

AT-03

FOR
DUNGEONS AND DRAGONS
FIFTH EDITION

Dungeon Module AT-03 *It's About Time* Secrets of the Shattered Temple

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AN ADVENTURE FOR THIRD LEVEL CHARACTERS.



This is the third adventure in a series of adventures that make up the "**Its About Time**" campaign arc. It also provides a framework for the players to incorporate the use of time travel into the game by using supplement **AT-00 Time Travel Rules for D&D**. These adventures will take a group of adventurers from level 1 to level 20. In this adventure they explore an ancient ruined temple dedicated to the Necromancer God Thanatos.

This module brings back some of the classic "anything can happen" feeling of the earlier versions of the game.

Requires the use of the fifth edition **Player's Handbook**, **Monster Manual**, and **Dungeon Master's Guide**.

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Disclaimer

The following is an adventure module for the fantasy role playing game Dungeons and Dragons. You will need the fifth edition Player's Handbook, Dungeon Master's Guide and Monster Manual to make full sense of this.

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This document is intended to assist Dungeon Masters in running a game using an already standing game system. No information herein is to be copied and sold for profit. A free copy can be downloaded here: <https://olddungeonmaster.com/>

Digital Accessories Pack

Each of the adventures in the "It's About Time" adventure path includes a "Digital Accessories Pack" which is a .ZIP file containing copies of the maps, player handouts, and other playing aids related to the adventure.

Abbreviations

PC.....	Player Character	PHB,,,,	Players Hand Book
DM.....	Dungeon Master	DMG,,,	Dungeon Master's Guide
NPC....	Non Player Character	MM ,,,,	Monster Manual

Introduction

This is Dungeon Module **AT-03 *Secrets of the Shattered Temple***. It is the third adventure in the ***It's About Time*** campaign. The entire campaign is an adventure arc that will take characters from 1st level to 20th level.

Preparation

Secrets of the Shattered Temple is written for *Dungeons and Dragons*, 5th Edition. It requires the use of the ***Player's Handbook***, the ***Dungeon Master's Guide***, and the ***Monster Manual***.

You will also need the first book in this series, the *Time Travel Supplement* **AT-00 *Time Travel Rules for D&D***, and the first two adventures: **AT-01 *An Ancient Evil*** and **AT-02 *Quest for the Mithral Sphere***.

AT-00 was written to be used throughout the *It's About Time* campaign. **The PCs start this adventure with 3 Time Points.**

The text in white boxes with rounded corners is meant to be read aloud or paraphrased to the players. The green shaded boxes (sidebars) contain additional information. The statistics for monsters are included in abbreviated form with each encounter [similar to the abbreviated stat block format shown here <https://theangrygm.com/abbreviate-stat-blocks/>]. Monster names are in bold type. The page number is listed where common monsters can be found in the ***Monster Manual*** (MM), or the ***Dungeon Master's Guide*** (DMG). For new monsters and NPCs the page number is listed for where they can be found in this document.

Encounter Levels

Secrets of the Shattered Temple is designed for a party of four 3rd level PCs, you may need to adjust the encounters to account for a larger or smaller party. The encounters may be especially deadly for a smaller party.

As your characters proceed through the ***It's About Time*** campaign, it is recommended that instead of experience points you allow the characters to "level up" before starting an adventure designed for the next level. This is commonly referred to as using the milestone method of character advancement.

Secrets of the Shattered Temple

The Heroes' Journey Thus Far

The previous adventure ended with our heroes locating the hidden entrance to the ruined temple of Thanatos on the island of Aethelgard.

They were told by Lander, a flump with powerful magical abilities, about an artifact called the Mithral Sphere reported to be somewhere on the island. He said that they must find the artifact to prevent the future destruction of the world. Our heroes have searched the island and everything points to the artifact being in this ancient temple.

They are accompanied by a mischievous sprite named Puck.

The island is only 12 miles off the coast from the small fishing village of Saltport Cove.

Running the Adventure

This is an old fashion dungeon crawl. Here are a few tips that might help.

Time & Resources:

Track Time: It is important to track time spent in the dungeon. I currently use this simple method: I track time in 10 minute intervals. I mark off 10 minutes to search a room. I mark off 10 minutes after each combat for searching bodies, recover arrows, clean up, etc. I don't count any time for moving down a corridor unless it is very long or they are being slow. I'll mark off another 10 minutes whenever they are doing anything non-trivial. I mark time for other activities as well: one hour for a short rest, eight hours for a long rest, etc.

Light Source Management: Highlight the need to track torches, lanterns, or other light sources. Dimming light creates tension and can force difficult decisions (push forward in darkness or backtrack for supplies?).

Rations & Water: Briefly discuss the importance of rations and water, especially for longer treks within the dungeon. This adds another layer of resource management for the party.

Resting:

Short Rests & Safety: Explain that short rests (1 hour) are viable during exploration, but they should be done strategically (hidden alcoves, behind closed doors) to minimize the risk of interruption.

