

"THE ABSENTIA"

The location is a dark, empty corridor that feels like a labyrinth of metallic and blackened walls, with walls that seem to move slightly in the distance. The core of the room is a device that emits a faint, pulsating glow, which is too strong for anyone to handle alone. The walls seem to shift slightly when passed, creating a sense of tension. The device is guarded by two factions: the Absentia, led by a rogue, and a rival faction that seeks to take control of it. The dynamic element is a subtle, random time shift that adds unpredictability to the situation, making it harder to track.

HOOKS & RUMORS

- A rogue soldier named Alex is trying to find a clue about the Absentia's device, but he's caught in a web of betrayal and danger.
- A group of adventurers is exploring a mysterious passage, only to realize the device is the last tool they have.
- A rival faction is plotting to take over the Absentia, using their knowledge of the device to its maximum.
- A leader of the Absentia is trying to regain control of the device, but his methods are unpredictable.
- A group of spies is working to sabotage the device, using their intelligence to outsmart anyone who tries to take it down.

RANDOM EVENTS (D6)

1	The Absentia Core - Description: A hidden treasure buried deep within The Absentia Crisis Zone. The treasure is connected to the core of the room and is a critical piece of equipment for the party.
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LOCATIONS

Room Name

The Absentia Chamber Description The entrance is a long, dark corridor filled with metallic and blackened walls. The walls seem to pulse slightly in the distance, adding a sense of movement and tension. At the center of the room is a device that emits a faint, pulsating glow, too strong to be handled alone. The walls themselves have a subtle, random time shift that occasionally causes brief visual disturbances, making the room feel more dynamic. Players can use levers to move around, and some objects, like a portal, can be used to enter or exit the room. The entrance introduces the core of the Absentia, which is known for its strength and presence, while also hinting at the room's vulnerability to enemies. The dynamic element of the time shifts adds unpredictability, as it can suddenly alter the player's perception of time, making the room more challenging to navigate.

Dungeon Design

The Absentia

The Core Challenge

Description A dark, towering corridor filled with metallic walls that pulse slightly in the distance. The walls seem to pulse with a subtle, random time shift that occasionally causes brief visual disturbances, making the room feel more dynamic. The core of the room is a device that emits a faint, pulsating glow, too strong to be handled alone. The walls themselves have a subtle, random time shift that occasionally causes brief visual disturbances, making the room feel more dynamic. Players can use levers to move around, and some objects, like a portal, can be used to enter or exit the room.

The Core Challenge 2

Description A smaller, more challenging room with a similar setup as The Core Challenge. The walls are slightly darker and exhibit a more pronounced time shift. Players must navigate through this room, avoiding enemies that arrive in the center.

Room Name

The Absentia Crisis Zone Description This room is central to the main conflict and serves as the climax of the journey. It is surrounded by walls that emit a cold glow, containing a group of enemies. The room is equipped with a chamber where the Absentia's core is located, and it has two factions the Absentia, led by a rogue, and a rival faction seeking to take control of it. The dynamic element is a series of temporal distortion zones that shift briefly, causing time to appear to move slightly in the player's head, adding tension and unpredictability. The room also features multiple interconnected rooms with varying layouts, each with its own set of challenges. The exit from the room is guarded by the enemies, and players must navigate through multiple rooms to reach the central area. The room introduces the core of the conflict, the power of the Absentia, and sets the stage for the enemy's arrival. The dynamic element of the time shifts is a critical obstacle, as it can disrupt the player's ability to see enemies and navigate the room effectively.

ENCOUNTERS (D6)

1	Encounter	- Details: The party is introduced to the room, which serves as the core of their mission. The walls pulse slightly, adding a sense of movement and tension. The device is central to their mission, and the walls exhibit a subtle, random time shift...
2	Encounter	2 - Details: This room is slightly more challenging than The Core Challenge. The walls are darker, and there's a more pronounced time shift. Players must navigate through this room, avoiding enemies that arrive in the center.
3	Encounter	The party is introduced to The Absentia Crisis Zone, which is central to the main conflict. The room is surrounded by walls emitting a cold glow, containing a group of enemies. The room features multiple interconnected rooms, each with its own s...
4	Encounter	This room is slightly more challenging than the main room. The walls are slightly darker, and there's a more pronounced time shift. Players must navigate through this room, avoiding enemies that arrive in the center.
5	Encounter	This room is the final stage of the mission, with multiple interconnected rooms and multiple sets of challenges. The party must navigate through this room, avoiding enemies that arrive in the center. The room introduces the core of the conflict, t...
6	Encounter	This is a final encounter in The Absentia Crisis Zone. The party must navigate through this room, avoiding enemies that arrive in the center. The room features multiple interconnected rooms, each with its own set of challenges.

TREASURE

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NPCS

NPC: The Guardian Description A guardian figure who watches the party closely, offering guidance and protection. The NPC is a member of the primary faction and has a clear relationship with the party. The NPC helps the party navigate through the room and manage their surroundings.

NPC: The Rogue Description A rogue figure who is part of the party's enemy group. The NPC is a member of the primary faction and has a clear relationship with the party. The NPC offers a chance to interact with the party and helps them manage the room's challenges.

NPC: The Enemy Description A figure who is part of the enemy group. The NPC is an enemy figure who will appear in The Absentia Crisis Zone. The NPC offers a chance to interact with the party and help them manage the room's challenges.

NPC: The Companion Description A companion figure who helps the party in various ways. The NPC is a member of the primary faction and has a clear relationship with the party. The NPC offers a chance to interact with the party and help them manage the room's challenges.

NPC: The Traveler Description A figure who helps the party navigate through The Absentia Crisis Zone. The NPC is a member of the party and offers a chance to interact with the party and help them manage the room's challenges.

PLOT RESOLUTIONS

The adventurers might face an unavoidable encounter with the enemy faction, who will appear unexpectedly during a critical moment, forcing them to...

The party manages the core room, using the Guardian's guidance to navigate through temporal shifts and time-related challenges.

The party faces direct confrontation with the enemy faction, using the Guardian's help to navigate through the core room.

The adventurers make a series of choices, facing the enemy through the Guardian's guidance and time shifts.

