

TOWER OF THE TIME THIEF

Hook: Players are begged by townsfolk to investigate an accursed clock tower on the outskirts of town. Large sums of money, gifts, and praise are offered as rewards.

The Graveyard:

Surrounding the church are a slew of headstones guarded by a rusted gate that squeals when opened. Stepping onto the grounds of the church triggers The Dead.

Background: In the old abandoned clock tower, connected to a decrepit cathedral, dark secrets of immortality lie among the remains of a wizard and his son. Attempting to extend both his and his child's mortality, the wizard damned his son to an eternal life of torment. The Baby is all that remains now, drawing on the life force of innocent bystanders and further extending its corrupted immortality.

Age Save: PCs roll any die. If even, nothing happens. If odd, the PCs must roll 1d100 and have their age be changed to that number. This effect will revert if the PC leaves the church grounds.

Erase-That-Mistake Wand: The rusty arm of a clock face. A player can use it to allow a reroll on an action.

The Howling Rafter:

A ladder from The Chapel leads up to the rafters. The wood beams here are weak, and erratic movement could cause someone to fall to The Chapel. Several hundred clocks of various designs cover the wall. Every time the bell tolls the clock faces rip away revealing the screaming visages of the tower's victims. At the far end of the rafters are the remains of The Wizard's Broken Dream. Guarding it is The Wizard's Zombie.

The Bell Room:

The only way up to the Bell Room is by using a rotting wooden ladder in a remote corner of The Chapel. If the PCs have not stopped time in The Ballroom, the ladder will be infinite and they will never reach the top. A large brass bell hangs from the rafters and The Baby lies in the middle of the room. The smell of its filth fills the players nostrils as it begins its advance, crawling towards them with its obese, wrinkled arms.

The Chapel:

Rotten wood doors open to the empty chapel and silence the last lingering notes of a forgotten choir. Dust covered pews sit facing an altar, upon which is an old stopwatch that only runs backwards. Picking it up forces an Age Save. At the back of the Chapel is a dark staircase which leads down to The Dining Area and The Ballroom.

The Dining Area:

Sitting around a well placed dining table are a number of spectral party guests of varying ages. They are forever in a loop of introduction, and any conversation with them will restart after a few words. The guests can give information about the nature of the clocktower, but it will need to be pried from them.

The Ballroom:

Every few minutes, children emerge from a set of doors and begin a strange waltz. As the music crescendos the children age, becoming elderly by the end of the song. They flee through another set of doors, and after a few moments the same children emerge from the original doors and start anew. If the PCs join the dancers, time will stop for the outside world and the PCs will be allowed to go up to The Bell Room. Going through one of the doors will result in a PC seeing a twisted, aged version of themselves and will be forced to make an Age Save to leave.

The Quarters:

A simple bed and a simple vanity make up this Chapel adjacent room. Within a drawer of the vanity is the Erase-That-Mistake Wand and a journal which details Background. Touching either forces an Age Save. The mirror of the vanity acts as a way of communicating with lost ancestors. A PC will see and hear a loved one rather than a reflection of themselves. The bed, if tampered with, will quickly remake itself.

The Dead: These yellow skeletons are stuck in a haunting loop of regrowth. Their flesh and blood reform on their bodies as they claw out of their tombs. Every round that PCs are in the Graveyard 1d6 more emerge. They will not follow into The Chapel.

The Wizard's Zombie: What remains of the wizard is a mindless zombie in tattered wizard robes. It possesses a few magic capabilities and guards the remains of The Wizard's Broken Dream.

The Baby: An enormous infant kept eternally young by the tower. It can swat, crush, and rip with its fat hands. The Baby can also force Age Saves on the PCs by ringing the brass bell.

Created by:
Zach Trent,
Noah Morris,
and
Adam Nyhoff