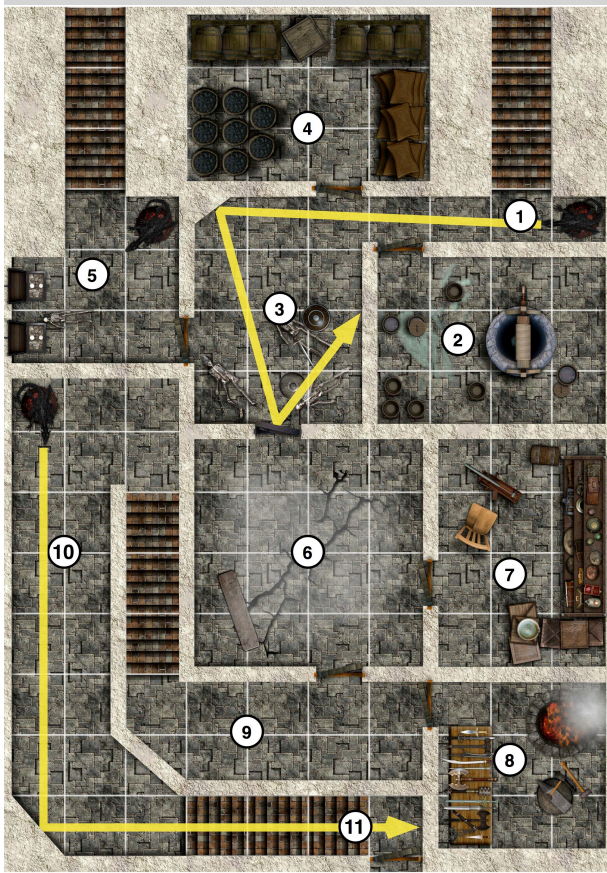
This report was written by Erno Mahir, royal scribe at the fort of Drund Kahir.

The fearful note

The PCs will also find this note, which seems to be written in haste.

Durchuri, it must be Durchuri. I can feel his presence. The General has to be warned.

E5 - The Dungeon



The dungeon - overview map

For the dungeon, each encounter area has its own description and is for game purposes treated as separate encounters.

(1) E5A - The left stairs down

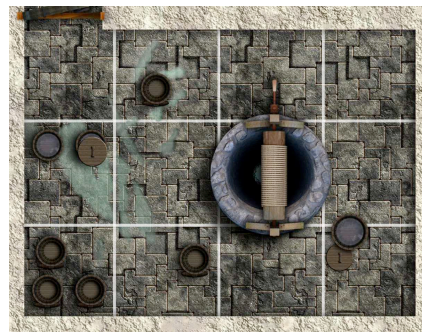


When the PCs steps down the stairs, read or paraphrase the following text:

*You see a dark dungeon like cellar with stone floor and walls. To the left, you see a 4 foot tall black statue of a dragon. The base on which the dragon is seated glows faint in red. There is a word written on the front of the base, it says **Aidnivax**. To the right, you see a corridor.*

This dragon is a part of the trap in area (3) **E5C - I see dead people**. The yellow arrow shows how the lightning bolt from the dragon will travel when the trap is triggered.

(2) E5B - Well, we got water

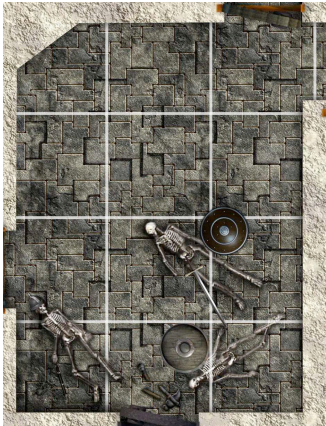


When the PCs look into this room, read or paraphrase the following text:

In the center of this room, is a large well. Several buckets are standing on the floor, some with water, some are empty.

This is the wizard towers secret well, dug long before the castle got its own well, and much deeper. I will probably never run out of water if the castle is under siege.

(3) E5C - I see dead people



When the PCs enter this room read or paraphrase the following text:

You see a metal door at the end of the hallway, with a large handle on. In front of the door lies three skeletons, seems to be humanoids, maybe humans or elves.

Lightning bolt trap

Trap

Level 8 Elite
Lurker
XP -

A deadly trap.

Trap:

The dragon will fire a lightning bolt.

Trigger

If anyone tries to open the steel door without saying the magic word *Xavindia*, (*Aidnivax* reversed), the dragon will fire a lightning bolt that will travel as the yellow arrow indicates on the overview map.

Attack

Immediate Interrupt

Target All creatures along the path.

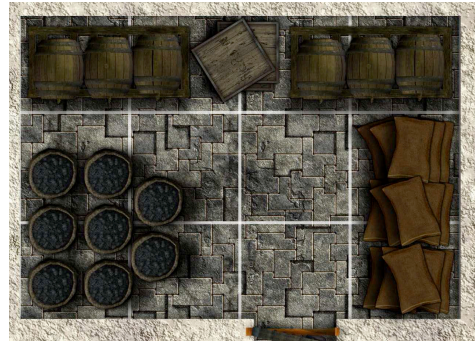
Attack: +10 vs Reflex

Hit: 4d8+5 electrical damage plus 5 ongoing fire damage, save ends.

Countermeasure

Say the magic word *Xavindia*.

(4) E5D - Storage room



When the PCs enter this room, read the or paraphrase following text:

You see a storage cellar, filled with barrels, crates and sacks. The smell is fresh, not rotten or damp

The wine, beer and salted fish in the barrels are fresh and tasty, and the dried meat the crates is also very good.

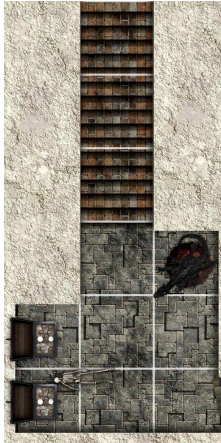
The sacks contains turnips and carrots, all seems to be recently picked.

DM Note

Remember that when the time resets, all food picked up disappears again.



(6) E5E - The right stairs down



When the PCs enter this room, read the or paraphrase following text:

You see a dark dungeon like cellar with stone floor and walls. To the left, in a corner of this small room, you see a 4 foot tall black statue of a dragon. The base on which the dragon is seated glows faint in red. To the right, along the wall are two large chests, open, and you can see that they are filled with platinum coins.

Dragon breath trap

Trap

Level 6 Elite
Lurker
XP -

A deadly trap.

Trap:

The dragon will breath fire.

Trigger

Anyone picks up a coins from the chests,

Attack

Immediate Interrupt

Target close burst 3

Attack:+10 vs Reflex

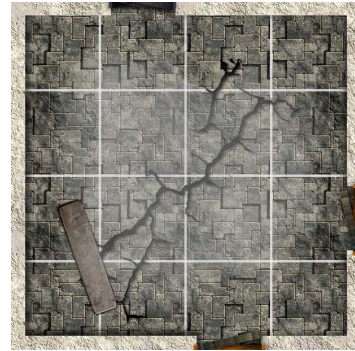
Hit: 3d8+4 fire damage; plus ongoing 5 fire damage, save ends.

Miss: Half damage and no ongoing damage.

Countermeasure

Let the coins stay untouched.

(7) E5F - Gas filled room



When the PCs enter this room, read the or paraphrase following text:

You see a square room, with several large, deep cracks in the floor, and in the far left corner is a bench.

You can see that some kind of smoke, or vapors, percolate through the cracks in the floor, filling the room with a thin mist.

Gas Hazard

Hazard

Level 6 Elite
Lurker
XP -

A sleeping gas hazard.

Hazard:

The gas percolating through the cracks in the floor is dangerous.

Trigger

Spending one round in the room.

Attack

Immediate Interrupt

Target all creatures in room

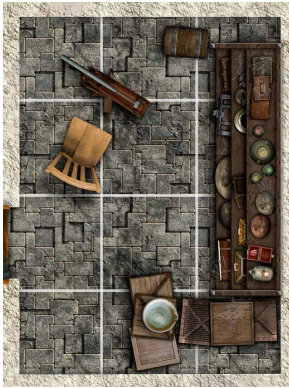
Attack:+10 vs Fortitude

Hit: The target is slowed, save ends. If the save fails, the target is knocked prone and is paralyzed, save ends. If the save fails, the target is unconscious, save ends.

Countermeasure

Cover up breathing organs with cloth to avoid breathing in the fumes.

(7) E5G - Secret laboratory



When the PCs enter this room, read the or paraphrase following text:

You see a huge bench on the far wall, filled with different jars, books and bottles. To the right there are some crates, and to the left is a spinning wheel, all set up.

A successful **Arcana DC (20)** reveal the following information:

This looks like some kind of magic workshop, or a laboratory for spell research.

DM Note

Among the different things found here are several ritual scrolls, which might come handy.

Ritual scrolls found:

Brew Potion - level 1

Cure Disease - level 6

Enchant Magic Item - level 4

Wizard's Sight - level 8

DM Note

Remember that if the PCs do not write down the scrolls into their own ritual books, the scrolls will disappear at the next time reset, back to where they found them.

There are also clues for how to avoid the trap in room (10).

Metal attracts electricity my dear adepts. This is crucial for your survival. I am not evil, I will give you enough clues to ensure that anyone having a sharp mind below that pointy hat will survive.

Rowandor the Mighty

And a letter to the adepts that had this dungeon as proving grounds, to prove them self worthy of working for Rowandor the Mighty, who once built this tower.

Adepts,

the third, and last dragon, was built to stop intruders from entering the tower through the secret back door. Your task is to exit through that back door.

I know you might have lost several comrades on the way, but believe me, I want the best and bravest only as my new apprentice.

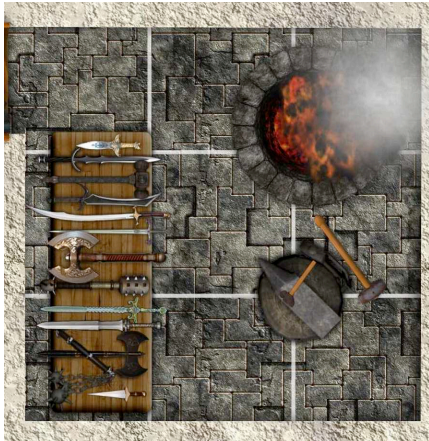
Rowandor the Mighty

Writing down rituals

PCs can write down the rituals, every needed ingredient is available, but it takes 8 hours per ritual, so it will be along time, with restarts in between.

They can also make potions, but they will be gone after the reset, they only thing that stick are written down rituals.

(8) E5H - The forge



When the PCs enter this room, read the or paraphrase following text:

You see what look very much like a forge or a blacksmith workplace.

To the right is a table, full of strange and exotic weapons, almost every kind of weapon is represented here.

To the left is a hot glowing pit, and an anvil and some tools are ready for work a little to the right from them.

DM Note

Any weapon taken from here will be moved back here at the time reset. But any item brought from the outside that is changed will remain changed after a time reset.

The fire pit, a lava stream from the center of the earth is very hot, and anyone stupid enough to try to climb down will suffer a great pain.

Fire pit Hazard

XP -

Hazard

Trigger

Anyone stupid enough to climb down into the pit.

Attack

Immediate Interrupt

Target Creature in fire pit

Attack: +12 vs Fortitude

Hit: 5d12 fire damage plus 5 ongoing fire damage, save ends.

Miss: Half damage and no ongoing fire damage.

Countermeasure

Do not climb down you fools.

(9) E5I - Hallway



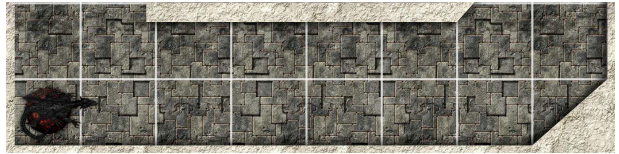
When the PCs enter this hallway, read the or paraphrase following text:

You see a dark hallway, and there is a staircase leading upwards from here.

DM Note

This is just an empty hallway, but can give the PCs a scare as it is just empty.

(10) E5J - The third dragon



When the PCs enter this hallway, read the or paraphrase following text:

You see a long, empty,, dark corridor, with several hooks and chains hanging down from the ceiling. In your end of this strange corridor, is yet another dragon statue on a base that glows softly red.