Long Rests & Security: Advise against long rests (8 hours) in the heart of the dungeon. Suggest safer areas near the entrance or hidden chambers discovered during exploration might be suitable for long rests.

Dungeon Exploration:

Finding Secret Doors: The DMG has information regarding this, but here is my house rule: If you are searching for a secret door and there is one, you will automatically find it.

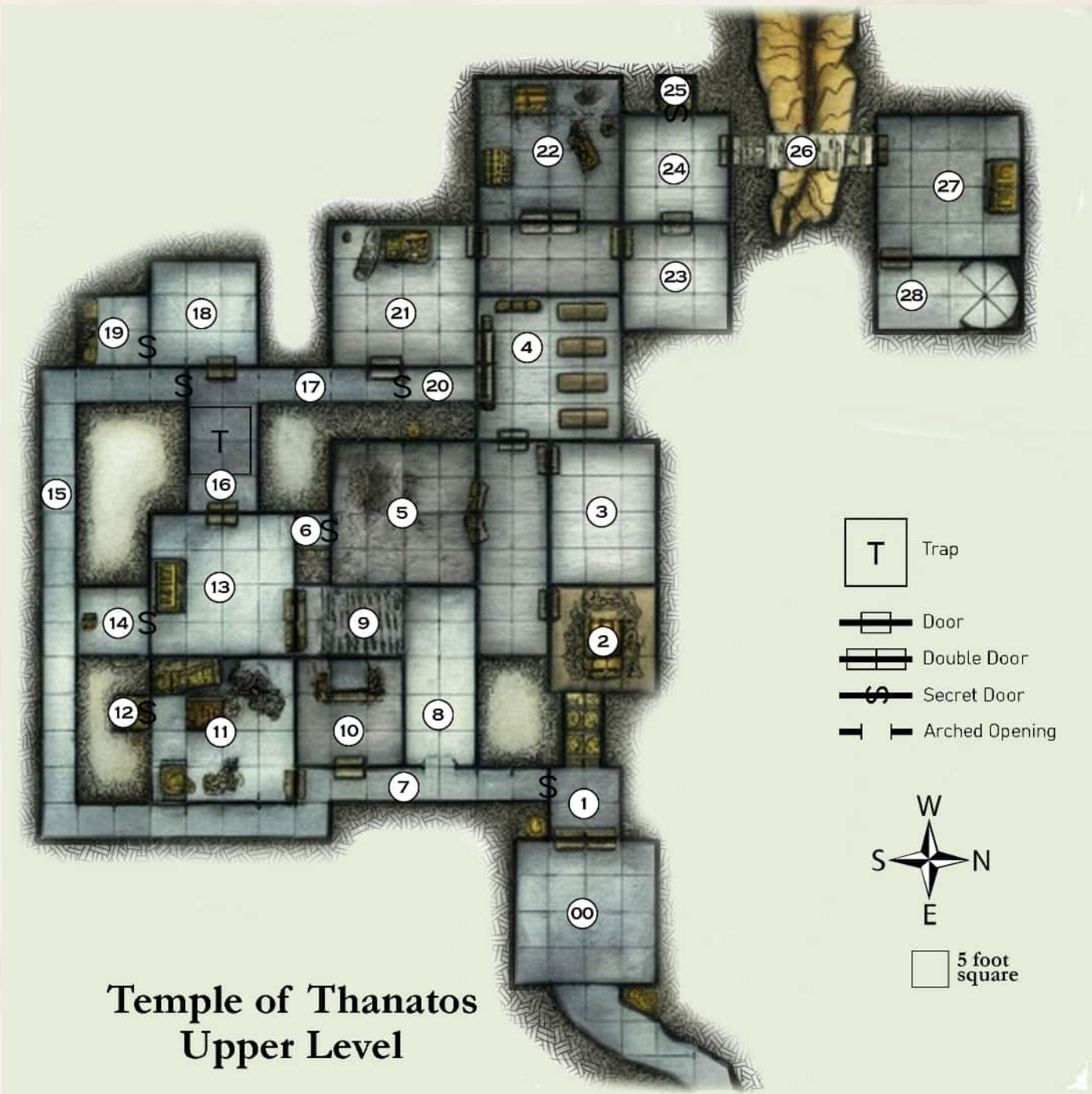
Clarification: This also means that if there is some kind of trap there, you will activate it. You have to say where and how you are searching. Saying "I am always searching for secret doors" is not allowed. Sometimes I may require you to make an investigation check to determine how to open it.

Mapping the Dungeon: If you are playing on a tabletop, encourage the party to map the dungeon as they explore. This not only adds a sense of accomplishment but also helps them avoid getting lost and backtracking needlessly. This is not as important on a VTT.

Random Encounters:

Encounter Tables: This adventure does not include a random encounter table, but if your party takes a long time to search the dungeon you should consider creating one or more. These tables can determine the type and difficulty of random encounters the party might face.

Themed Encounters: Tailor the random encounters to the theme and denizens of the dungeon. For example, a ruined temple might have encounters with undead guardians, lost explorers, or awakened constructs.



