

# The Clock of Elementals

A One-Page Adventure by Quickphix

Your life-long research has brought you all here: to the Temple of Elementals. You know that in the middle of its intricate network of tunnels lies the apparatus which will allow you to bind the power of an Elemental to your will. However, first you must accomplish two tasks: Find your way into the heart of the temple and capture a living Elemental. You look down to the chain glowing in your hand and smile. The latter shouldn't be a problem.

## The Altars

Each of the round rooms contains an altar representing one of the elements. Feeding it magic will spawn a minor and a major Elemental somewhere within the temple.

## The Clock of Elementals

Each time a spell is cast within the temple, roll 2d8 to create the following effects (reroll if the numbers are the same):

- 1(8). A strong wind blows through all NE (NW) tunnels. They become difficult terrain, speaking becomes impossible.
- 2(83). The NE (SE) tunnels start glowing with heat. Flammable equipment catches fire, players receive damage
- 4(85). The earth shakes in all SE (SW) tunnels, throwing up dust. They become difficult terrain, seeing becomes harder.
- 6(87). The SW (NW) tunnels are flooded with freezing cold water. They become difficult terrain, it takes Constitution to get through.

## Combined Chaos

The clock's effects last until another spell is cast. If two effects are active in the same tunnels (e.g. 1&2), their effects are combined:

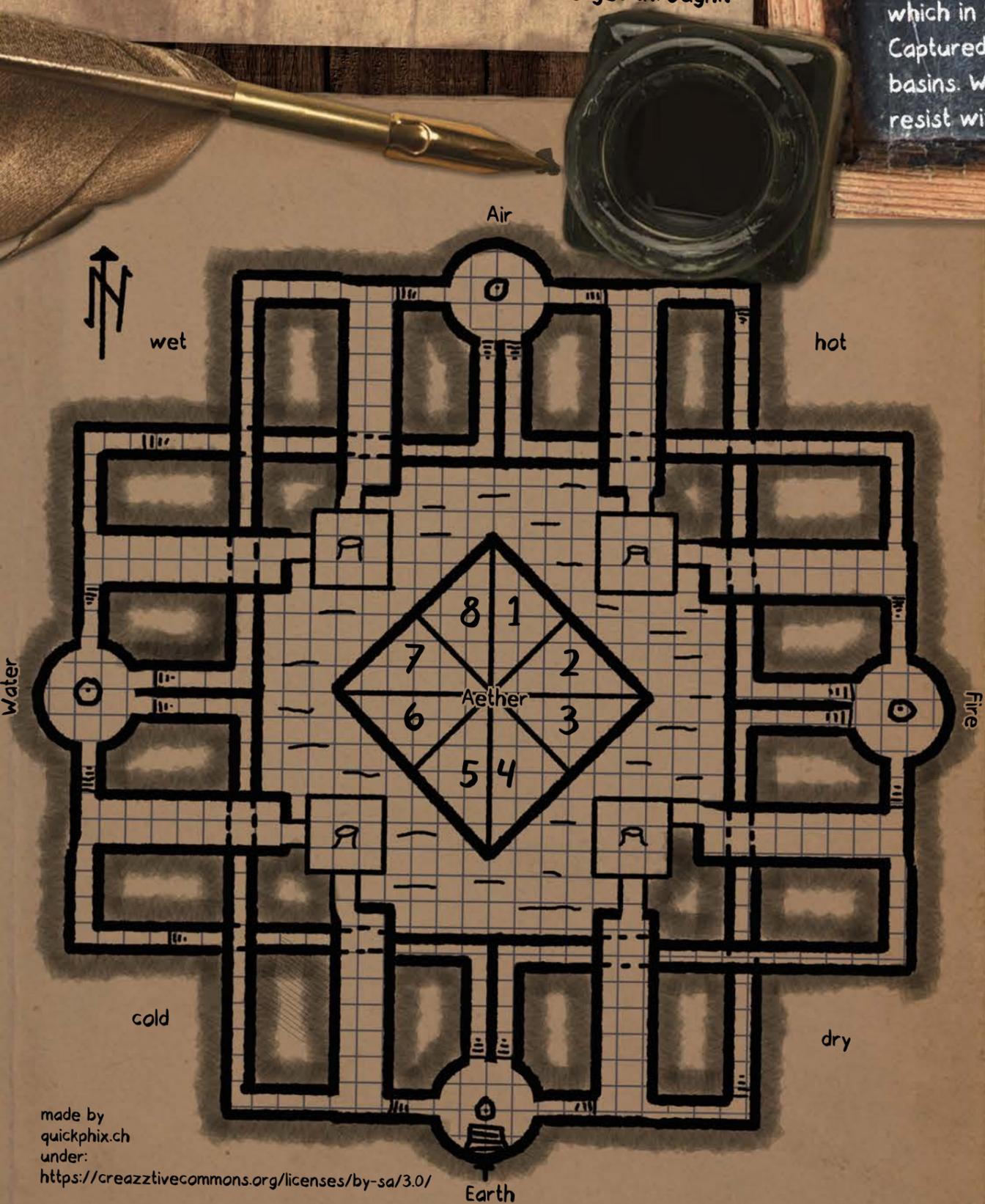
- 1&2: An intense flame fills the tunnels, burning all within.
- 3&4: Glowing hot sand blows through the tunnels
- 5&6: The tunnel freezes over, cold mist spreads
- 7&8: An intense sleet storm howls through the tunnels

## Get to the Middle

Four Elementals (no matter the size) must be sacrificed on each of the sacrificial basins near the middle of the temple. Doing so will open a passage to the Clock of Elementals.

## The Elementals

- Fire: Walk clockwise through the upper passages. Must be doused to be captured with the players' chains.
  - Water: Walk clockwise through the lower passages. Must be frozen to be captured with the players' chains.
  - Earth: Walk counter-clockwise through the upper passages. Must be weakened to be captured.
  - Air: Walk counter-clockwise through the lower passages. Must be made visible to be captured
  - Aether: Stalks through the labyrinth at random. Kills other Elementals to grow stronger. Difficult to capture.
- The Elementals are affected by the clock's effects as well. Should all of them die, the players must spawn new ones, which in turn might get devoured by the Aether Elemental. Captured Elementals must be dragged to the sacrificial basins. While they're unable to break their chains, they will resist with all they've got.



## The Final Sacrifice

After all the sacrificial basins have been filled, the players can safely step foot on the clock itself. In its middle lies one last sacrificial basin. The power the players will receive depends on which Elemental they can drag to this final basin. Bigger Elementals will yield bigger power, with the Aether Elemental yielding the highest of them all.

## A Final Gift of Power

The last Elemental you dragged onto the sacrificial altar screams out in agony and you can feel its power flowing along the chain into your veins as it desintegrates. You release the breath you didn't realize you were holding. As you fill your lungs with the cold air of the temple, you can feel the immense power that is now yours to command. The clock lies silent - it has fulfilled its purpose. It will wait here, counting down the days of your life, waiting for you borrowed power to return to it.