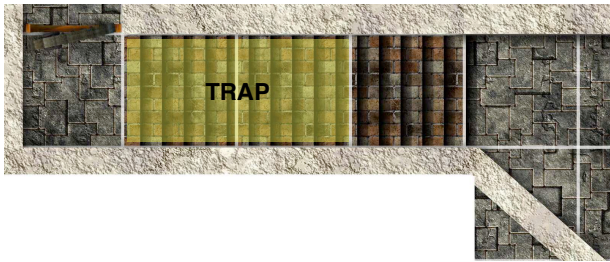
DM Note

This is the third dragon trap, mentioned in the note in room (7).It will trigger its Lightning bolt at the trap in (11) - **Emergency exit**.

The hints in room (7) also talks about that metal will attract electricity. If the PCs hang a lot of metal weapons and gear from the forge (8) in the ceiling hooks and chains, they will absorb and divert the lightning bolt from the dragon.

The task takes about 30 minutes, and if the time resets while the PCs are putting things up, all item used from the tower will be returned to its place.

(11) E5K - Emergency exit



When the PCs enter this hallway, read the or paraphrase following text:

You see a staircase leading upwards, and at the end of the staircase, there is a small door to the right.

Lightning bolt trap

Trap

Level 8 Elite
Lurker
XP -

A deadly trap.

Trap:

The dragon will fire a lightning bolt.

Trigger

As soon as any creature move or stands in the area marked as TRAP, the trap is triggered. You do not have to physically put pressure on the steps, flying or spider climbing on the walls or ceiling will also set the trap off.

Attack

Immediate Interrupt

Target All creatures along the path.

Attack: +10 vs Reflex

Hit: 4d8+5 electrical damage plus 5 ongoing fire damage, save ends.

Countermeasure

Hang a lot of metal weapons and gear from the forge (8) in the ceiling hooks and chains, they will absorb and divert the lightning bolt from the dragon.

Exit

The door at the end of the staircase is very well hidden from the outside, behind a statue of a Wizard, on the back side of the tower.

When closed, it will require a **Thievery DC (26)** to reopen the door, and remember, the reset will undo any tricks the PCs done to keep the door open, and the trap will be active.

Adventure Milestone

3000 XP

Exiting the wizards tower

Part II - Solving the mystery

Here is a list of different NPCs that the PCs will encounter while trying to solve the puzzle and make a safe journey back in time.

The Demon Lord Durchuri is not mentioned here, and that is because if the PCs are stupid enough to pick a fight with him, they will die. Pick out favorite demon from a monster manual, and have fun.

Ending the time loop

Now that the PCs have escaped the tower, now they just have to stop the time loop.

There are as written earlier, several different ways to do this, but the most effective way is to kill king Ergadron, which will free the Demon Lord Durchuri from his oath, and the arrow will never be fired to kill General Tock, and General Tocks curse will not be spoken.

The PCs now have to get a grip on the history, understand why General Tocks army is putting Toug-Baar under siege, and who King Ergadron is.

This is really a free form adventure from here on. Several battle maps will be provided to enable the DM to run fights or situations in different locations.

Remember that time will keep resetting itself, over and over, and what PCs done in a previous cycle has no effect on the current cycle.

And , very important, king Ergadron will always try to escape and flee if attacked, summoning his demons first and let them do the fighting, he knows he will win the war as soon as General Tock is dead, or if the attack is before he has ordered Durchuri, he will still run. This makes the killing of the king to have to be well planned, or he will slip away as an eel.

Common Militia

Medium natural humanoid

Level 1 Minion

XP -

Initiative 0

HP 1; a miss never kills a minion

AC 15; **Fortitude** 13 **Reflex** 13 **Will** 11

Speed 6

④ **Spear** (standard at-will) ♦ **Weapon**

+6 vs. AC; 4 damage

⑤ **Short bow** (standard at-will) ♦ **Weapon**

Ranged 5/10 +6 vs. AC; 4 damage

Alignment Unaligned

Languages Common

Str 12 (+1)

Dex 11 (+0)

Wis 10 (+0)

Con 11 (0)

Int 10 (+0)

Cha 10 (+0)

Equipment Leatherarmor, spear, short bow

Location: (2); and after the alarm has sounded, also on towers and walls.

Knights of Toug-Baar

Medium natural humanoid

Level 3 Soldier

XP -

Initiative +3

HP 44 **Bloodied** 22

AC 19; **Fortitude** 15 **Reflex** 15 **Will** 14

Speed 5

④ **Greatsword** (standard at-will) ♦ **Weapon**

+10 vs. AC; 1d10 damage; target is marked.

Alignment Unaligned

Languages Common

Str 15 (+3)

Dex 14 (+2)

Wis 12 (+2)

Con 14 (+3)

Int 11 (+1)

Cha 10 (+0)

Equipment Scalemail, greatsword

Location: (4) and (5)

Servant		Level 1 Minion	
Medium natural humanoid		XP -	
Initiative 0			
HP 1; a miss never kills a minion			
AC 14; Fortitude 13 Reflex 13 Will 11			
Speed 6			
Ⓢ Dagger (standard at-will) ♦ Weapon			
+6 vs. AC; 2 damage			
Alignment Unaligned		Languages Common	
Str 12 (+1)	Dex 11 (+0)	Wis 10 (+0)	
Con 11 (0)	Int 10 (+0)	Cha 10 (+0)	
Equipment Red livery, dagger			
Location: (5)			

King Ergadron		Level 7 Elite Leader	
Medium natural humanoid		XP -	
Initiative +4 HP 79 Bloodied 39 AC 21; Fortitude 19 Reflex 18 Will 19 Speed 5 Action Points 1			
Ⓢ Longsword (standard at-will) ♦ Weapon			
+12 vs. AC; 1d8+3 damage			
↓ Perfect strike (standard at-will) ♦ Weapon			
+14 vs. AC; 1d8+3 damage; target is marked.			
↓ Save the king (std reload ☐☐ ☐☐ ☐☐) ♦ Weapon			
+12 vs. AC; 1d8+3 damage and two allies within 5 squares can shift one square or make a basic attack.			
↓ Kings Fury (std encounter; bloodied) ♦ Weapon			
+12 vs. AC; 3d8+3 damage; target is marked and stunned until the end of King Ergadrons next turn. King Ergadron regain 15 hitpoints. Miss, half damage, no stun or mark.			
✱ Summon help (standard encounter)			
Range 5, blast 3; 3 Demon Wardens appear within the burst.			
Alignment Chaotic Evil		Languages Common	
Str 15 (+5)	Dex 14 (+4)	Wis 14 (+4)	
Con 15 (+5)	Int 16 (+6)	Cha 15 (+5)	
Equipment chainmail, longsword			
Location: (5)			
Soldier		Level 1 Soldier	
Medium natural humanoid		XP -	
Initiative +2 HP 29 Bloodied 14 AC 17; Fortitude 13 Reflex 13 Will 11 Speed 5			
Ⓢ Longsword (standard at-will) ♦ Weapon			
+8 vs. AC; 1d8+1 damage			
Alignment Unaligned		Languages Common	
Str 13 (+1)	Dex 12 (+1)	Wis 10 (+0)	
Con 13 (+1)	Int 9 (-1)	Cha 10 (+0)	
Equipment chainmail, longsword			
Location: (2); and after the alarm has sounded, also on towers and walls.			

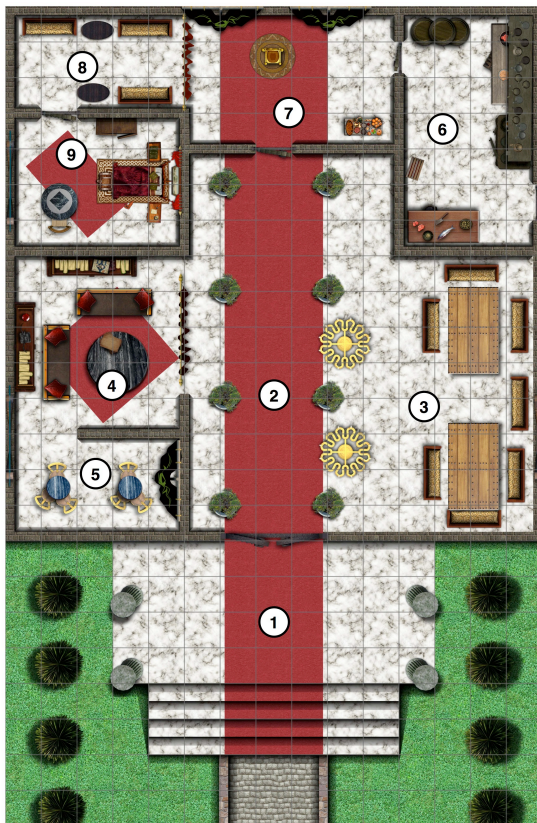
E6 - The Kings Keep

This information is divided into 4 different time sections, as the whereabouts of the king is very important to this adventure. All times are given relative to the reset start point, Remember, PCs do not have watches, so all time information has to be based on when a certain event happened the last time.

All windows on the kings keep have iron bars on the inside to prevent assassins from entering.

The bars in the kings bedroom can be opened from the inside, the mechanism is well hidden, **Perception DC (19)** to find it. If the PCs have seen the windows opened, if the king has escaped that way, they will know how to open them.

An example, if the PCs want to sneak into the Kings bedroom just after Durchuri leaves, they can watch other events, like that the servant in the kitchen whips up an omelette, and use that event as a cue for their actions the next reset round.



The kings keep

- (1) The marble front porch of the kings keep.
- (2) The keeps great hallway. Two huge candelabra in pure gold lights up the hallway.
- (3) The waiting hall, where you are seated waiting for you audience with the king.
- (4) The kings library, behind a curtain for some extra privacy.
- (5) The bar, where merchants and other members of the society can discuss delicate matters on neutral grounds.
- (6) The kitchen. The door to the outside is locked, **Thievery DC 16** to pick the lock. Good food is cooking here.
- (7) The throne room. The large throne, filled with gems and built in massive gold is pretty impressive. A small table with fresh fruits is also here.
- (8) The inner room, separated from the throne room with a curtain.
- (9) The kings bedroom, fit for a king.

Time span 1: 00:00 - 00:45



The kings keep - first time span

Description:

[K] = King Ergadron

[KG] = Kings Guard, Knight of Toug-Baar

[S] = Servant

[Sx] = Numbered servant, will take an action

[Mx] = Merchant waiting for audience

00:00 A servant is making brunch for the king in the kitchen.

a Servant is cleaning up the throne room, dusting and polishing everything yet another time.

Merchants **M2** and **M3** are waiting for an audience with the king regarding a problem with deliveries of spices. They are named Mikkale, the father, and Gofran, the son.

Merchant **M1** is waiting for an audience with the king. he has been called regarding accusations regarding smuggling of goods into the castle to avoid taxes. *He uses the tunnel from one of the buildings at (6).* His name is Mannokim.

The king is in his bedroom, alone, waiting for his brunch to arrive, he has a bad hangover and is moody.

00:01 A messenger arrives to the keep regarding the approaching army. Servant **S1** walks to the kings bedroom, where he waits for about 7 minutes after his first knock on the door before the king calls him to enter.

00:12 After a few minutes of thinking, the king orders **S1** to signal the signal *man the walls*. The he yells for his food, which is brought to him by servant **S2**. **S1** steps out on the stairs and blows the signal in the horn.

00:21 The king is still alone in his bedroom, eating his brunch. He secretly calls upon demon lord **Durchuri**. *If this is prevented, the time reset will end at the time where the arrow should have been fired.*

Description (new items):

00:45 The Toug-Baar castle is now on full alert. Demon lord Durchuri arrives to the kings bedroom via teleport, using his most human like form.

01:09 The king demand that demon lord Durchuri kills General Tock. In return, he will get his freedom. Durchuris bonds, held by the high-priestess of Kwaa, will be released.

01:14 The king moved to the throne room.

01:16 The king sends servant S2 to tell General Tock about the kings reply to the message.

01:22 The king orders everyone out of the keep, except servants and kings guards, yelling *it is every mans duty to defend this castle.*

Extra guards arrives to increase the kings security.

