

# FUTURE TENSE

by bygrinstow OPDC 2015

Amid the wilderness or along a road, an alien figure rushes up to the Party – claiming to be one of them from the future! This “Duplicate” (a.k.a. “Alt”) has journeyed back in time to prevent their past-self’s imminent death and subsequent reincarnation (hence the unfamiliar appearance). Of course, there is more going on here than meets the eye...

Alt, the “future” version of one of the Party members is in fact lying – and is a thrall of a powerful being (the HHROOUQK) who is controlling many individuals in the area. His ruse is that along the Party’s intended path a young woman will implore them to save her father, who’s run afoul of Brigands holed up in the woods. The story goes that the Brigands’ Witch ally will kill Alt’s “past self” as they attempt to rescue the old man, and the rest of the Party will seek to get him resurrected – able only to locate a Druid who can instead reincarnate him. Alt spends several years in this new form until “recently” meeting a Djinn and trying to undo his death. Being sent back in time by the Djinn (who takes the words of the wish too literally), Alt has discovered that there is a potent magical Totem that will protect his past self from the attack of the Brigands’ Witch – the attack which kills him and leads to this whole chain of events. The Totem is said to be at the bottom of a black pool in the back of a local cavern. Alt is reluctant to say too much or to accompany the Party, for fear of complicating events beyond rescue, somehow influencing things too heavily or revealing too much of the future.

Alt is mildly telepathic and can thus answer questions when asked, such as “what’s your sister’s name” and the like. This doesn’t mean his ruse can’t be revealed, but the telepathy and explanation of avoiding saying too much should certainly make it a challenge to discover the lie conclusively. The Young Woman and the Brigands and other elements are also all in place, being additional thralls of the HHROOUQK. The “black pool” that is said to contain the magical, protective Totem is in fact the HHROOUQK itself – an amorphous, umber sludge with little motility, but high IQ and strong magical powers.

The Cavern is used for mushroom farming by local humans – and local goblins, as well. It is rampant with mushrooms and is not without it’s dangers. Generate the cavern by rolling 1d8 and employing the map section of that number. Each map section should feature one or two encounters from the Encounter chart. Thus the cavern can be as large or as small as suits your preferences and time-frame. The “Final” piece can be used in place of a roll anytime you feel appropriate.

## ENCOUNTERS (1d12)

- Five Goblins nervously observing a very near Fungal Ogre.
- Seven resting Humans with sacks of mushrooms.
- Six Goblins fleeing a Spore Cloud.
- Four Goblins hiding from three Burn Beetles.
- Four Cave Spiders driven mad by Fungal Taint.
- Nine Goblins with Fungal Taint.
- One Fungal Ogre, roaming.
- Spore Cloud – Save versus Fungal Taint.
- Five Goblins harvesting mushrooms.
- Two Fungal Ogres hidden in Spore Cloud (does not effect them).
- Eight injured Goblins binding wounds.
- Crumbling Floor Trap – the upper edge of the next change in elevation is unstable and breaks away, making climbing dangerous.

FINAL. Stone Sentries (x) block the way to the Pool of the HHROOUQK.

These **STATS** are suitable for a low-level Party. Adjust or find substitute creatures for a higher level adventure. Alternate creature stats can be found at...

[appendixm.blogspot.com](http://appendixm.blogspot.com)

**Burn Beetles:** AC +6, hp 7, Bite +2 (1d4+1d4 heat), Mv 30'

**Cave Spiders:** AC +2, hp 12, Bite +4 (1d3 + paralysis 1d3 rounds), Mv 20'

**Fungal Ogre:** AC +5, hp 22, Slap +6 (1d10), Mv 20'

**Fungal Taint:** causes irrational violence, paranoia, and increased adrenaline. Adjust AC, attacks and damage by +2.

**Goblins:** AC +3, hp 4, Pick +1 (1d4), Mv 20', 1d4 cp

**Humans:** AC +5, hp 6, Shortsword +2 (1d6), Mv 30', 1d3 sp

**Spore Cloud:** lasts 2d12 rounds, Save at -4 (1d3), Mv 5' (when expanding to an area equivalent to 10-12 squares at 10' deep), cuts visibility as does a heavy fog.

**Stone Sentries:** AC +8, hp 18, Punch +6 (1d8), Javelins +4 (1d6), Mv 30'

**HHROOUQK:** AC +0, hp 50, choose a number of spells from your system equal to the number of Party members plus 2, including one hypnosis-type spell and one ‘instant death’ type spell. This ooze can use each spell once per day.

The first time a Tile is used, entry is at the space marked “1”. If the same tile comes up again, enter at “2”, and so on. Roll 1d6 x10' to determine elevation changes.

