

Players

Past Group

Jesse Colton - Wizard
Mary Elizabeth Colton - Ranger
Amanda Collins - Rogue
Bailey Christenson - Barbarian

Present Group

Andrew Colton - Druid (shapeshifter)
Lauren Colton - Fighter
Erin Collins - Sorcerer
Mark Collins - Monk

Summary from email

Reverse Terminator:

Present day: Dark overlord rules over everything. Party learns of a time spell which can send one powerful wizard back in time. They need to get to this spell and pick a wizard to cast it and send themselves back to stop the mother of the overlord from ever giving birth. There is one traitor in the party who wants an evil wizard sent back (instead of some good wizard). Either way, after someone is sent back, the traitor gains powers from the evil overlord and fights the rest of the party. (Is it better if the fight is OVER who gets sent back?)

Past: one wizard in the party with amnesia (the one sent back) has told the party that he comes from the future where an evil overlord rules the world and he knows that the overlords mother is an evil witch in the current time. One the present day mission sends someone back the party member with amnesia will be told exactly who they are and of they are evil or good. Is they are evil, they gain more power and fight that party to protect the witch. If they are good, they help fight the witch.

Past

Two friends are drinking at a rowdy pub they are regulars at (Barbarian (Bailey) and Rogue (Mandy)). At another table is a Ranger sharpening her blades. Suddenly right outside the front windows of the tavern, it becomes complete darkness outside, then extremely bright and a shadow of a man appears in the brightness. He collapses on the ground, staggers into the front door and starts raving, "I need help! I am here from the future! I need help!" This man is a wizard (Jesse). He tells you that he has come from the future, and that the future is dark and terrible. A dark warlord has all but destroyed the world, ruling over everything and destroying all who oppose him. He was born of a witch near here. (Possibly have the ranger on a mission to kill just such a witch that kidnapped and ate his child. Something like that.)

Fight

4 Hobgoblins defend the witch's lair.

<https://www.dndbeyond.com/monsters/hobgoblin>

Duck Puzzle

Room completely full of ducks. There is a wooden door on the far side of the room.

Puzzle

Door has three glyphs on it in a vertical line. A Sun on top, a sun on the horizon, and then a moon below. They must push each glyph at the indicated time of day. Each time they push the wrong glyph, a weight slams onto a chain. They can see this weighted chain is connected to a gate which holds a minotaur, They can see there are two more weights above and another gate on the other side of the door also with 3 weights none of which have fallen.

If they make an arcane check tell them the door is magically bound to the position of the sun and moon. If they investigate, they can see that there is camping gear on the floor right near the door and the remains of a fire..

<https://roll20.net/compendium/dnd5e/Minotaur#content>

Final Monster

If Jesse is evil:

Jesse, you now secretly have your memory back. You realize you have made a mistake. You were not sent back to stop the witch, you were sent back to protect her. You were in the future an evil Druid who worked for the warlord who cast the spell that sent you here.

If Jesse is good:

Jesse, you now secretly have your memory back. You were a Sorceress from the future who was sent back into this created vessel body to destroy the witch at all costs. You remember even more horrors of the future than before. You also remember that the warlord was attempting to send other agents from the future to protect the witch, but that you helped to thwart them.

“Witch”

<https://roll20.net/compendium/dnd5e/Green%20Hag#content> + traitor

Or <https://roll20.net/compendium/dnd5e/Night%20Hag#content>

Ayuro the rock gnome Rogue (Mandy)

Carrie half orc barbarian (Bailey)

Eros the human Ranger (MezBeth)

Stank the half elf wizard (Jesse)

Mezbeth

Bailey

Jesse

Mandy

Witch $112 - 3 = 109 - 13$ magic missile = $96 - 8$ ranger longsword = $88 - 12 = 76 - 14$ axe = $62 - 13 = 49 - 4$ long sword = $45 - 11 = 34 - 4 = 30 - 7 = 23 - 2 = 21 - 7 = 14 - 10 = 4 - 8$