Time span 4: 01:30 - 02:00



The king's keep - fourth time span

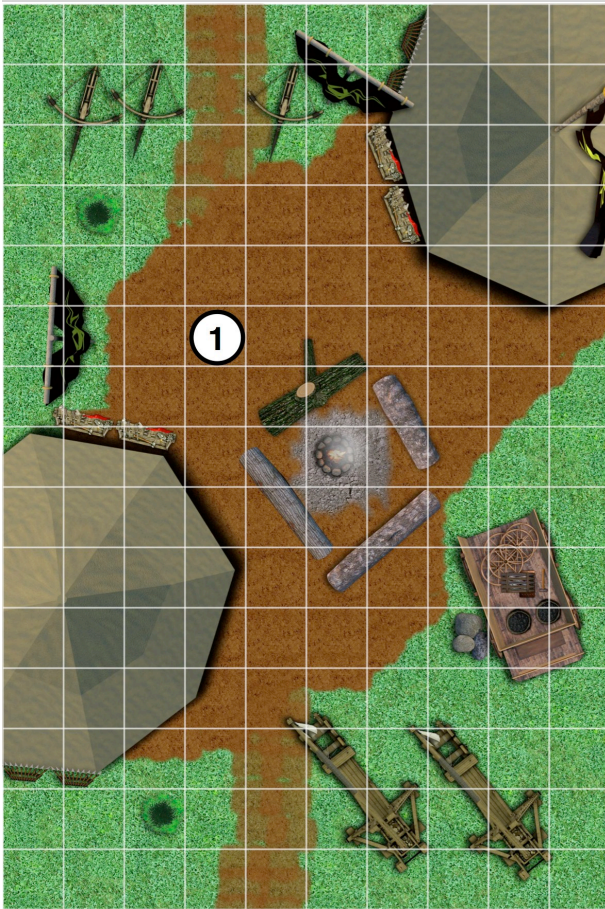
01:48 The king orders a cup of wine, and then sits and sip on it as nothing is happening.

Insight DC 18 will reveal that he seems to have a very satisfied smile on his face.

01:53 Servant S1 reports to the king that catapults have been fired at the castle, with many casualties among the men as a result. The king just frowns and replies *They died because they were cowards.*

01:57 Anyone in or close to the throne room can hear the king whisper *Durchuri hurry up!*

E7 - The military tents



The army tents

(1) Marks the spot where the arrow with the note from General Tock hits the ground. Any PC standing in that exact spot will take 7 points damage.

The letter on the arrow:

Sir Ergadron,

Your mutiny against the kingdom will not be taken lightly.

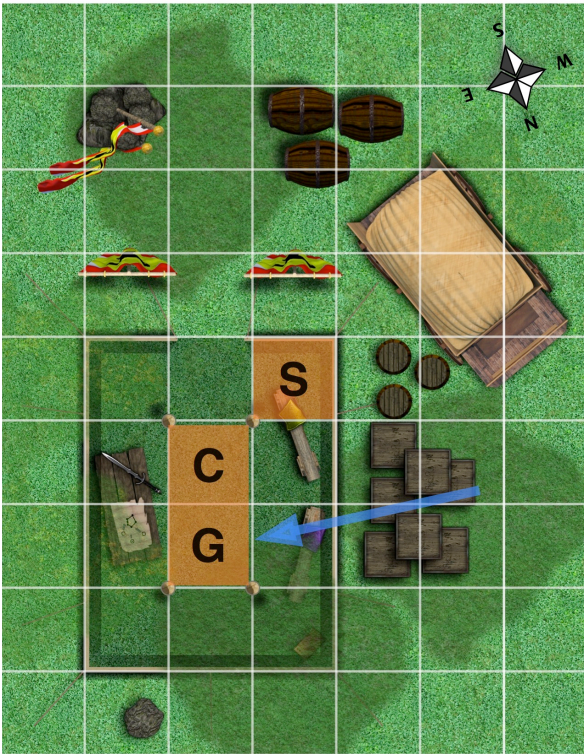
I, General Tock, have sworn to serve the rightful King of Toug-Baar, and in the event of the Kings absence, or death, I rule the kingdom until a new King has been chosen according to the laws of Toug-Baar.

I give you the freedom, the freedom to spare the lives of innocent men and soldiers, and to give back Toug-Baar to the rightful keeper.

If you do obey, lower the drawbridge and hoist the blue flag to signal that you have surrendered unconditionally.

General Tock - commander of the Toug-Baar army.

E8 - General Tocks Tent



General Tocks Tent

The PCs might one way or another get to the General Tocks tent to see what really happens here.

If they are here right when the black arrow hits General Tock, read or paraphrase the following text:

You see the General and one other officer who he calls captain, bent over a table with a map of the battle plans for the attack. Behind them stands a soldier on guard.

*Suddenly you hear a strange noise and the general turns his head around, a black arrow hits the general in the forehead and he screams out loud **We will meet again traitor!***

And suddenly, it is dawn once again, and you stand out on an empty field, outside the castle.

DM Note

Remember, that no matter what the PCs does to try to protect the General, demon lord Durchuris arrow will hit him in the forehead, even if the general is put into a 2" thick metal chest, he will get hit, and his curse will be spoken.

If the general is killed before the black arrow hits him, or if he is unable to speak the curse when the arrow hit him, the curse will be broken, and the riddle will be solved. The General is always surrounded by 10 soldiers and 8 Toug-Baar Knights.

General Tock		Level 5 Elite Leader
Medium natural humanoid		XP -
Initiative +4		
HP 79 Bloodied 39		
AC 21; Fortitude 19 Reflex 18 Will 19		
Speed 5		
Action Points 1		
⚔ Longsword (standard at-will) ♦ Weapon		
+12 vs. AC; 1d8+3 damage		
⚔ Perfect strike (standard at-will) ♦ Weapon		
+14 vs. AC; 1d8+3 damage; target is marked.		
⚔ Counter attack (std reload ☞ ☞ ☞) ♦ Weapon		
+12 vs. AC; 1d8+3 damage and two allies within 5 squares can shift one square or make a basic attack.		
Alignment Good	Languages Common	
Str 15 (+5)	Dex 14 (+4)	Wis 14 (+4)
Con 15 (+5)	Int 16 (+6)	Cha 15 (+5)
Equipment chainmail, longsword		

The time loop is stopped

When the PCs break the time loop, one of two things can happen, depending on what the DM decides.

Alternate ending one - easy one

PCs suddenly come pushed out of the mirror they used to enter this place.

Alternate ending two - the long one

When the ending happens, describe the following situation.

The world starts to spin, everything around them turns to dust, forest grows up and goes away, the weather changes around the year in a flicker. Persons, animals and beasts pass by, one second they are there, another they are gone. They see wars, great battles between Tieflings and Dragonborns gone as soon as they started. A village grows up and turns into a forest again. The castle of Toug-Baar withers down to no more than dust.

What happens is that the PCs are transported through time, 2000 years in less than a minute.

When everything finally stops, they find themselves in the middle of a dark forest, surrounded by trees.

They are now at a location of the DM's choice, where Toug-Baar once stood.

Any dead PC will be forever lost, same with anything that the PCs tried to take with them.

Any items they had picked up in Toug-Baar will also have gone. A dagger in the pocket has turned to rusty dust.

Adventure Milestone

5000 XP

Ending the time loop

History checks and information

During the course of this adventure, a lot of names and places will be revealed to the PCs, where History or Religion will be important skills to get the notion on where in time and space they have ended up.

You as the DM should add your own tidbits of information that hooks into your campaign world about 2000 years ago.

DC	Demon Lord Durchuri using History or Religion
10	Isn't that a bedtime story I've been told when I was a little child?
13	I have heard the name, I think a bard sung about it on a bar. Wasn't he killed by some tough adventurers?
19	Demon Lord Durchuri was killed many years ago, hundreds, maybe even thousands of years ago.
26	Demon Lord Durchuri was captured and slain about a thousand years ago in a land far away from home.

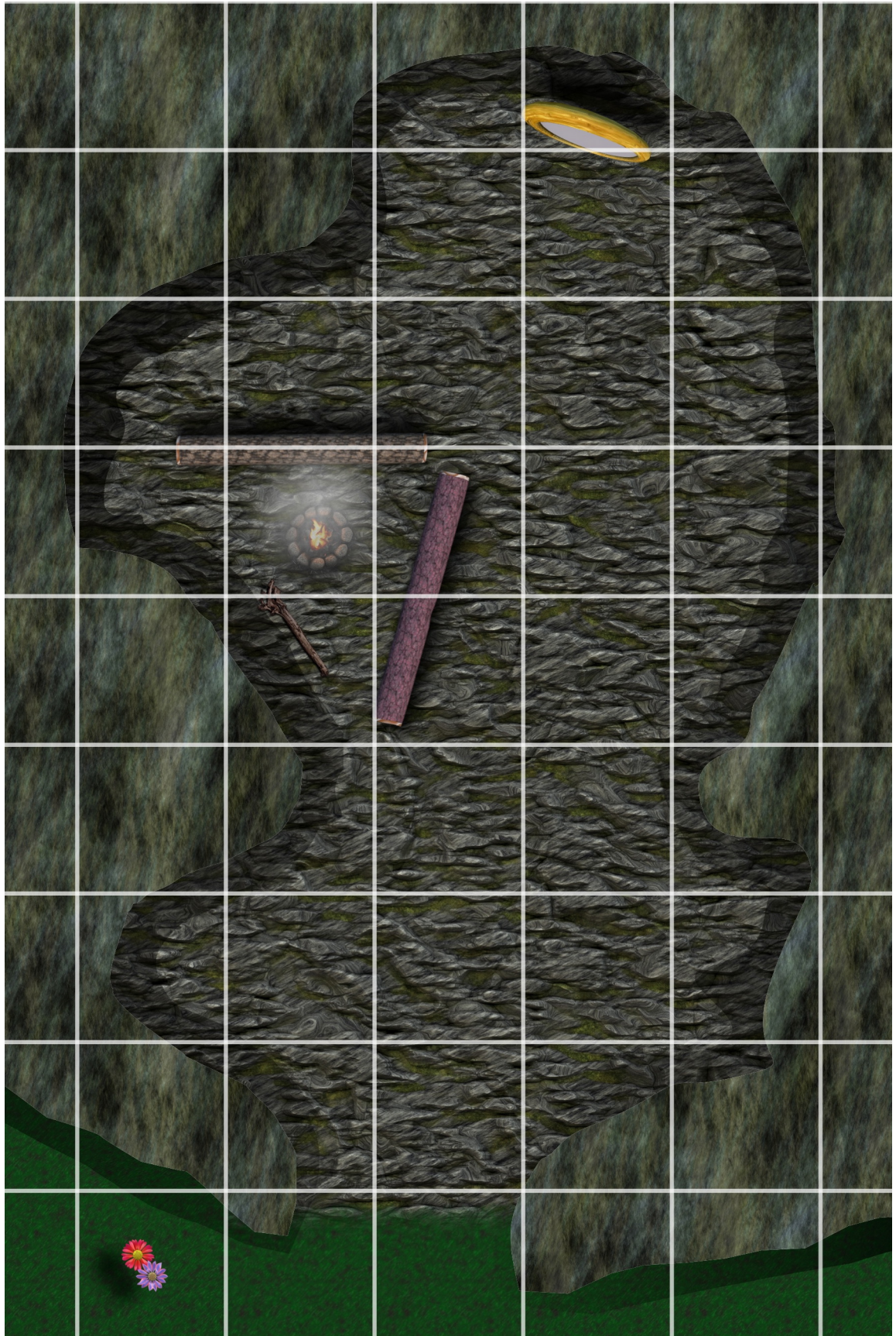
DC	Toug-Baar using History or Religion
13	I think that was in a far away land, but I might be mistaken.
19	I know the city and the country existed, but it was just one of those brief moments in history, forgotten by most.
26	Toug-Baar, yes I have studied that part of the world very closely, but there is not much written about it. There was a important battle there, that changed the course of history in the region. Something about a rogue king.

DC	Kwaa using History or Religion
13	Kwaa? The lost temple of Kwaa? This must be a joke. Kwaa is something bards sing about to keep the drunks happy at shabby tavern.
19	The lost temple of Kwaa, it must be. The facts are correct. This might be a clue. Kwaa was according to the legends located on an isolated island, and Kwaa was on the other side of the world, so far away.
26	Kwaa, so much evil came from that place, and so much powerful magic items were collected by the priests of Kwaa, and brought to their hidden temple. This gives us a pretty good idea where to look for it. If Kwaa is close, we are a long way from home, a really long way from home.
DC	Rowandor the Mighty using History or Religion
13	Rowandor who?. Can it be that Rhwawwan the bards use to sing about?
17	I've read about him, he was a great wizard that lived a very long time ago.
26	Rowandor the Mighty, his name should only be spoken by those who knows how to kneel deeply in his honor. He was one of the greatest wizards who ever lived. He is believed to have researched many spells, like fireball. We have so much to thank him for.