Temple of Thanatos Upper Level

- T Trap
- Door
- Double Door
- S Secret Door
- ⌢ Arched Opening



5 foot square

THE RUINED TEMPLE OF THANATOS

Temple Features

The walls, floors and ceilings are hewn from the solid granite of the mountain and finished with fitted stone.

Ceilings: Unless otherwise noted, the ceilings are 15 feet high in the rooms and 10 feet high in the corridors.

Light: Unless otherwise noted, the chambers are dark.

Environment: Each numbered area contains a brief list of any notable smells, sounds, temperature changes, etc..

Temple Doors: 2 in. thick stone; AC 17; Hardness 5; hp 20; To open locked door without key, requires a DC 25 Dexterity (Thieves Tools) check. Unless otherwise noted, all doors are closed but not locked. They typically swing into the room and can be opened with a firm push (or pull).

Secret Doors: Characters must make a DC 20 Wisdom (Perception) check to find the doors, and DC 15 Intelligence (Investigation) check to determine how to open them. (Or you can use my house rule for finding secret doors presented in the Running the Adventure section above.)

The Glowing Crystal Shards

Anywhere within the temple, when 6 or more of the shards are placed touching each other on a relatively level surface the light points towards the *mithral sphere* in room 38. Refer to module "AT-02 *Quest for the Mithral Sphere*" for more information on the glowing crystal shards.

Upper Level

00. Entrance to the Temple

If you played the adventure *AT-02 Quest for the Mithral Sphere* your player characters have found this chamber (by searching Hex C3) and solved the riddle to opened the double doors leading to area 1 below.

You can refer to that adventure for a description of this area.

1. Collapsed Entry

Environment: Dusty, Silence

Directly ahead is a 5 foot wide passage choked with rubble. To the left is a secret door leading to passageway number 7.

Pushing open the temple doors reveals a disappointing site. This is small room is mostly filled with debris fallen from the ceiling. It looks like no one has been here for, perhaps many years.

The only exit from this appears to be a 5 foot wide corridor directly ahead, but it is completely blocked by rubble. As you push aside heavy debris, you reveal the narrow opening leading deeper into the darkness. The air is thick with dust and the oppressive silence hangs heavy.

2. Collapsed Chamber

Environment: Damp, Drip...Drip...,

The floor has fallen in, leaving only a 2 foot wide section of floor around the perimeter, requiring a (DC 12) Dexterity saving throw

to avoid falling 10 feet down into the pit, taking 1d6 bludgeoning damage.

The floor of the pit is considered difficult terrain. It contains 2 feet of stagnant water along with quite a bit of rubble.

The door leads to a dark, 10 foot wide, corridor.

You enter a chamber where the floor has given way, revealing a gaping hole below. The air is damp and the sound of dripping water echoes through the chamber.

A single, rusted longsword lies half-buried in the debris in the pit.

Treasure:

1 rusted longsword

3. Guardian Skeletons

Environment: Cold Stone, Faint Scent of Incense

Skeletal warriors armed with rusty shortswords stand vigil in this chamber.

You open the door to a chamber with ancient bones scattered everywhere on the floor. Three skeletal figures stand guard, their empty sockets locked on your position.

Creatures:

2 **Skeletons** (MM p.272)

Skeleton (Medium LE undead) (50 XP)

AC 13 HP 13 SPD 30 ft.

STR +0 DEX +2 CON +2 INT -2 WIS -1 CHA -3

Vulnerable: bludgeoning

Immune: poison

Languages: Understands Common - can't speak

Shortsword. MWA: +4, 1d6+2 piercing

Shortbow. RWA: +4 r. 80/320, 1d6+2 piercing

In a niche, they find a tarnished silver holy symbol depicting a radiant sun that lies forgotten amongst the bones.

Treasure:

1 silver holy symbol (worth 25 gp)

2 short swords (rusty)

4. Embalming Room

Light: Patches of fluorescent fungus on the walls (Flickering and Dim)

Environment: Scent of Embalming Fluids, Buzzing Flies

The stone tables hold the withered remains of former priests. The air is thick with the scent of embalming fluids

Stepping into a dimly lit chamber, you are met with the pungent odor of embalming fluids and the buzzing of persistent flies. Stone tables line the room, upon which rest the desiccated remains of long-dead figures.

When the characters enter the room, two giant spiders jump out from behind the tables and attack.

Creatures:

2 **Giant Spiders** (MM p.328)

Giant Spider (Large beast) (200 XP)
AC 14 HP 26 SPD 30 ft., climb 30 ft. STR +2 DEX +3 CON +1 INT -4 WIS +0 CHA -3
Blindsight 10 ft., Darkvision 60 ft. Languages: -
Spider Climb. Climbs difficult surfaces, & upside down Web Sense. Knows where creatures are in the web. Web Walker. No movement restrictions caused by webbing.
Bite. MWA +5, 1d8+3 piercing, & DC 11 CON save or 2d8 poison, save for half. If reduced to 0 HP stable but poisoned & paralyzed for 1 hour. Web (Recharge 5-6). RWA: +5, r. 30/60, restrained. As an action, make a DC 12 STR check to bursting the webbing. Web has AC 10; hp 5; vulnerable to fire; immune to bludgeoning, poison, and psychic damage.

