

BROKEN PRISM SANCTUM

The Broken Prism Sanctum is a cavern of fractured light and echoing sorrow, where shattered shards of the prism litter the uneven floor, casting unsettlingly shifting patterns across walls of grey stone. Spectral figures, trapped in repeating loops of agony and regret, swirl within pockets of warped reality, battling against the Order of the Shifting Sands' attempts to contain the...

HOOKS & RUMORS

- A young initiate of the Order claims a Resonance Field briefly revealed a forgotten ritual – attempting to bind a fragment, not contain it – potentially destabilizing the entire Sanctum.
- Whispers circulate of a smuggler attempting to sell 'Echo Blooms' harvested from a particularly potent Resonance Field; their effects are said to grant fleeting visions, but at a terrible cost.
- The Order of the Shifting Sands demands the players surrender a specific artifact—a compass attuned to temporal currents—believing it's amplifying the prism's chaotic echoes.
- A spectral scholar, perpetually reliving his final experiment, pleads for assistance to complete his research, hinting at a method to stabilize the prism fragments with a carefully crafted resonance key.
- Locals report livestock disappearing near the eastern edge of the Sanctum, seemingly dissolving into shimmering light after passing through a violently fluctuating Resonance Field.

RANDOM EVENTS (D6)

1	Temporal Cascade	Fractured Vestibule: A sudden surge of temporal energy rips through the room, briefly aging or de-aging all creatures within. Players must make Constitution saving throws to avoid detrimental effects.
2	Shifting Mural	Echoing Corridors: One of the murals depicting celestial battles suddenly comes to life, unleashing a wave of ghostly warriors. Players must fight off the spectral attackers or find a way to deactivate...
3	Clockwork Malfunction	Chronal Observatory: The clockwork mechanisms within the Observatory begin to spin wildly out of control, creating a chaotic storm of gears and steam. Players must quickly repair the mechanisms to...
4	Resonance Echoes	Fractured Vestibule: A series of fragmented memories flood the room, momentarily recreating scenes from the Prism's destruction. Players must quickly identify and avoid the dangers presented by the...
5	Phantom Librarian	Chronal Observatory: A translucent librarian materializes, frantically searching for a lost scroll detailing the Prism's history. Players can assist her in her search, earning her gratitude and pot...
6	Temporal Distortion	Echoing Corridors: A localized temporal distortion traps a random player in a brief time loop, forcing them to repeat their last action. Players must quickly break the loop before they are lost to...

LOCATIONS

The Fractured Vestibule

A circular chamber dominated by a massive, shattered prism fragment suspended from the ceiling by...

Fractured Vestibule

Dim, sickly green light filters through cracks, illuminating swirling dust motes and casting dist...

Echoing Corridors

Narrow, spiraling stone corridors lined with crumbling murals depicting scenes of celestial battles.

Chronal Observatory

A circular chamber dominated by a massive, deactivated Resonance Amplifier.

The Monastic Archive

A vast, echoing hall lined with towering shelves filled with meticulously preserved scrolls and t...

ENCOUNTERS (D6)

1	Guardian Golem	A towering golem animated by residual temporal energy blocks the path. It reacts violently to any attempt to disrupt the flow of time. Players can utilize the icy pools to weaken it or attempt to overload the mechanism controlling it, triggering a Resonance Field surge. Tactical Considerations: High HP, resistant to physical damage, vulnerable t...
2	Order Warden Silas	Silas, a stern, grey-clad Warden of the Shifting Sands, observes the players with suspicion. He believes they seek to exploit the Prism's instability and demands they prove their intentions. He'll offer assistance in exchange for information about the Prism's origins, but his loyalty lies firmly with the Order.
3	Spectral Echo of Lyra	A translucent figure reliving her final moments – a tragic fall during a celestial storm – screams silently within the Resonance Field. Interacting with her triggers a brief, chaotic surge of temporal energy, revealing a hidden passage. Tactical Considerations: Immune to physical damage, vulnerable to psychic attacks, the field can damage player...
4	Temporal Trap	A pressure plate triggers a localized temporal loop, trapping a player in a repeating sequence of actions from a previous explorer's demise. Players must quickly solve a logic puzzle – manipulating the surrounding machinery – to break the loop before they are lost to time. Tactical Considerations: Quick reflexes required, limited visibility, puzzle...
5	Monk Theron's Vigil	Theron, a young, conflicted monk, questions the Order's methods, believing their rigid adherence to non-interference is preventing true understanding of the Prism. He attempts to subtly aid the players, providing clues and warnings, but fears retribution from his superiors. Tactical Considerations: Skilled in temporal defense, utilizes Chronal D...
6	Resonance Surge	A sudden, powerful Resonance Field surge engulfs the chamber, unleashing chaotic magical effects. Objects become unstable, and temporal distortions ripple through the air. Players must navigate the shifting environment while avoiding being trapped in miniature time loops. Tactical Considerations: Unpredictable effects, cover provided by the cloc...