DC	King Ergadron using History or Religion
13	Ergadron, never heard of him until now.
19	There is something I've read about this somewhere. Something with a demon involved, it was a very long time ago.
26	I see, the demon-bound king. He made some kind of agreement with the Demon Lord Durchuri, he was a very evil man. He had some kind of connection with the priests of Kwaa.

THE END

Starting map #1



Starting map #2



E1 - The mirror room diary

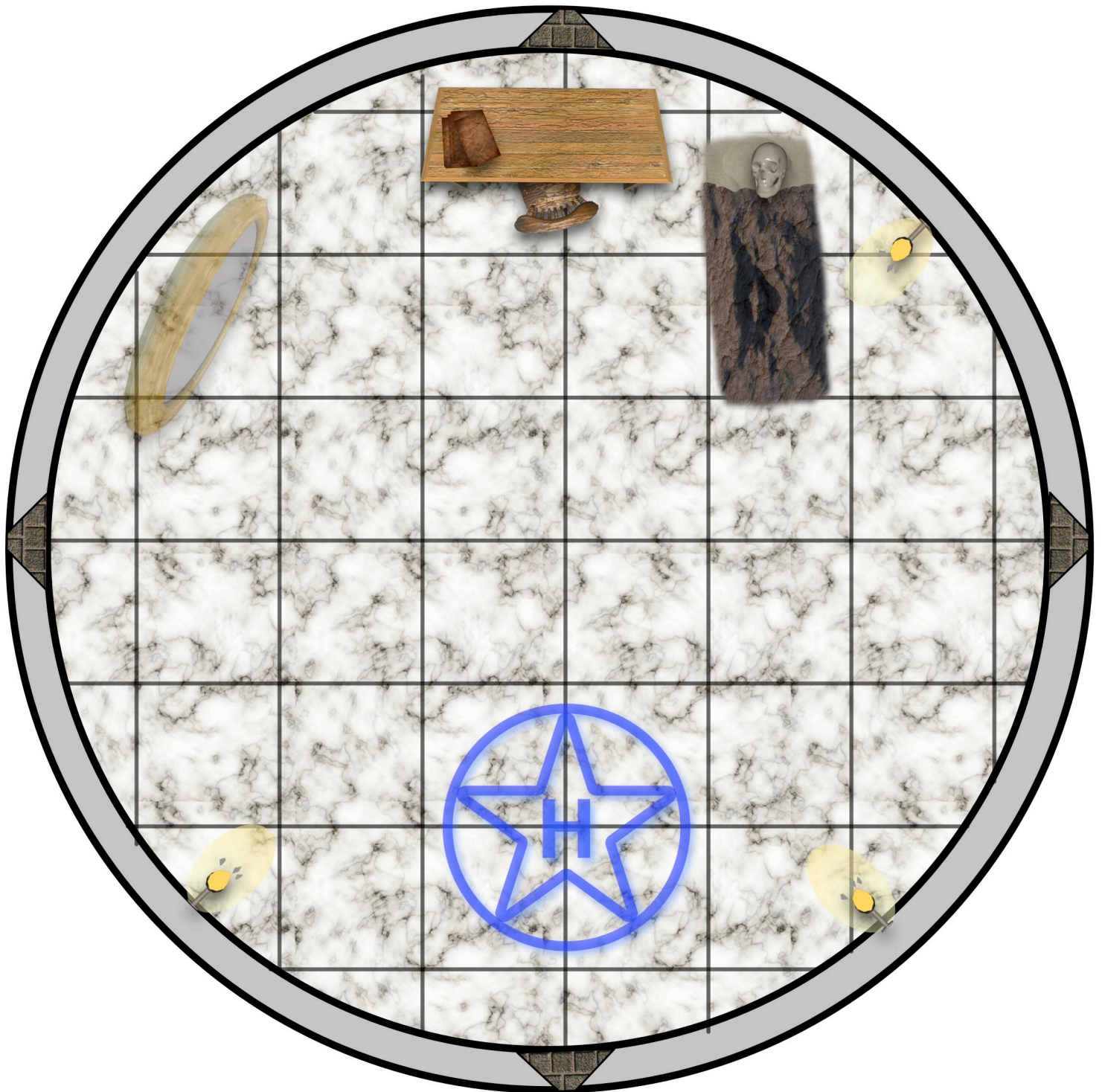
I have been here too long now, there is no way back, no way back. I am trapped here like a bird in a cage, and I've seen that siege so many times I know every single event, every name of every soldier.

I found a food storage behind the dining room, but the food disappears every time it flickers, so I need to eat fast. The food on the other hand comes back at every flicker. What is this place? What have I done to deserve this faith.

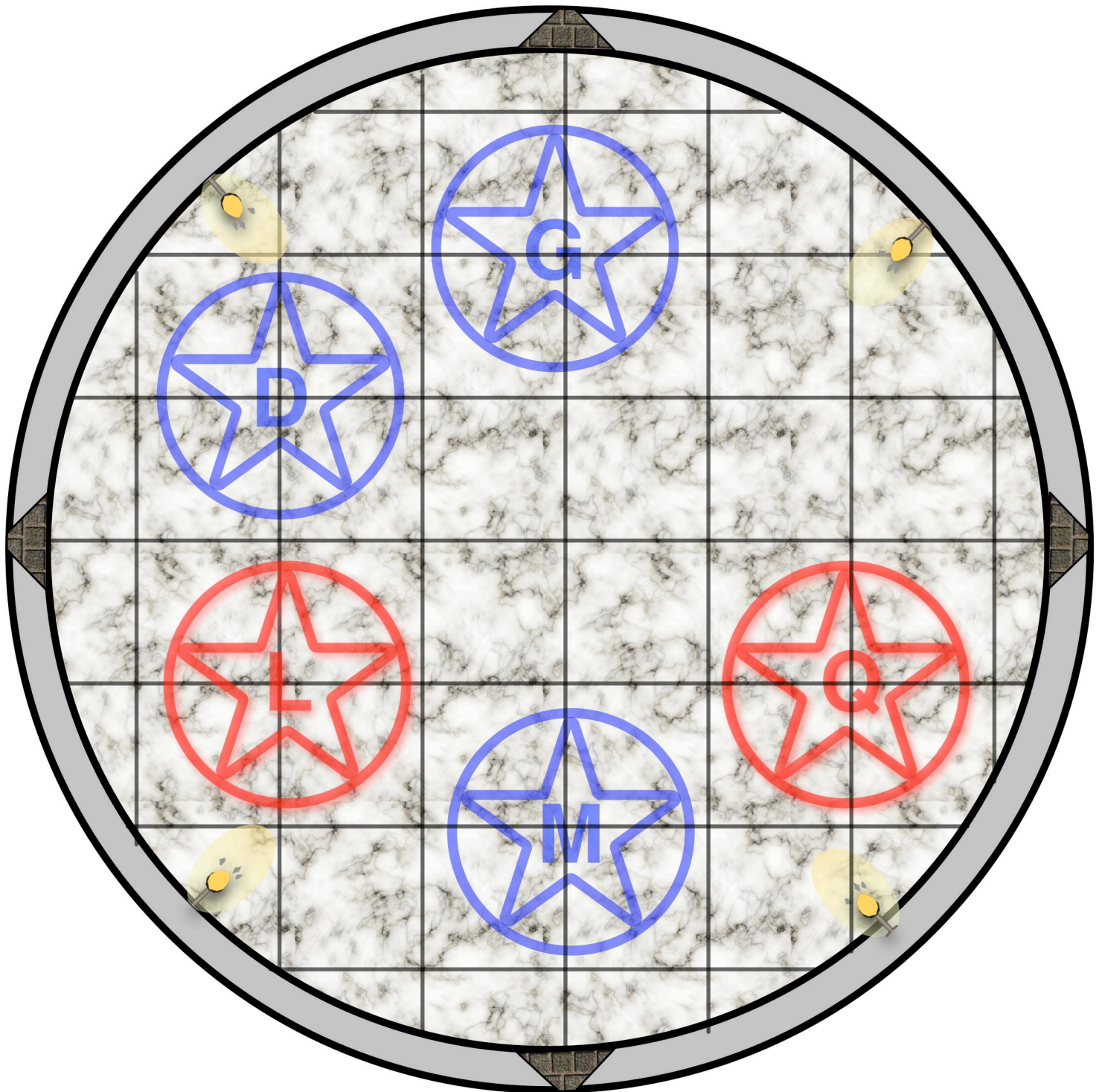
I am growing old, I know I will die here. I have spent a whole life here and for what? Nothing! Nothing at all. Is this a punishment for me being a thief? Is this the prison of everlasting tormenting I heard about as a child?

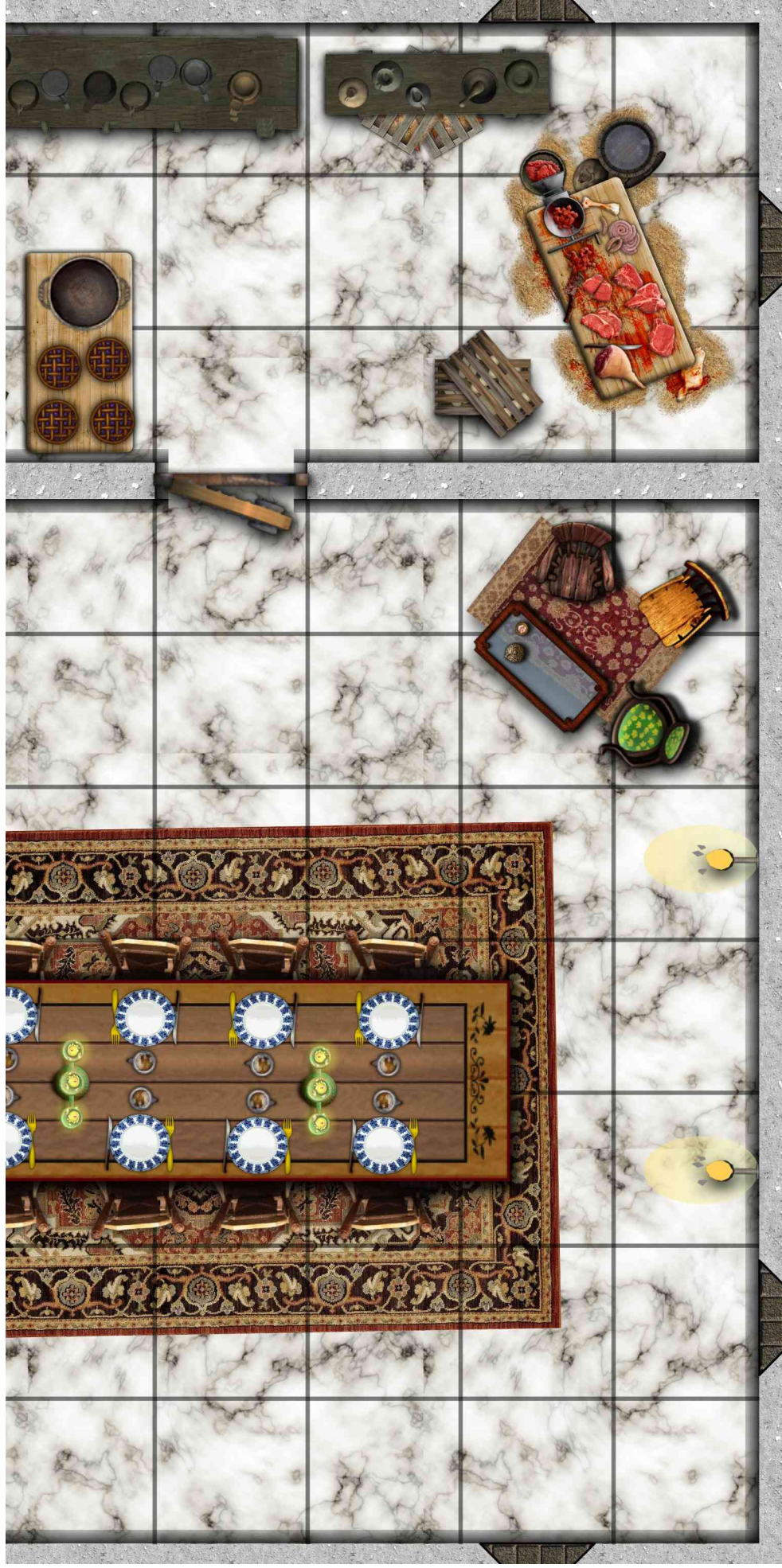
I feel sick and and my eyes are no longer what they used to be and my fingers shake. I can hardly sneak out to get some food. I think this will be the last thing I write. To somebody finding this, you will die here just like me, there is no way out.

