

Documentation

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Halls of Broken Time

A Temporal Nightmare for 4-6 Adventurers of Levels 4-6

“Where yesterday meets tomorrow, and both scream...”

Part I: The Temporal Threshold

Initial Entry Emerging from crystalline geometries, adventurers enter spaces where time itself fragments. Multiple versions of reality coexist, and probability takes physical form. The walls ripple with temporal echoes as past and future collide.

The Moment speaks across all times: *“When are you? When aren’t you? Both are true...”*

Environmental Features

- Time flows visibly like liquid light
- Events repeat and overlap chaotically
- Multiple timeline versions coexist
- Probability streams manifest physically
- Moments crystallize and shatter randomly

Part II: The Architecture of Time

Temporal Zones *Where time breeds reality* - Duration: Infinite yet instantaneous - Stability: Fluctuating yet persistent - Causality: Multiple yet singular - Progress: Linear yet branching

Temporal Effects (check every 10 minutes): 1. Timeline Exposure (DC 14 WIS) 2. Temporal Warping (DC 13 CON) 3. Probability Integration (DC 15 INT) 4. Causality Resonance (DC 12 CHA)

Chamber Structure

1. **The Probability Nexus**
 - Timeline intersection points
 - Possibility pools
 - Future fragment storage
 - Past echo chambers
2. **The Temporal Core**
 - Moment generation engines
 - Time processing units
 - Reality splitting chambers
 - Causality forges
3. **The Paradox Chamber**
 - Contradiction pools
 - Paradox processors
 - Timeline destruction zones
 - Reality break points

Part III: Beings of Time

Time Hunters “*They hunt across all whens...*” - HP: 48 | AC: 16 - Attack: Temporal Strike (+7) 1d8+4
- Special Abilities: - Age Drain - Timeline Sense - Temporal Integration - Causality Precision

Probability Weavers “*They shape what might be...*” - HP: 42 | AC: 15 - Attack: Future Blast (+6) 2d6
force - Special Abilities: - Timeline Manipulation - Probability Shaping - Future Weaving - Reality Selection

The Time Weaver “*The master of all moments...*” - HP: 175 | AC: 17 - **Phase 1: Multiple Forms**
- Temporal Strike - Timeline Blast - Moment Index - **Phase 2: Probability Mass** - Future Wave - Past
Storm - Timeline Solution - **Phase 3: Pure Causality** - Perfect Moment - Time Absolute - Final When

Part IV: The Process of Time

Temporal Stages

1. **Initial Fragmentation**
 - Time splits
 - Futures branch
 - Past echoes
 - Present multiplies
2. **Deep Temporal**
 - Timelines merge
 - Probabilities collapse
 - Moments crystallize
 - Reality fluctuates
3. **Final Convergence**
 - Time perfects
 - Causality resolves
 - Moments align
 - Reality stabilizes

Part V: Notable Entities

The Moment “*The living time of all reality...*” - Timeline weaver - Moment keeper - Future shaper - Past
preserver

Timeline Weavers “*They process all possible whens...*” - Time processors - Reality shapers - Probability weavers - Moment masters

The First Second “*The perfect moment made real...*” - Time incarnate - Moment absolute - Timeline perfect - Causality manifest

Part VI: Artifacts of Time

Major Items

1. **Moment Catcher**
 - Captures time
 - Stores whens
 - Preserves moments
 - Locks duration
2. **Timeline Splicer**
 - Joins realities
 - Merges moments
 - Weaves whens
 - Binds times
3. **Probability Dice**
 - Shapes futures
 - Determines outcomes
 - Selects realities
 - Chooses paths

Temporal Artifacts

- Moment fragments
- Timeline shards
- Future crystals
- Past echoes

Part VII: Temporal Hazards

Hazard Table (d8)

1. Timeline storm
2. Moment wave
3. Probability cascade
4. Temporal surge
5. Causality vortex
6. Future pulse
7. Past eruption
8. Reality fluctuation

Environmental Challenges

- Timeline density increases
- Probability becomes solid
- Time crystallizes
- Reality fragments

Part VIII: DM Guidance

Horror Elements

- Temporal horror
- Causality corruption
- Probability impossibility
- Timeline mutation

Adventure Flow

1. **Discovery Phase**
 - Initial temporal exposure
 - Timeline contact
 - Probability shift
2. **Understanding Phase**
 - Deep temporal
 - Future expansion
 - Past resolution
3. **Convergence Phase**
 - Final moment
 - Ultimate timeline
 - Complete time