Trap: Pressure Plate - A pressure plate on the center table triggers a cloud of noxious gas. (DC 13) DEX saving throw or take 2d4 poison damage.

5. Treasury (Empty)

Environment: Musty, Silence

This chamber is empty. It has obviously been previously looted.

Massive double doors stand broken open, revealing a bare and dusty vault. Scratches mark the stone walls, hinting at a previous attempt to plunder this chamber.

There is a hidden alcove (number 6 below) on the far wall behind a moldy tapestry.

6. Hidden Alcove

Environment: Musty, Silence

Brushing aside a moldy tapestry, you reveal a hidden alcove. Within, a scroll lies forgotten on a weathered shelf, and a vial of what appears to be water rests beside it.

This concealed chamber contains a dusty spell scroll and a vial of water.

Treasure:

1 scroll of *Cure Wounds*

1 vial of *holy water*

7. Secret Passage

(Accessible from Hidden Door in Room 1)

Environment: Musty, Damp Earth

This dark, narrow tunnel accessed through the secret passage from room 1, contains a single Animated Armor.

A narrow tunnel opens into the darkness behind a loose stone in the wall. In the center stands a suit of rusted armor, its blank gaze fixed in your direction.

It is standing about 20 feet in front of you, directly in front of an archway to your right. There is a flickering light dimly falling on it through that archway.

Creatures:

1 **Animated Armor** (MM p.19)

Animated Armor (Medium construct) (200 XP)
AC 18 HP 33 SPD 25 ft. STR +2 DEX +0 CON +1 INT -5 WIS -4 CHA -5
Immune: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned Blindsight 60 ft. Languages: -
Antimagic Susceptibility. Incapacitated in anti magic field. Dispel magic: CON save vs. caster's spell save DC or unconscious for 1 minute. False Appearance. When motionless, indistinguishable from normal armor.
Multiattack. 2 attacks Slam. MWA +4, 1d6+2 bludgeoning

Tactics: The Animated Armor remains motionless until it is attacked or anyone moves to within 20 feet of it. It will then move up and attack. When combat starts, roll for initiative for the Animated Armor and also (secretly) for the Skeletal Archer in area 8. If no target presents itself to the Skeletal Archer on its turn, it will take a Ready action to fire an arrow at any target that moves into sight. (Refer to 11. Guarded Corridor). If no one steps in front of the archway for 2 rounds after defeating the Animated Armor, end the combat and start it back up when they do. It is okay if the players know something is waiting for then around the corner, but they may not know what it is.

8. Guarded Corridor

Light: Flickering Torches in sconces

Environment: Cold Stone, Damp, Faint Scent of Incense

A stone archway connects this short corridor to passageway number 7. This corridor is patrolled by a single skeletal archer (armed with a shortbow and a quiver of 10 arrows) who remains vigilant, ready to fire upon any intruders. The corridor is light by three Everburning Torches in metal wall sconces. One on each side wall and one at the far end of the corridor.

The flickering light of torches illuminates a short corridor. A lone skeletal figure, its empty eye sockets fixed on the passage, stands guard, a bow held taut in its bony hands.

Creatures:

1 **Skeleton** - Archer (MM p.272)

Skeleton - Archer (Medium LE undead) (50 XP)
AC 13 HP 13 SPD 30 ft. STR +0 DEX +2 CON +2 INT -2 WIS -1 CHA -3
Vulnerable: bludgeoning Immune: poison Languages: Understands Common - can't speak
Shortbow. RWA: +4 r. 80/320, 1d6+2 piercing

Treasure:

10 arrows (less the arrows the Skeleton fired during combat)

3 *Everburning Torches* (**Note:** The PCs may not know that these are magical if no one examines them or casts *Detect Magic* in this corridor.)

Everburning Torch

Wondrous item, uncommon

This item appears to be identical to a regular torch. However, although it looks like a regular flame, it creates no heat, doesn't use oxygen and cannot be smothered or quenched. The torch provides bright light in a 20-foot radius and dim light for an additional 20 feet.

9. Collapsed Bridge

Light: Flickering Torch in area 8.

Environment: Musty, Damp Earth

A wooden bridge spanning a chasm has collapsed.

The path ahead is blocked by a collapsed bridge, its broken timbers precariously hanging over a dark chasm below. Just beyond there is a large set of double doors.

Carefully navigating the broken timbers requires a successful (DC 10) Dexterity check. Failure results in a fall of 10 feet, taking 1d6 bludgeoning damage.

10. Sacrificial Altar

Environment: Musty, Silence

A raised sacrificial altar stained dark with blood sits along the far wall of this chamber. An inscription above the altar reads, "An offering of life pleases Thanatos." The players may not realize it yet, but this is a puzzle (refer to Puzzle below).

A raised stone platform dominates the chamber, its surface stained a dark red. Sitting on the platform is a clear glass vial. It is open and its content appears to be fresh blood.

