

TIME PORTAL

The old alchemist Antare moves with difficulty; he is old and full of ailments. He fumbles with his machines and concoctions. He mumbles to himself... At a certain point, he stops. He turns pale. Agitated, he begins to leaf through a large book as if looking for something. Then he suddenly stops, passes his hand over a page, and reads:

"Change the poles from plus to minus and from minus to plus..."

He looks up, his eyes widen, and he exclaims:

"Of course!" Then he turns to you, beaming:

"After years of ceaseless labor, I alone have succeeded in discovering the secret of immortality!"

and then pausing for a moment. "It could work!"

And then looking at you again. "You must bring me a Time Battery!"

The Time Battery is an artifact long lost. Perhaps just a legend and nothing more. You know about it only because Antare has been talking about it for days. The old man, however, is as stubborn as a mule, and once he makes a decision, it's hard to change his mind. After weeks of research, he summons you again and asks you to go to the Black Forest. He has managed to find some information about a Time Battery kept in an **ancient temple** hidden there. He knows nothing else, only that a large lion-shaped statue guards its entrance.

This adventure can be played in any fantasy role-playing game. The statistics for the monsters encountered are not provided, as you will need to use those from your own game system. The adventure is designed for a group of 4-5 mid-level players, but you can easily adapt it to suit any requirements.

The Journey

After a few days of preparation, you set out. You leave the safety of the Great Road for the Western Path, and after two days, you enter the Forest.

The Black Forest is an ancient place, inhabited by creatures of all kinds, and few of them welcome outsiders. The path is usually safe, though seldom traveled. You finish the day's journey without any notable encounters and find a clearing to make camp.

As the players prepare their camp, they hear rustling in the underbrush, followed by the sudden appearance of glowing eyes reflecting the campfire's light. A **pack of 5 wolves** emerges from the darkness, growling and circling the clearing. The players can attempt to scare off or tame the wolves using their skills to find a non-violent solution.

If the players fail the skill challenge or decide to fight, the wolves attack. The wolves use pack tactics to flank and outmaneuver the adventurers.

At midday of the following day, you encounter a fork in the path on your right. A group of merchants had previously warned you about the presence of a Waystation near the Western Path, at a fork roughly 1-2 days' journey away. This must be it. There, you can find rest and valuable information.

The Waystation

The Waystation is a two-story wooden building, typically serving as a postal station for those traveling the path. It's managed by the gruff Marco.

Here, the players can purchase rations, eat, and rest. If they talk to the people present, they can obtain the following information:

Marco, the Innkeeper

"A temple? I don't know much about that. A lot of people pass through here, even priests, but I wouldn't know if there's a temple nearby. I don't get involved in the affairs of those who pass through. You should ask the Rangers."



Camelia, the Servant

"Yes, yes, there are some ruins. My loved Alfredo used to take me there secretly, but I never liked the place. It's to the north, a few hours' journey, but you can't go there, the Greatertusk orc tribe has occupied the territory."

Eltheren, the Ranger

"There are two groups of ruins, one to the north and one to the south. They're dangerous places, with orcs and cobolds roaming around. I wouldn't advise you to go there." Eltheren is currently escorting two travelers and cannot help the PCs. He will be evasive to further questions.

Travelers Accompanied by Eltheren

They will not respond to further inquiries.

The Ambush

Players can choose to explore the ruins in the South or the North. Reaching either location will require a two-day journey. On the second day, they will be ambushed by an **Orc pack** (5 Orcs).

By questioning a prisoner or survivor, players can learn that the actual inhabited temple is in the South, while the North contains only ruins.

The Temple

What was once a clearing is now covered with thick vegetation, grown over boulders and rocks, likely remnants of ancient constructions.

It is easy to spot a trail created by a recent passage that leads to the center of the clearing

What was once a clearing is now covered with thick vegetation, grown over boulders and rocks, likely remnants of ancient constructions. It is easy to spot a trail created by a recent passage that leads to the center of the clearing. The trail leads under a large stone, perhaps a temple lintel, where there is a passage that disappears into darkness. Here too, traces indicate that someone has entered recently.

Entrance

The opening leads into a corridor. It is made of squared stone blocks, worn by time and moisture. It gives the impression of being very ancient. At one point on the ground, there is mud, and clear tracks can be seen: boot prints are distinguishable, but it is unclear how many there were.