E1 - The mirror room

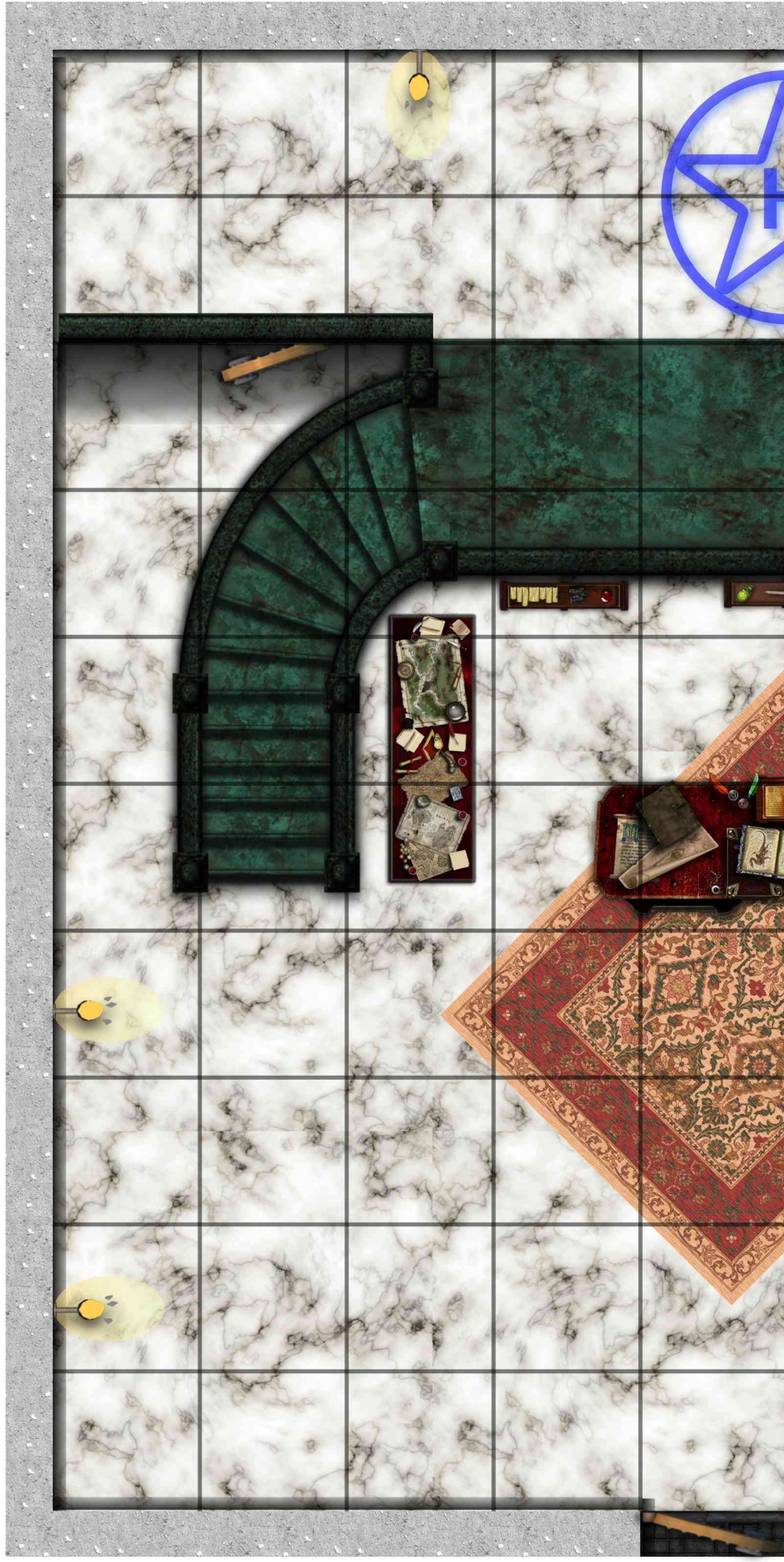


E2 - The hallway

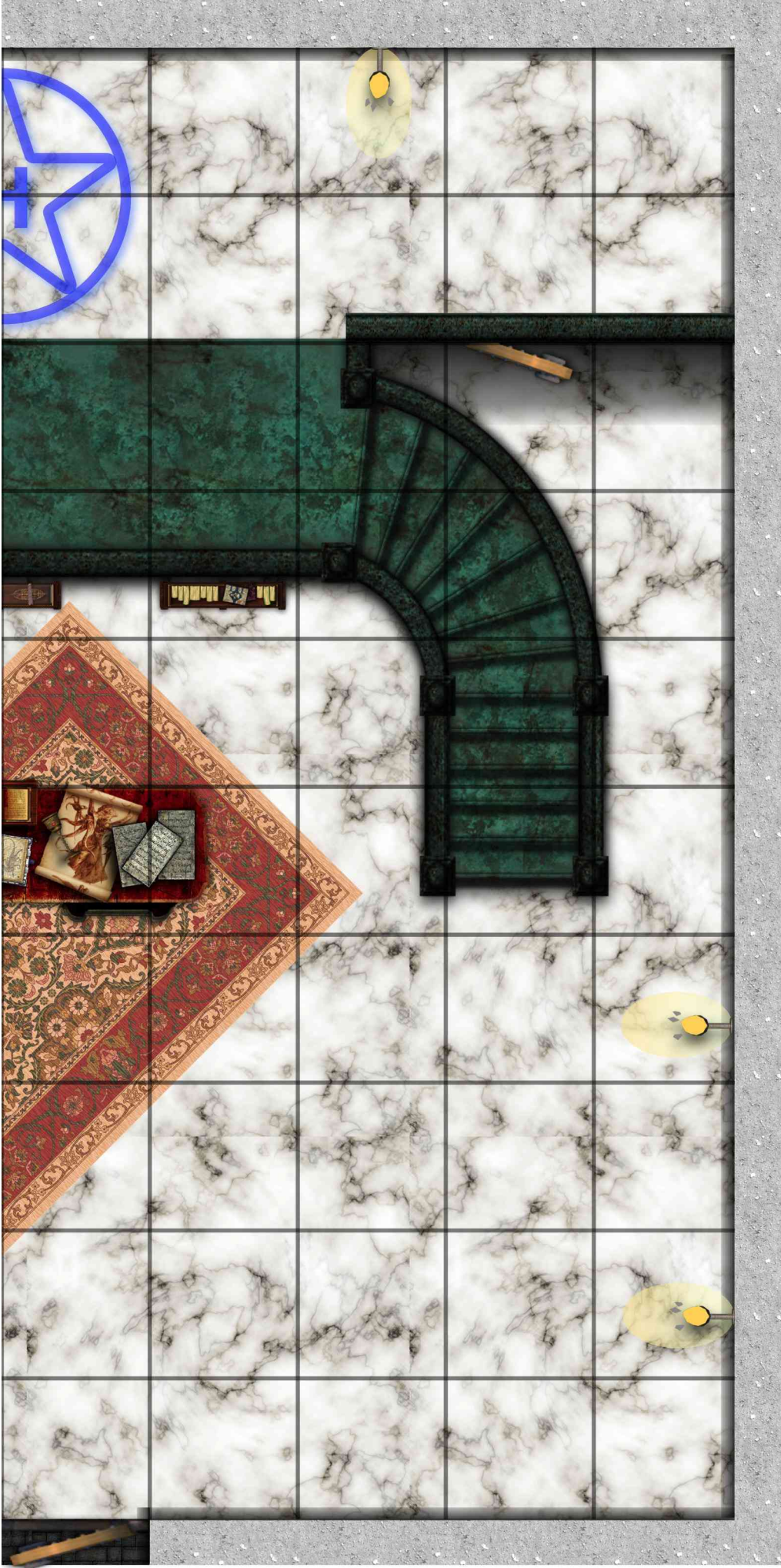




E3 - Dining with death #2



E4 - ground floor #1

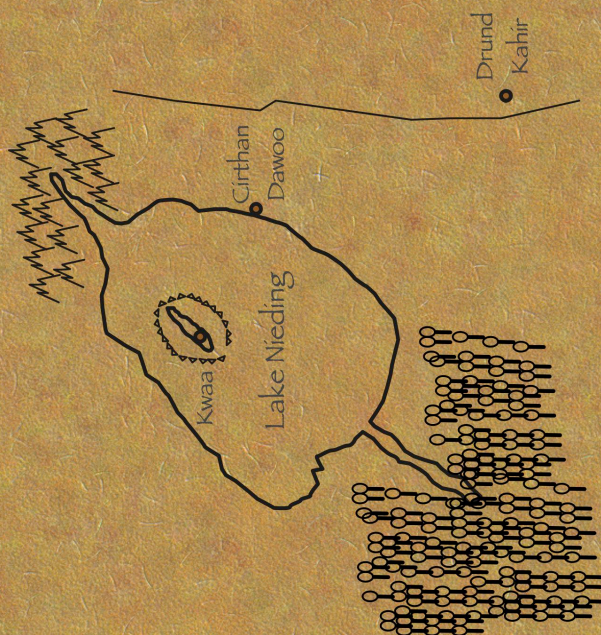


E4 - ground floor #2

The mortal enemies of man have founded a temple on the small island
in lake Nieding, the demon tooth isle.

The two forts, Cirthan Dawoo and Drund Kahir are under constant attacks from
the forces of evil, brought forward at the temple of Kwaa.

This report was written by Erno Mahir, royal scribe at the fort of Drund Kahir.



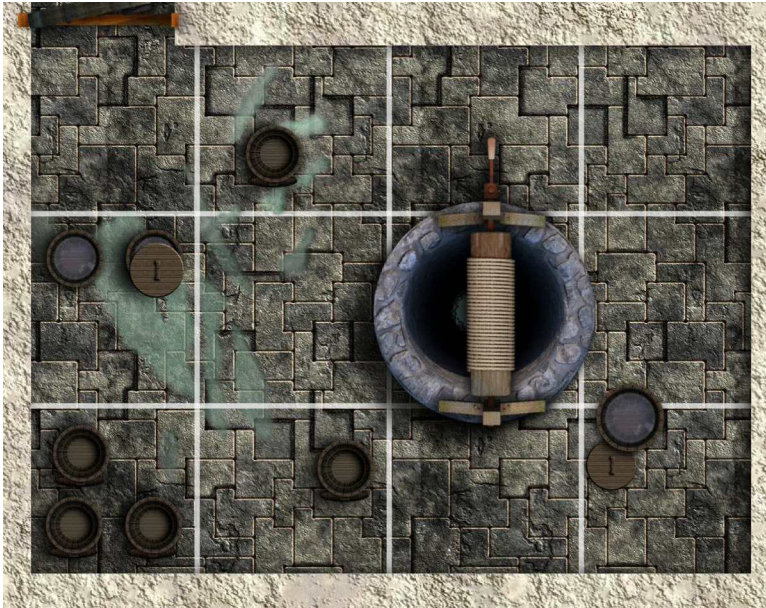
This is very interesting.
Kwaa has once again gained power.

Serneval of Toug-Baar

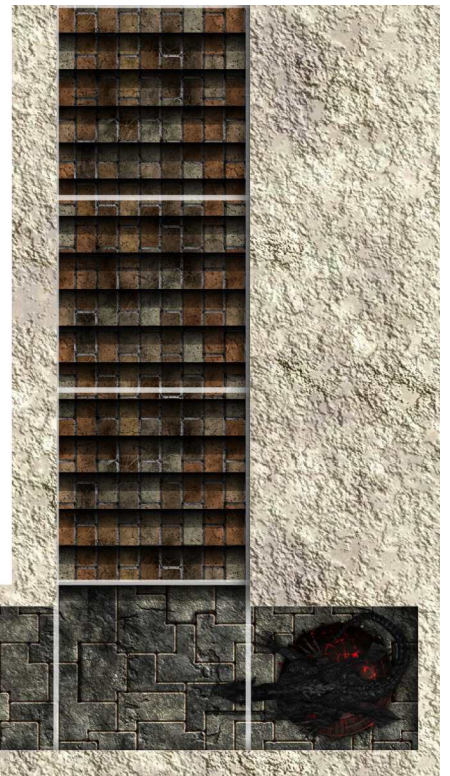
DURCHURI, IT MUST BE DURCHURI!