An inscription adorns the wall above. It reads, in common:

"An offering of life pleases Thanatos."

The vile does contain fresh blood. It is a magical item that keeps its contents fresh. Each day at midnight, if it is not completely full, its current contents are moved into the astral plane and it refills with fresh blood.

Treasure:

1 Sanguine Vial

Puzzle:

The Characters may connect the word "life" in the inscription with the blood in the vile and understand that it is instructing

Sanguine Vial

Wondrous item, uncommon

This vial is crafted from clear glass and remains perpetually open at the top. Despite its openness, a magical aura prevents the blood within from drying or spoiling.

The vial holds up to 1 ounce of liquid. Once per day, at midnight, if the vial is not completely full of fresh blood, any remaining blood within it vanishes and is replaced with fresh blood. This new blood originates from the Astral Plane and appears identical to the blood previously held within the vial (human, orcish, etc.). The vial cannot create blood of a type that wasn't previously stored within it.



them to pour it onto the alter. But they will (most likely) be uninterested in pleasing Thanatos.

Be that as it may, if some blood from the vile, or fresh blood from any source, is poured onto the alter a large brass key appears on the alter, laying in the puddle of blood. That key only exists for 24 hours. If the PCs wait too long and it disappears, they can get it back by returning here and performing another "life" offering.

This key unlocks the door to room 36, the secret vault.

There is another hint awaiting them when they reach that door.

11. Collapsed Storeroom

Environment: Musty, Rodent Scents

This storeroom once held supplies but is now filled with fallen shelves, broken crates, and the gnawed remains of food.

There is a loose brick on the far wall (treat as a secret door) concealing area 10. Secret Niche.

Pushing open the creaking door, you enter a storeroom in disarray.

A pack of hungry rats scurries amongst the debris.

Creatures:

6 **Swarms of Rats** (MM p.339)

Swarm of Rats (Medium swarm of Tiny beasts) (50 XP)

AC 10 **HP** 24 **SPD** 30 ft.

STR -1 **DEX** +0 **CON** +1 **INT** -4 **WIS** +0 **CHA** -4

Resists: bludgeoning, piercing, slashing

Immune: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Darkvision 30 ft.

Languages: -

Keen Smell. Adv on WIS (Perception) checks

Swarm. Can occupy another creature's space, and move through tiny openings. Can't regain HP or gain temporary HP.

Bites. MWA: +2, 2d6 piercing, or 1d6 piercing if down to half of its HP.

Amongst the debris lies a dented silver tankard engraved with a faded insignia.

Treasure:

1 silver tankard (worth 10 gp)

12. Secret Niche

Environment: Musty, Silence

A shallow alcove concealed behind a loose brick.

Prying loose a brick from the wall, you reveal a shallow niche. Inside, a skeletal hand grasps a pouch containing a meager amount of coin and a faded holy symbol.

The skeletal hand clutches a dusty pouch containing silver pieces and a small, tarnished silver holy symbol depicting a forgotten god.

Treasure:

1 pouch, containing:

25 sp.

1 silver holy symbol (worth 5 gp)

13. Crypt Vestibule

Light: Flickering Torches in sconces

Environment: Cold Stone, Musty

Cobwebs and dust shroud an ornately carved sarcophagus. there is a door on a side wall. Across from the double doors is a secret door to area 14.

Pushing open the heavy stone doors, you enter a chamber adorned with an elaborate stone sarcophagus. Cobwebs hang from the ceiling, and the air is thick with dust. Suddenly, a pair of figures shamle forth from the shadows, their moans echoing through the chamber.

An encounter with two Zombies shambling forth from the shadows greets the adventurers.

Creatures:

2 **Zombies** (MM p.316)

Zombie (Medium NE undead) (50 XP)
AC 8 HP 22 SPD 20 ft.
STR +1 DEX -2 CON +3 INT -4 WIS -2 CHA -3
Immune: poison Darkvision 60 ft. Languages: understande Common - can't speak
Undead Fortitude. At 0 HP, if not radiant or from a critical hit, (DC of 5 + damage taken) CON save to drops to 1 HP instead.
Slam. MWA: +3, 1d6+1 bludgeoning

Treasure:

4 Everburning Torches

14. Hidden Chamber

Environment: Musty, Silence

A hidden chamber containing a dusty tome.

Pushing aside a heavy stone slab, you reveal a hidden chamber. A dusty tome lies upon a pedestal, its pages filled with faded script.

The tome details the history of this Temple and of Thanatos himself. It will take a character one hour to read the tome. The information on the temple doesn't reveal any specifics regarding its layout or contents, but it does spend many pages praising Thanatos and looking forward to the day he will be released from his prison and his followers will all be raised as undead to live forever after he has destroyed all who oppose him. The information regarding Thanatos' history can be found on page 3 of *AT-01 An Ancient Evil*; Everything under "The Shattered Clock", "The Corruption", "The Sondering", and "Thanatos' Influence".