Transition Elements

- Reality unraveling
- Truth dissolving
- Existence failing
- Core pulsing

Part IX: Escape Routes

Survival Paths

1. Navigate probability
2. Accept time
3. Preserve causality
4. Master moments

Campaign Integration

- Temporal understanding
- Probability awareness
- Timeline attunement
- Moment knowledge

Continue to Episode 10: “The Core of All Things”

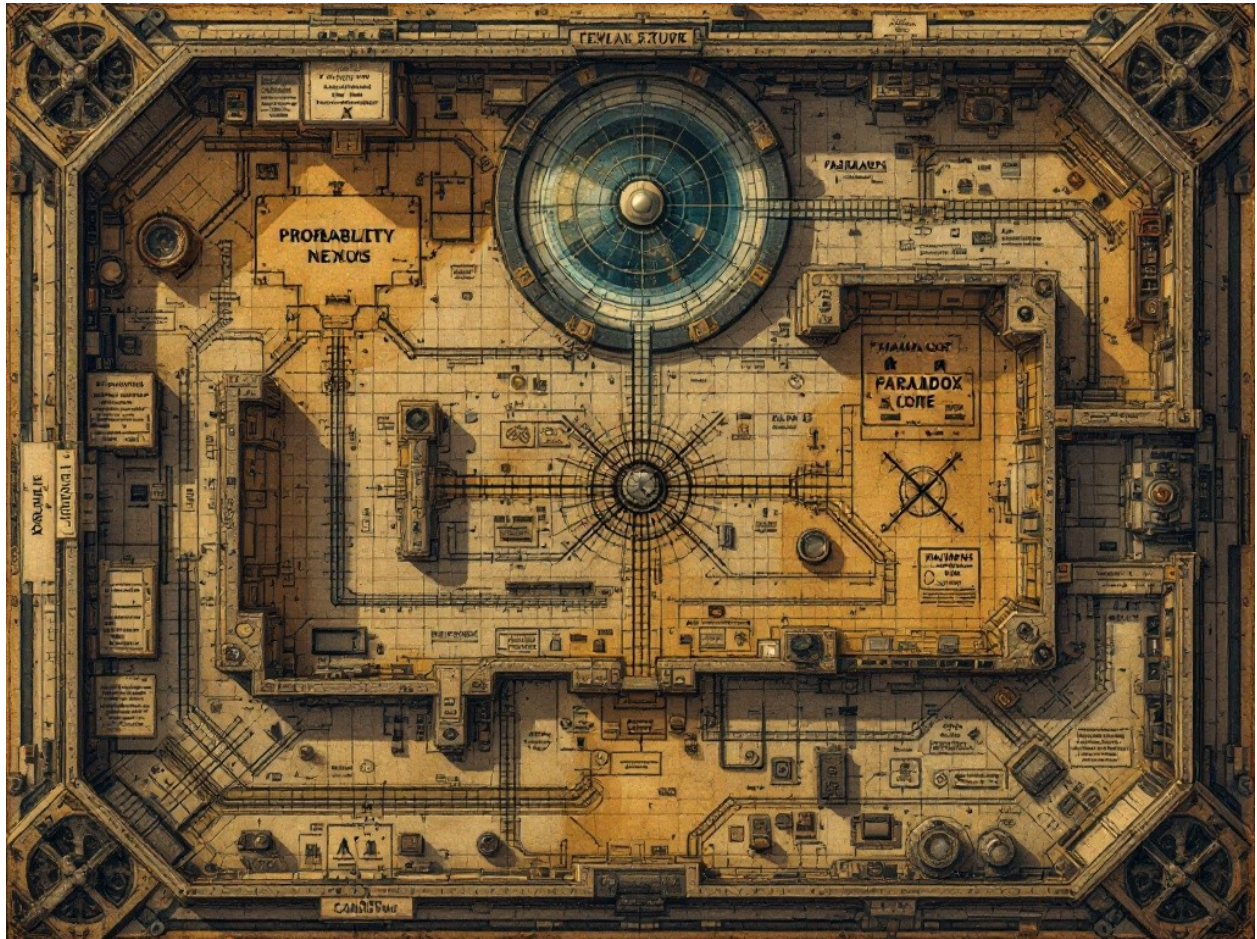


Figure 1: Detailed temporal laboratory map showing three main chambers: Probability Nexus, Temporal Core, and Paradox Chamber. Victorian scientific illustration style meets temporal horror. Multiple levels with timeline pathways, probability corridors, and moment nodes. Decorated with temporal diagrams and timeline measurement devices. Aged parchment texture with temporal annotations and causality warnings. Includes probability zones and timeline measurement scales.