I CAN FEEL HIS PRESENCE.
THE GENERAL HAS TO BE WARNED.

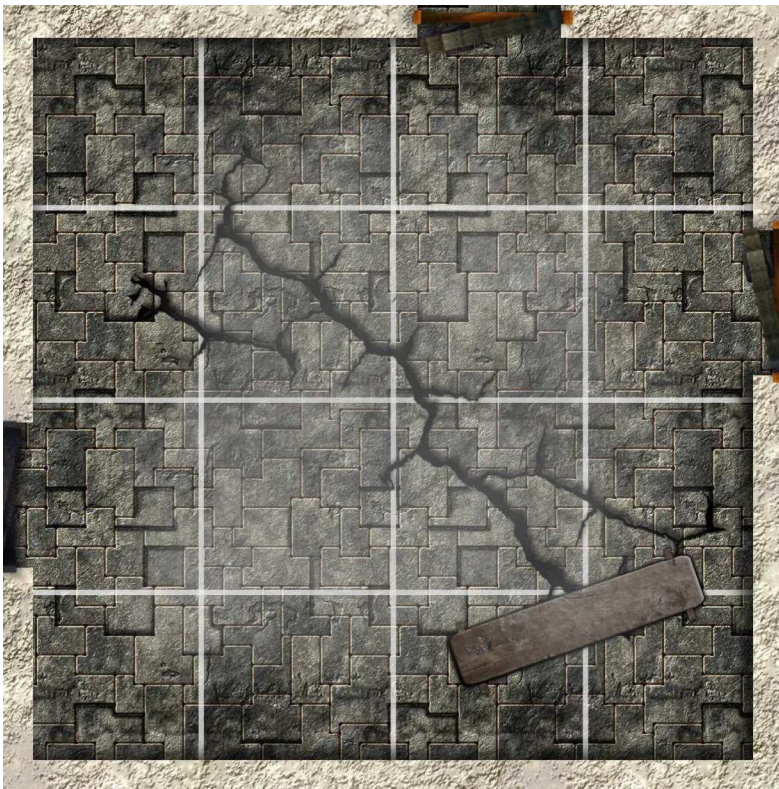
E5 - The Dungeon #2



E5 - The Dungeon #1



E5 - The Dungeon #4



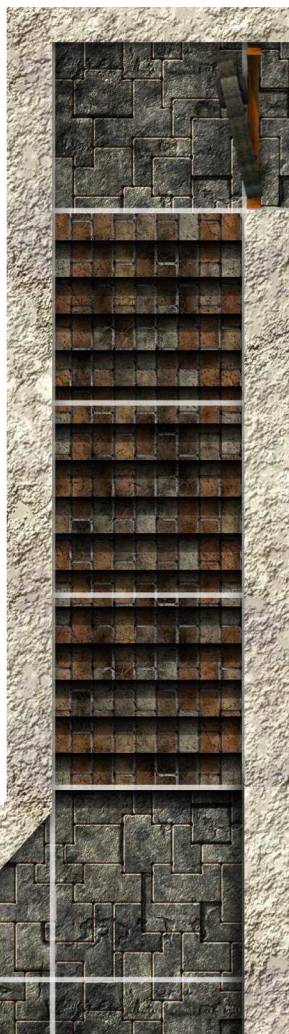
E5 - The Dungeon #3



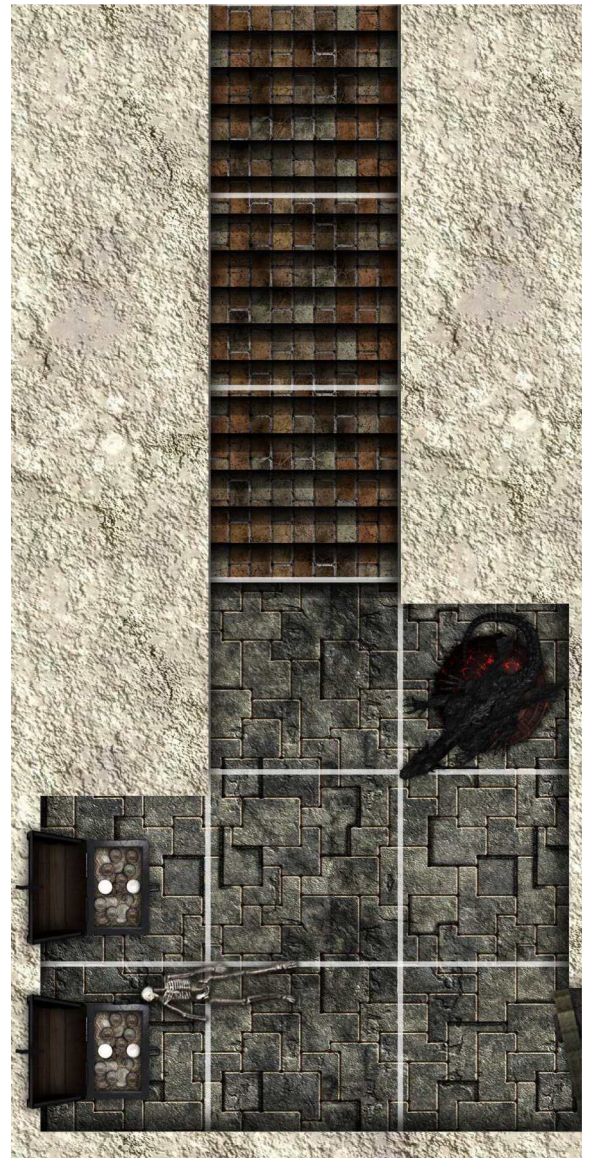
E5 - The Dungeon #6



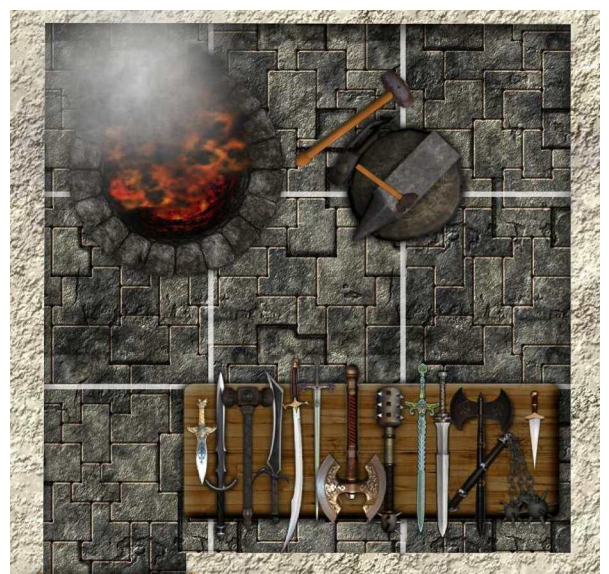
E5 - The Dungeon #10



E5 - The Dungeon #5



E5 - The Dungeon #7



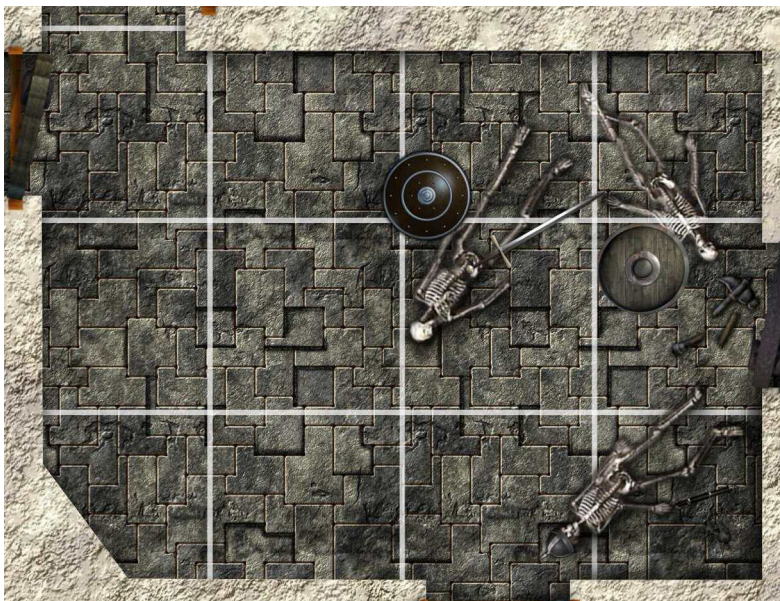
E5 - The Dungeon #8



E5 - The Dungeon #9



E5 - The Dungeon #11



E5G - Notes and letters

Metal attracts electricity my dear adepts. This is crucial for your survival. I am not evil, I will give you enough clues to ensure that anyone having a sharp mind below that pointy hat will survive.

Rowandor the Mighty

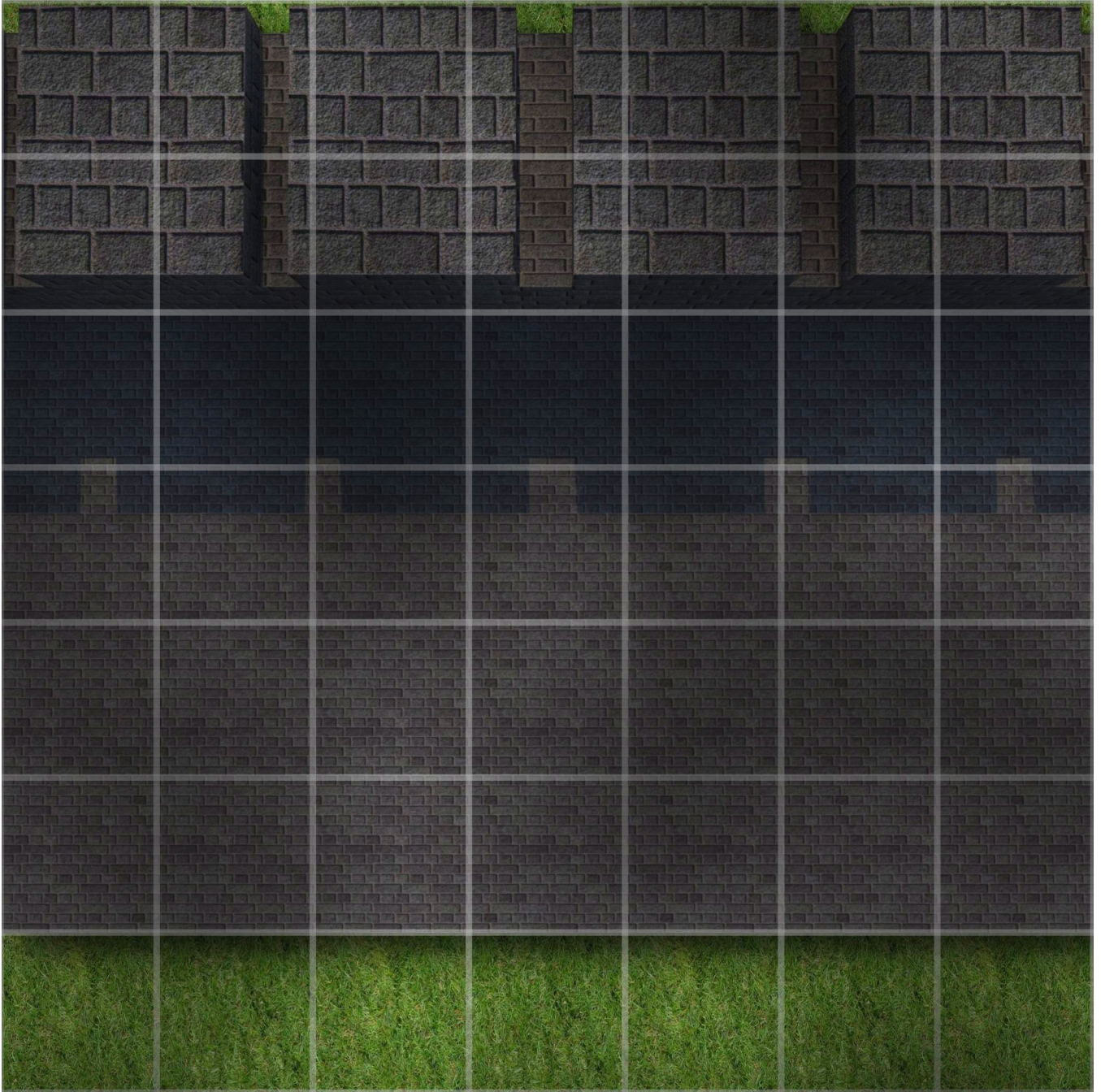
Adepts,

the third, and last dragon, was built to stop intruders from entering the tower through the secret back door.