A successful (DC 15) Intelligence (History) check reveals a hidden compartment within the tome containing a vial of alchemist's fire.

Treasure:

1 Tome of Temple History (provides lore about Thanatos)

1 Alchemist's Fire (vial)

15. Secret Passage

Environment: Musty, Damp

A tunnel stretches between the secret door in corridor 16 to passage 7.

A narrow tunnel stretches into the darkness.

16. Collapsing Corridor

Environment: Musty, Crumbling Stone

The passage is unstable. Anyone who walks anywhere on the entire 10 foot section at the center of the corridor will have to risk falling through a section of floor (refer to the trap description below.) It will leave a hole in the floor just large enough for them, to fall through and will fall into a 20 foot deep pit. There is 3 feet of stagnant water in the bottom of the pit, so the potential falling damage is lower than normal, but the fetid water deals poison damage to any creature standing in it for more than 1 minute.

The passage ahead crumbles beneath your feet, threatening to give way at any moment. The sound of dripping water and a faint scraping echo from the darkness beyond.

Trap: Pit Trap - (DC 14) DEX Saving throw or take 1d8 bludgeoning damage + an additional 1d4 poison damage for every minute spent in the water.

17. Flooded Passage

Environment: Musty, Damp Earth, stagnant water

A 15 foot long section of this passage is filled with 3 foot deep stagnant water. Consider this difficult terrain. Any creature that walks through the water must make a DEX save to avoid slipping and falling prone into the water. Anyone submerged this way, or swims in the water, must make a CON check to avoid taking poison damage from the putrid water.

The path ahead is blocked by a stagnant pool of water that fills the passage nearly waist-deep. The air hangs heavy with a foul odor, and the water sloshes ominously underfoot.

Trap: Flooded Passage - (DC 10) Dexterity save to avoid falling. Submerged or swimming in Stagnant Water - (DC 15) Constitution save to avoid 1d4 poison damage.

18. Guardian Gargoyle

Environment: Cold Stone, Dust

A grotesque stone gargoyle perched on a high ledge surveys the chamber. There is a secret door on a side wall.

A hulking stone gargoyle leers down from a high ledge, its blank eyes seeming to pierce the darkness. The air is thick with dust, disturbed only by the sound of your own breathing.

Disturbing the dust or making loud noises awakens the creature, prompting it to attack.

Creatures:

1 **Gargoyle** (MM p.140)

Gargoyle (Medium CE elemental) (450 XP)
AC 15 HP 52 SPD 30 ft., fly 60 ft.
STR +2 DEX +0 CON +3 INT -2 WIS +0 CHA -2
Reistant: bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons Immune: poison, petrified, poisoned Darkvision 60 ft. Languages: Terran
False Appearance. If still, indistinguishable from a statue.
Multiattack. 2 attacks: 1 bite and 1 claws. Bite. MWA: +4, 1d6+2 piercing Claws. MWA: +4, 1d6+2 slashing

19. Hidden Chamber

Environment: Musty, Silence

A concealed chamber behind a decorative wall panel contains a hidden stash of potions.

A loose section of the wall gives way to reveal a hidden chamber. A shelf rests against the far wall, holding a pair of vials filled with shimmering liquids.

The shelf holds a Potion of Healing and a Potion of Invisibility.

Treasure:

- 1 Potion of Healing
- 1 Potion of Invisibility

20. Secret Passage

Environment: Musty, Silence

A narrow passage concealed behind the secret door leads down to the lower level of the dungeon. It continues straight and slopes sharply down. It passes under room 4 and connects to passage 31 on the lower level.

Behind the secret door, you find a narrow opening in the wall. A dark passage stretches beyond, sloping sharply down, perhaps to a lower level.

If the characters continue down this passage they come upon three specters. Refer to passage 31 for this encounter.

21. Empty Crypt

Environment: Cold Stone, Musty

This sarcophagus has been looted, leaving behind only scattered bones and an overturned stone chest.

This chamber contains a single ornately carved sarcophagus. Its lid lies shattered on the floor, revealing only scattered bones within. An overturned stone chest sits beside it, its contents seemingly plundered.

A successful (DC 12) Intelligence (Investigation) check reveals a hidden compartment within the chest, containing a single ruby.

Treasure:

- 1 Ruby (worth 50 gp)

22. Flooded Storeroom

Environment: Musty, Damp Earth, stagnant water

This storeroom is partially flooded with stagnant water, reaching knee-deep in some areas, consider the room to be difficult terrain. Wooden shelves lie collapsed, and ruined supplies litter the floor.

The chamber seems to have flooded at some point, stagnant water reaching knee-deep in places. Wooden shelves lie in ruin, and the floor is littered with debris.

A single Giant Spider has taken up residence here, weaving webs in the shadowy corners. It has recently been joined by a couple of Giant Rats.