TREASURE

Chronal Shard — A fragment of the shattered Prism imbued with temporal energy. When held, the wielder experiences brief flashes of past events, granting advantage on Investigation checks. However, prolonged use risks temporal instability, inflicting disadvantage on attacks.

Dampening Gloves — A pair of enchanted gloves that suppress temporal echoes. Wearing them provides resistance to temporal manipulation effects and allows the wearer to detect Resonance Fields.

The Serpent's Scale — A shimmering scale from a serpentine creature trapped within the Echoing Corridors. It grants the wearer advantage on Dexterity saving throws but slowly drains their lifespan.

Resonance Amplifier Schematic — A detailed blueprint of the deactivated Resonance Amplifier. Successfully repairing it could stabilize the Sanctum but requires rare components and considerable skill.

Echoing Locket — A silver locket containing a miniature, frozen spectral image. When opened, it releases a wave of sorrowful energy, inflicting temporary madness on nearby creatures. It offers insight into the Prism's tragic history.

NPCs

Kaelen the Warden: A former guard who was left behind when the faction retreated. He knows the secret passages but demands the party help him escape. He's paranoid and checks over his shoulder constantly. Can be bribed with food or convinced through shared stories of betrayal. Will turn on the party if he thinks they're working with the faction.

Sister Isolde: A scholar dedicated to preserving the Prism's history. She believes understanding the past is key to preventing future catastrophes and offers to decipher ancient texts found within the Observatory. She's cautious but genuinely interested in the players' research. Tactical Considerations Knowledgeable about the Prism's history, provides valuable clues, vulnerable to interrogation and manipulation.

Master Valerius: The austere leader of the Order of the Shifting Sands. He embodies the Order's doctrine of non interference and believes any attempt to restore the Prism is a dangerous gamble. He is a formidable temporal manipulator, wielding Chronal Dampeners with deadly precision. Tactical Considerations Extremely powerful temporal abilities, unwavering adherence to the Order's doctrine, resistant to persuasion.

Zephyr, the Lost Chronomancer: A spectral echo of a former chronomancer, trapped within the Resonance Field. He offers cryptic advice and warnings about the dangers of temporal manipulation, but his memories are fragmented and unreliable. Tactical Considerations Unpredictable advice, prone to rambling and contradictions, potentially holds valuable information.

PLOT RESOLUTIONS

The adventurers could attempt to fully stabilize the Prism, risking a catastrophic temporal collapse and potentially...

The adventurers might side with Kaelen the Warden, aiding his escape and uncovering a hidden passage leading to the P...

The adventurers could negotiate with Master Valerius, surrendering the temporal compass in exchange for safe passage...

The adventurers might choose to exploit the Resonance Fields, harvesting Echo Blooms for temporary visions but incurr...

The adventurers could utilize Sister Isolde's knowledge to decipher an ancient ritual, potentially repairing the Pris...

The adventurers could attempt to reason with Zephyr, the Lost Chronomancer, gaining cryptic warnings about the Prism'...

The adventurers might trigger a Resonance Surge, forcing them to navigate a chaotic, shifting environment while battl...

The adventurers could choose to ignore the conflict entirely, focusing on recovering treasure and escaping the Sanctu...

