

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

Before the game: *Warn Erin that she is at all costs to try to be sent to the past to destroy the evil Bastion. Warn Andrew that he is at all costs to try to be sent to the past as a traitor to save the evil Bastion.*

Setup: A druid, sorcerer, and fighter sit forlornly in a tavern staring at their ales. The sky outside is dark and the air is heavy, a common occurrence since the evil Wizard Bastion took the throne and crowned himself King. Suddenly a monk bursts in from out of the gloom. I found it! An end to this godforsaken time!

The monk dusts himself off and pulls out a dirty tome with a page marked to "the time portal". He extrapolates the rumor that if you can find the artifact where it all began, you can send someone back to prevent Bastion from taking the throne by negating his existence.

At this point players proceed to castle to find the time portal - ad lib this part.

Fake Out Puzzle:

You enter a room filled with ducks. At the opposite end is a wooden door.

Fight:

Two man sized gates, flanking a large painting. (On further investigation they can see what's on the door, and that there are minotaurs behind the gates.) In the center of the room is a treasure chest. (On further investigation they can see that around the room is strewn backpacks and camping gear.)

Chest is a mimic.

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

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 Boss:

After they beat the puzzle, a door opens up underneath the painting. In the final room they find the time portal - which is an orb on the pedestal. *Erin (good) and Andrew (bad) should hopefully negotiate who will be sent back.*

Good Guy Sent Back:

As you're celebrating your victory on sending someone to the past via the time portal, you notice a pack of wolves apparates around Andrew. You notice Andrew has a glint in his eyes.

Andrew please play your surprise attack round, everyone else roll for initiative.

Andrew plus 5-8 wolves <https://roll20.net/compendium/dnd5e/Wolf#content>

Good guy survives - Andrew is vanquished! The glow surrounding Erin gets brighter until she vanishes seemingly into thin air. Let's hope she can accomplish her mission in the past.

Bad guy wins - The glow that was surrounding Erin has formed around Andrew...now the past has to deal with this mess that was created...

Bad Guy Sent Back:

As you're celebrating your victory on sending someone to the past, a cold wind rises and a shiver crawls down your back. The party looks at Andrew and you know you've made a mistake. A pack of wolves apparates around Andrew as he realizes you know...

Everyone please roll for initiative.

Andrew plus 5-8 wolves <https://roll20.net/compendium/dnd5e/Wolf#content>

Outcome of the above battle needs to be told to Will. This will determine if Jesse is a good guy trying to help the mission or a bad guy sabotaging the mission.