Creatures:

- 1 Giant Spider (MM p.328)
- 2 Giant Rats (MM p.327)

Giant Spider (Large beast) (200 XP)
AC 14 HP 26 SPD 30 ft., climb 30 ft.
STR +2 DEX +3 CON +1 INT -4 WIS +0 CHA -3
Blindsight 10 ft., Darkvision 60 ft. Languages: -
Spider Climb. Climbs difficult surfaces, & upside down Web Sense. Knows where creatures are in the web. Web Walker. No movement restrictions caused by webbing.
Bite. MWA +5, 1d8+3 piercing, & DC 11 CON save or 2d8 poison, save for half. If reduced to 0 HP stable but poisoned & paralyzed for 1 hour. Web (Recharge 5-6). RWA: +5, r. 30/60, restrained. As an action, make a DC 12 STR check to bursting the webbing. Web has AC 10; hp 5; vulnerable to fire; immune to bludgeoning, poison, and psychic damage.

Giant Rat (Small beast) (25 XP)
AC 12 HP 7 SPD 30 ft.
STR -2 DEX +2 CON +0 INT -4 WIS +0 CHA -3
Darkvision 60 ft. Languages: -
Keen Smell. Adv on WIS (Perception) checks Pack Tactics. Adv on an attack if ally within 5 feet of it.
Bite. MWA +4, 1d4+2 piercing

A search of the contents of this room comes up with nothing of interest or value other than a single iron door key on a short chain. The key will open the door to chamber 32.

Treasure:

- 1 Key

23. Guardian Specter

Environment: Cold Stone, Eerie Cold

This dusty chamber is empty (other than the monster.) There is a single door on a side wall. The invisible, restless spirit of a former priest lingers in this chamber, attacking any who enter.

As you step into the chamber, a wave of bone-chilling cold washes over you. An invisible creature, its mournful wail echoing through the room, seems to be approaching you from the far side of the room.

Creatures:1 **Poltergeist** (MM p.279)**Poltergeist (Medium CE undead) (450 XP)****AC** 12 **HP** 22 **SPD** 0 ft., fl y 50 ft. (hover)**STR** -5 **DEX** +2 **CON** +0 **INT** +0 **WIS** +0 **CHA** +0**Reistant:** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks**Immune:** necrotic, poison, charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious**Darkvision** 60 ft.**Languages:** Common but can't speak**Incorporeal Movement.** Moves through other creatures and objects (difficult terrain). Takes 1d10 force damage if turn ends inside object.**Invisibility.** The poltergeist is invisible.**Forceful Slam.** MWA: +4, 3d6 force**Telekinetic Thrust.** Range 30'. Target Medium or smaller creature. Must win CHA check vs. creature's STR check to hurl it 30 feet in any direction, including upward. If it hits a hard surface it takes 1d6 damage per 10 feet moved.**Tactics:** The poltergeist will not pursue the characters if they retreat through the south door, but if they try to escape through the west door it will chase them, moving through closed doors and through walls as required.

24. Guardian Animated Armor

Light: One flickering torch**Environment:** Cold Stone, Faint Scent of OilA suit of rusted armor stands guard in this chamber, animated by dark magic. A single flickering torchlight glints off its metal surface. The torch is another *Everburning Torch*.

The secret door on the far wall conceals alcove 25.

A flickering torch illuminates this chamber where a suit of rusted armor stands sentinel. An unnatural stillness hangs in the air.

Creatures:1 **Animated Armor** (MM p.19)**Animated Armor (Medium construct) (200 XP)****AC** 18 **HP** 33 **SPD** 25 ft.**STR** +2 **DEX** +0 **CON** +1 **INT** -5 **WIS** -4 **CHA** -5**Immune:** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned**Blindsight** 60 ft.**Languages:** -**Antimagic Susceptibility.** Incapacitated in anti magic field. Dispel magic: CON save vs. caster's spell save DC or unconscious for 1 minute.**False Appearance.** When motionless, indistinguishable from normal armor.**Multiattack.** 2 attacks**Slam.** MWA +4, 1d6+2 bludgeoning**Treasure:**1 *Everburning Torch*

25. Hidden Alcove

Environment: Musty, Silence

A concealed alcove behind a cracked stone wall reveals a hidden niche containing a collection of religious artifacts.

Prying loose a section of cracked stone wall, you reveal a hidden alcove. A golden holy symbol rests upon a dusty pedestal, its surface gleaming faintly in the darkness. Beside it lies a leather-bound prayer book. Deep burgundy leather etched with gold vines gleams beneath the dust.

A chipped gem glimmers in the center, hinting at forgotten grandeur. You crack open the aged tome, its vellum pages filled with beautiful, but mysterious, calligraphy.

A golden holy symbol depicting a radiant sun rests on a dusty pedestal. An ornately carved prayer book detailing ancient rites of purification lies open beside it. After studying the book for one hour, if a character succeeds in a (DC 15) Intelligence (Arcana) check they learn how to cast the Blessing Ritual by reading the words directly from the book.