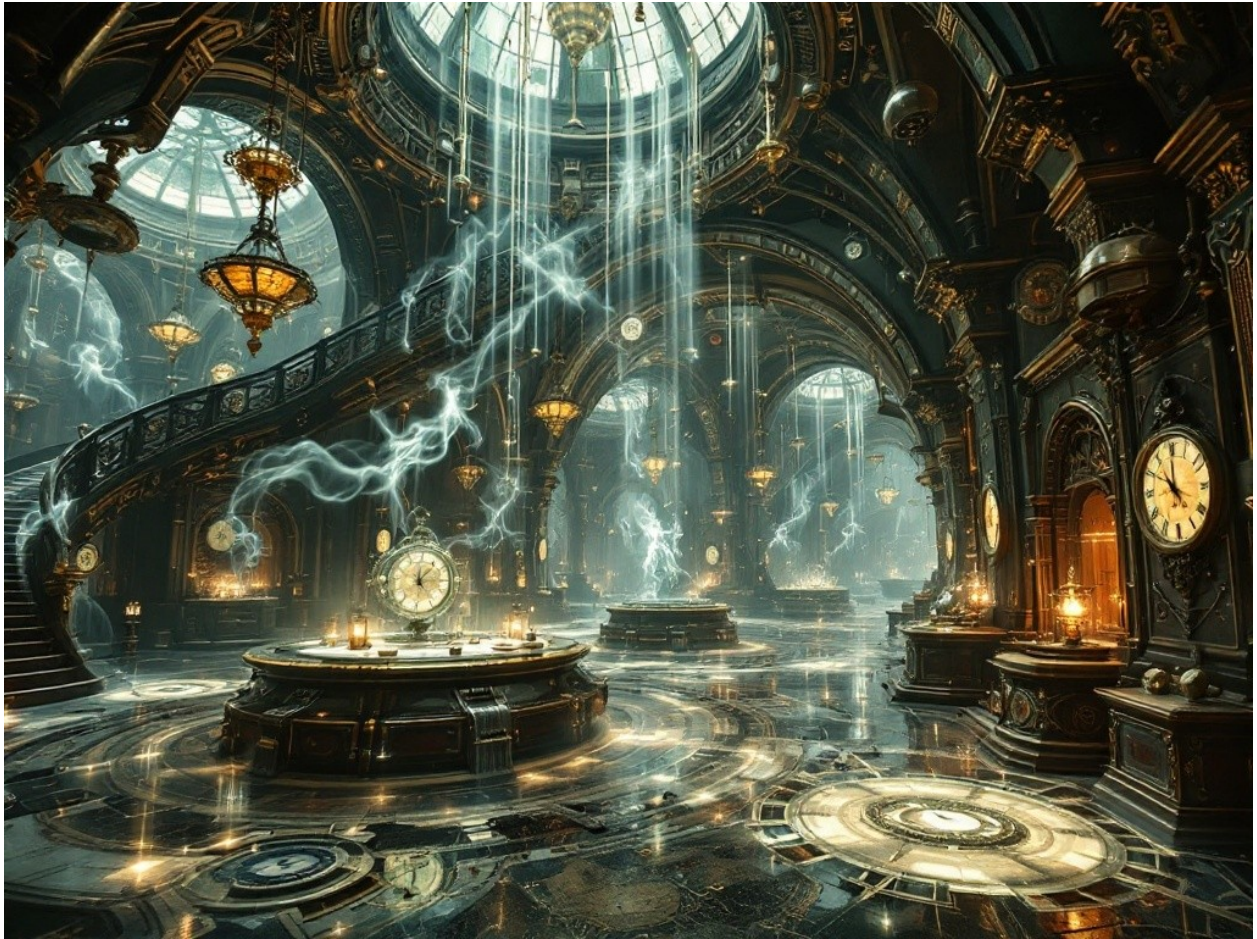


Figure 2: A vast Victorian-era chamber where multiple timelines visibly intersect, showing ghostly versions of the same space overlapping. Floating chronometers and temporal measurement devices. Time flows like liquid light through the air. Steampunk time machines merged with probability processors. Multiple versions of the same objects existing simultaneously.



Figure 3: The Time Weaver in its final form, a being of pure temporal energy and causality. Multiple versions of itself existing simultaneously, surrounded by floating chronometers and reality-warping temporal effects. Victorian scientific horror meets time manipulation. Probability streams visible as golden threads of light. Multiple timeline versions visible in background.