As the characters enter the corridor, a group of 3 **Medium Monstrous Spiders** will emerge from a side crevice to attack them. They are ravenous, so they won't stop biting until the end!

First Room

Continuing, you reach a room. As the light from your torches illuminates it, you see the shapes of four dragon statues placed at the four corners. In the center of the room, there is a brazier. You light it with the torch to see better. There are three massive wooden doors located at the center of three sides. Columns on either side support the structure.



A **trap!** The dragons are merely harmless statues, but as soon as the characters approach, the brazier will release a burst of flames. Everyone must succeed on a Constitution saving throw or lose 2d8 Strength points for 2-8 days.

The large wooden door is not locked, and with a successful **Strength check** (DC 18 for a d20 system), the characters will be able to open it.

The Access Room

A room appears, formed by arches in the ceiling. The space is crisscrossed by electrical surges, flashes, and sparks. In the center stands a large hourglass. Each time a spark strikes it, grains of sand flow back into the upper section. Cables connect the hourglass to other devices and to smaller hourglasses.

Behind the hourglass, a large cavern can be glimpsed. If you stop to listen, you can hear the loud sound of deep breathing, as if from a gigantic creature. It cannot be seen—the place must be vast and shrouded in darkness.

To the left, there is another archway leading to a long corridor.

More cables run along the walls and disappear into the cavern.



To your left, there is another arch leading to a long corridor. Before the arch stands a massive hourglass, over a meter tall. It is operational, and dust is still falling through it. There isn't much time left—perhaps a few hours. Several cables extend from the base of the hourglass and disappear into the dragon arch. Occasionally, a spark travels along the cables and strikes the hourglass, causing the dust to fall, briefly glowing as it does.

The Time Portal (the Corridor)

A long corridor follows. It was once covered in frescoes, but time has damaged them,

There are several figures depicted: priests, dragons, sacrificial victims—some kind of cult once dwelled in this place. The corridor seems to stretch on endlessly until two openings appear on the left.

If the players continue advancing, after a few hundred meters, the same scene will repeat: two openings on the right and the corridor continuing straight ahead. This pattern repeats infinitely.

Entering the first opening immediately leads them to the next one, and vice versa, as if they were connected. However, every time this passage is made, the characters are sent 10 minutes back in time.

At some point, the characters may hear or see themselves entering a door at the end of the corridor. It's up to the Dungeon Master to create the right atmosphere with faint noises, barely perceptible whispers, or images that disappear. It will take the characters some time to realize that what they are seeing is a vision of their future selves. They will never be able to reach these images, as they will vanish upon approach.

Note: Every time the characters pass through an opening, a small amount of sand falls from the hourglass. Essentially, the cables recharge it, while its use drains it.

The Cavern

The cavern is boundless. Without the sparks running along the cables, nothing would be visible. A faint breeze can be felt coming from somewhere. The sparks lead to a central structure, a kind of platform. Here, a series of cables is connected to strange square devices. Above a circular stone lie blue cylinders emitting a dim light, also connected to cables. These are the **Time Batteries**.



Two large cables extend from the platform to the far end of the cavern. There lies a **chained young Blue Dragon**. The cables are connected to its chains, which pierce its flesh at the base of its neck.

If the characters get too close, the Blue Dragon will awaken and attack. It is convinced that the Time Priests who imprisoned it have returned. However, it cannot move, so if the characters flee to a safe distance, they will survive.

The Epilogue

The characters cannot avoid the initial encounter with the dragon, but afterward, they can attempt to talk to it and convince it that they want to help. The dragon desires to escape. There is an opening in the ceiling of the cavern.

To free it, they must break the massive chains holding it captive. This requires an “impossible” **Strength check** (DC 39 for a d20 system) or a temperature of 1000 degrees. If they succeed, the dragon will escape and leave them with the Time Batteries. There are four functioning batteries.

If the characters use the Time Gate to travel to the past, anyone who has died will live again. However, as soon as characters from two different time periods meet, only the “future” version will remain. The “old” version will vanish.

So, for example, if a character manages to escape the dragon and reach the portal, they can return and find their companions (and themselves) in the previous room. Their “past” character will vanish as soon as they see them, but the “future” one will remain.