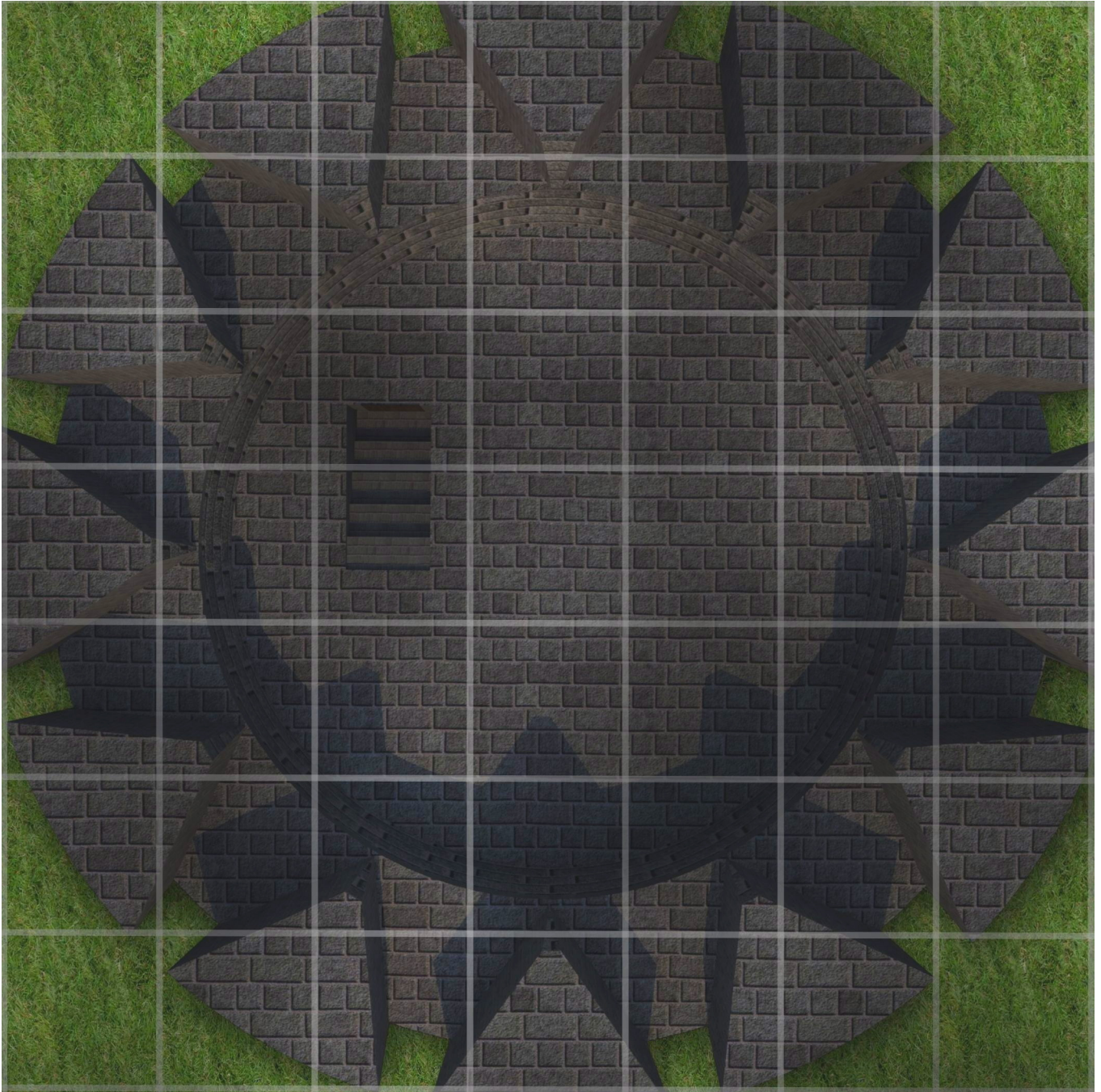
Your task is to exit through that back door. I know you might have lost several comrades on the way, but believe me, I want the best and bravest only as my new apprentice.

Rowador the Mighty

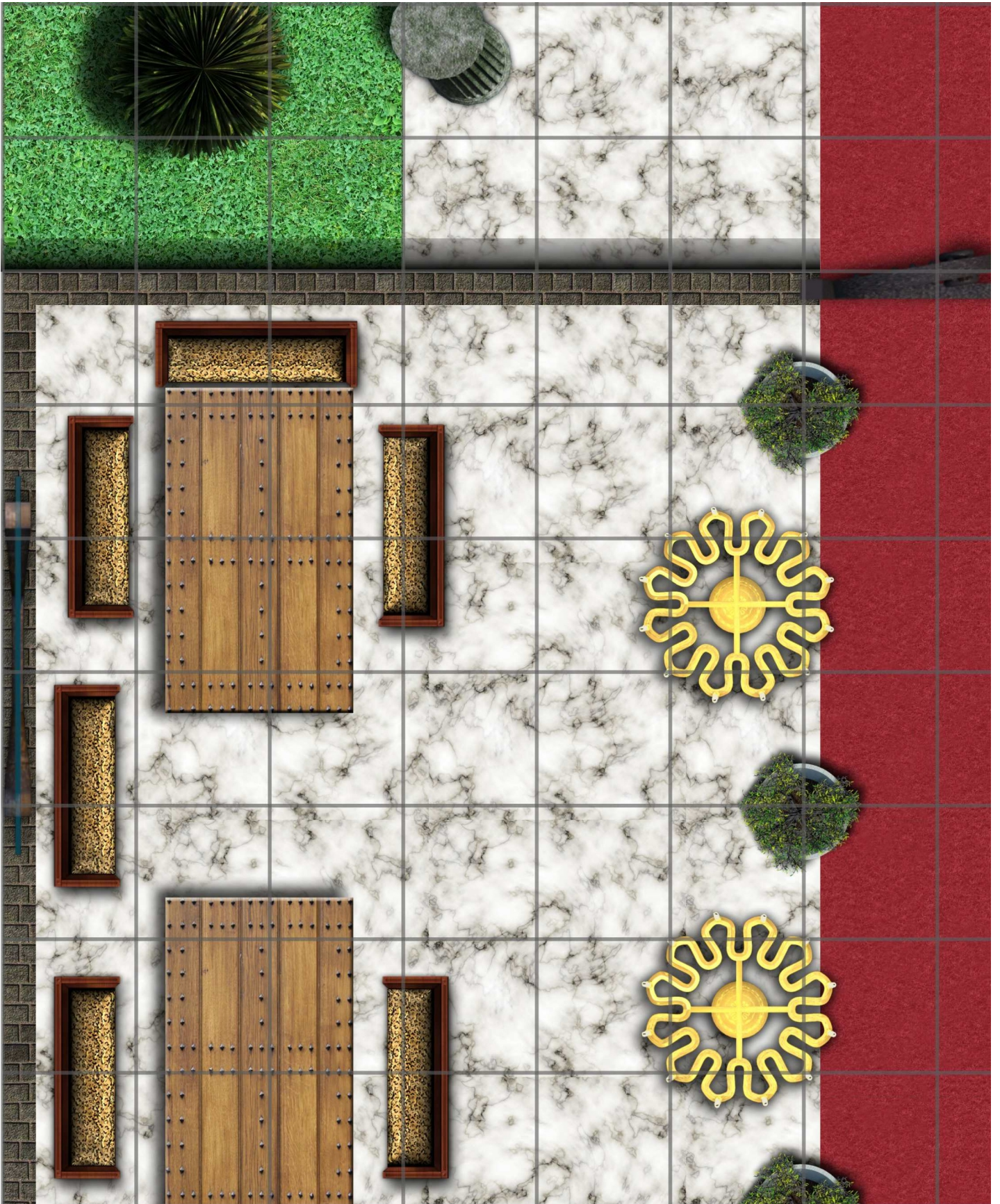
A part of the wall



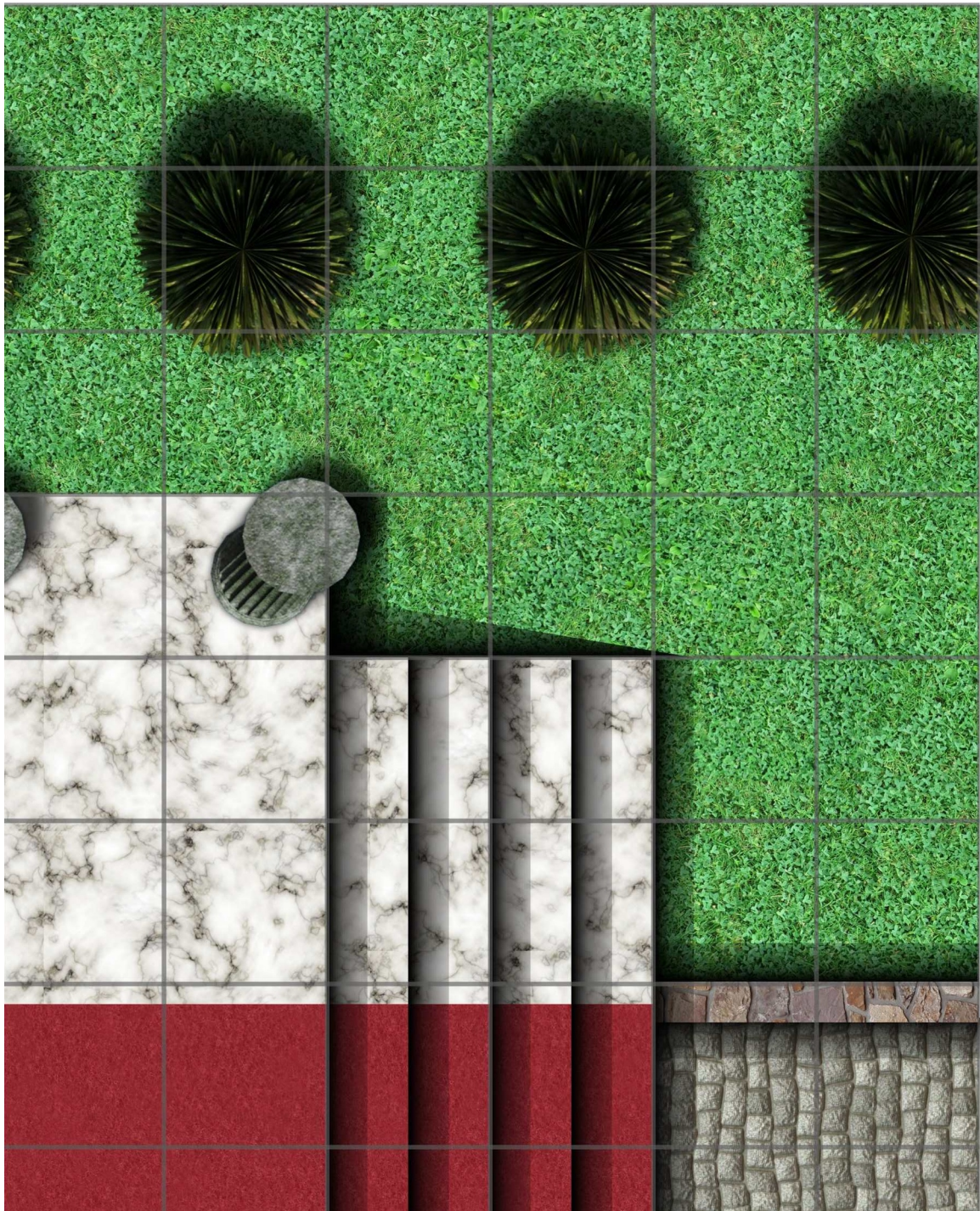
A tower



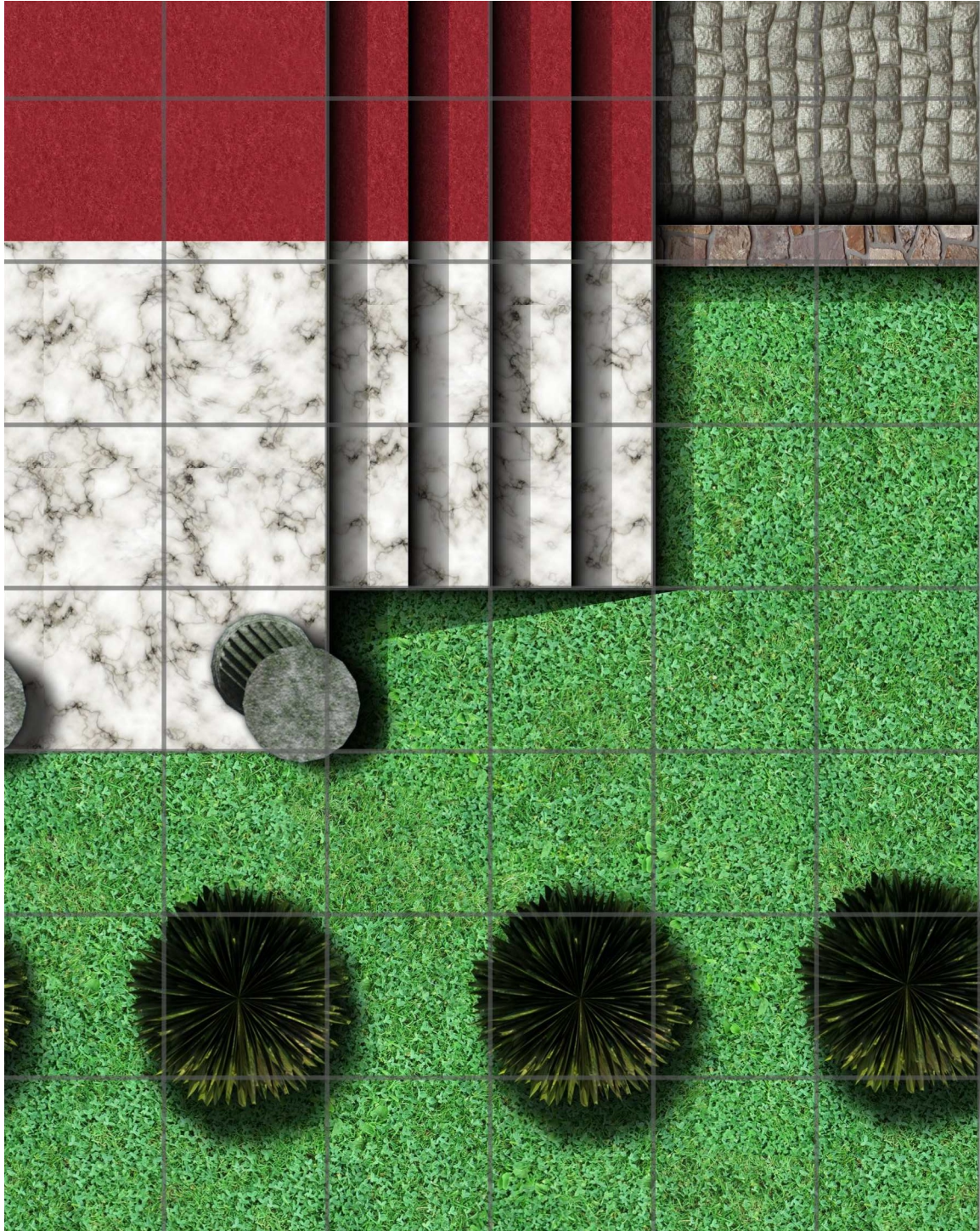
E6 - Kings Keep #2



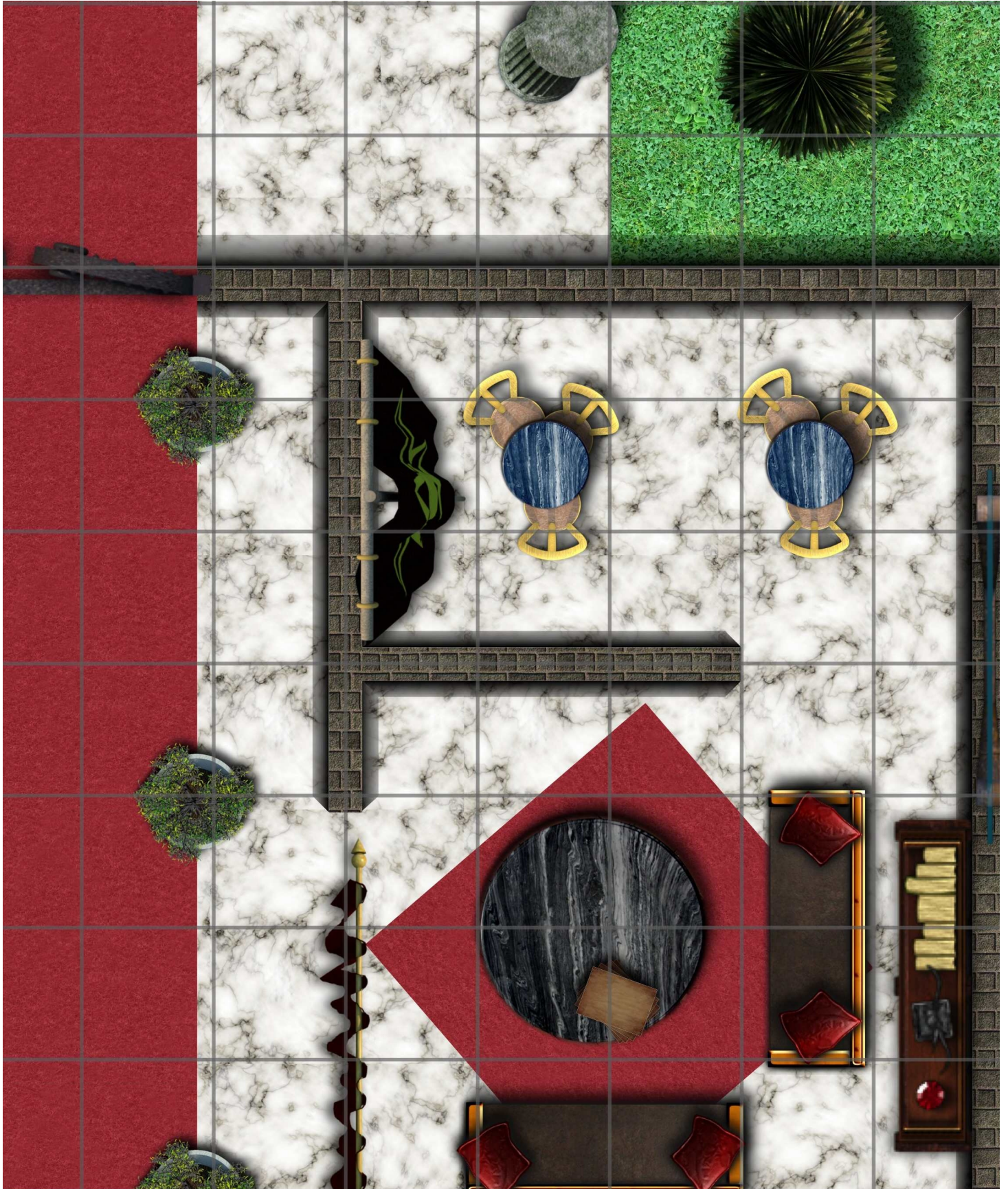
E6 - Kings Keep #3



E6 - Kings Keep #4

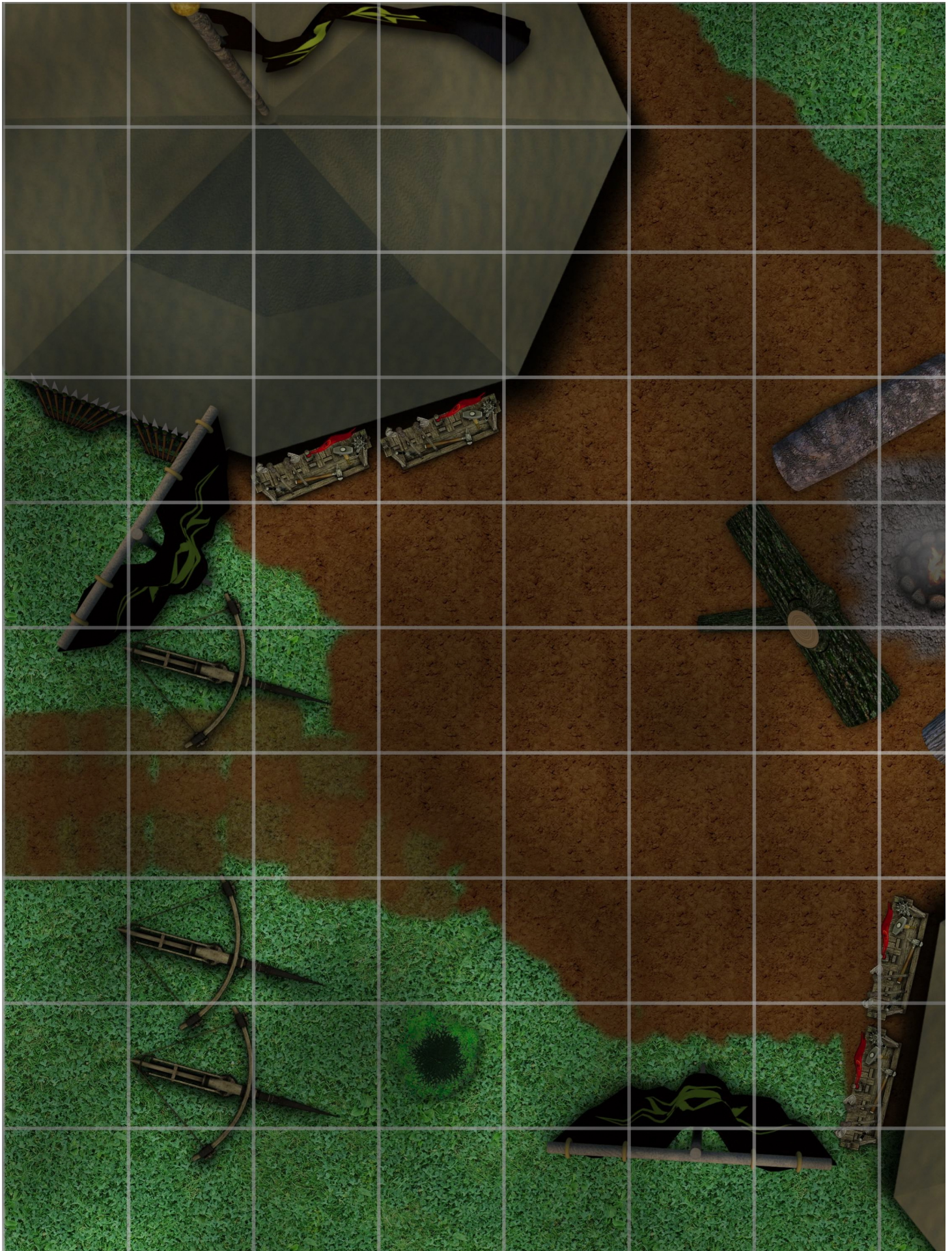


E6 - Kings Keep #5



This image shows a detailed top-down view of a game map section. The map is composed of a grid of squares. The central area is a red carpeted room with a large, dark red diamond-shaped rug. To the left of this room is a red wall with a potted plant and a small table. To the right is a white marble floor with a large circular rug. The map is bordered by a grey stone wall. Various objects like a bookshelf, a desk, a chest, and a small table are scattered throughout.

E7 - Army tents #1



E7 - Army tents #2



E7 - Letter from General Tock

Sir Ergadron,

Your mutiny against the kingdom will not be taken lightly.

I, General Tock, have sworn to serve the rightful King of Toug-Baar, and in the event of the Kings absence, or death, I rule the kingdom until a new King has been choosen according to the laws of Toug-Baar.

I give you the freedom, the freedom to spare the lives of innocent men and soldiers, and to give back Toug-Baar to the rightful keeper.

If you do obey, lower the drawbridge and hoist the blue flag to signal that you have surrendered unconditionally.

General Tock - commander of the Toug-Baar army.

E8 - General Tocks Tent