Blessing Ritual: Once a day, you can perform this ritual (taking 1 minute) to cast the *Bless* spell by reading it directly from the book, without expending a spell slot.**Treasure:**1 **Golden Holy Symbol** (worth 100 gp)1 **Prayer Book** (details ancient rites of purification)

26. Bridge over Chasm

Environment: Hot, Musty

A rickety wooden bridge spans a deep chasm. A (DC 12) Dexterity check is required to cross safely. Those who fail plunge into the darkness below landing on a ledge 20 feet below, taking 2d6 bludgeoning damage.

The path ahead is blocked by a gaping chasm that plunges into darkness. A rickety wooden bridge, its timbers creaking ominously, spans the void. You feel the heat from the volcano rising up from below.

27. Guardian Wight

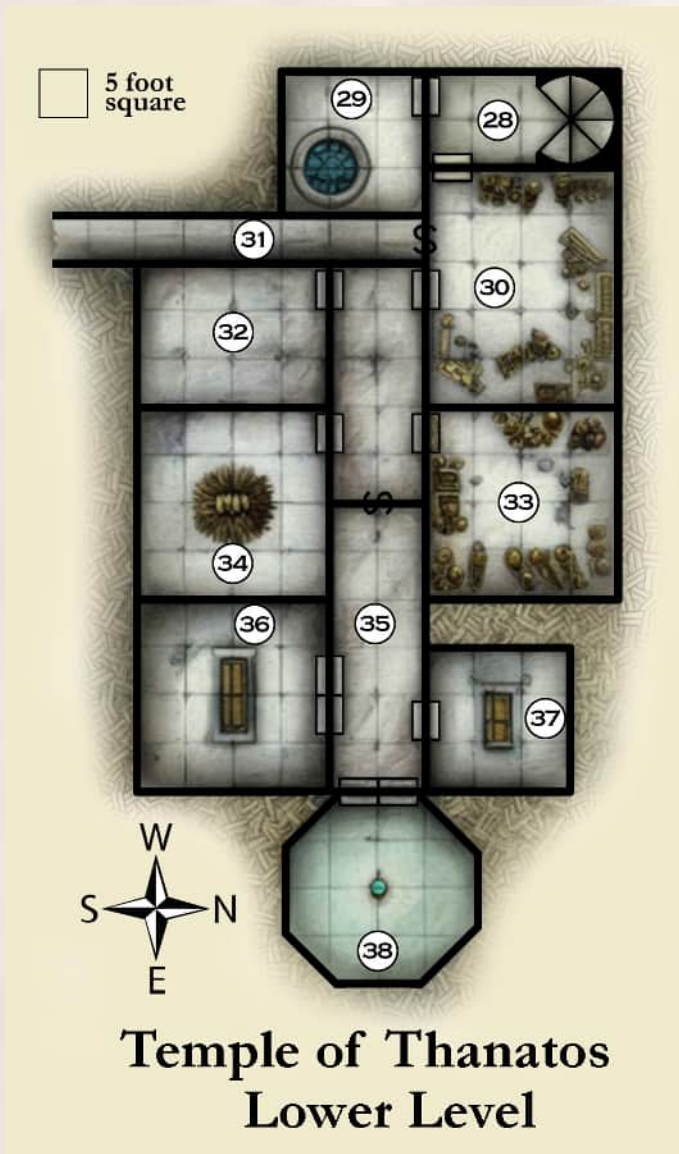
Environment: Cold Stone, Faint Scent of Incense

An undead wight, former priest twisted by Thanatos' magic, rises from its sarcophagus to defend the deeper parts of the temple.

You enter a chamber containing an ornately carved sarcophagus. As you draw closer, the lid groans open, revealing the desiccated form of the undead priest within. Its empty eyes lock on your position, and a low growl emanates from its throat.

Creatures:1 **Wight** (MM p.300)

Wight (Medium NR undead) (700 XP)
AC 14 HP 45 SPD 30 ft.
STR +2 DEX +2 CON +3 INT +0 WIS +1 CHA +2
Resistant: necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Immune: poison
Darkvision 60 ft.
Languages: Common
Sunlight Sensitivity. Disad on attacks and perception checks if in sunlight
Multiattack. 2 longsword or longbow. Or one of those and Life Drain
Life Drain. MWA: +4, 1d6+2 necrotic & if fails a DC 12 CON save its HP maximum is reduced by a like amount until a long rest. If this leaves it with 0 HP, it dies and rises 24 hours later as a zombie under the wight's control, unless restored to life or its body destroyed.
Longsword. MWA: +4, 1d8+2 slashing, or 1d10+2 slashing if used with two hands.
Longbow. RWA: +4, r. 50/600, 1d8+2 piercing.



28. Staircase

Upper Level: Descending

Lower Level: Ascending

Environment: Cold Stone, Musty

A spiral staircase connects the two levels of the temple. Strange murals depicting scenes of sacrifice and undead adorn the walls.

This small room contains a spiral staircase, its steps worn smooth by countless footsteps. The walls contain disturbing murals depicting scenes of violence and sacrifice.

Lower Level

29. Corrupted Wellspring

Environment: Musty, Stagnant Water

A once-sacred well now spews forth dark, brackish water. Drinking from it grants disadvantage on saving throws against necrotic damage.

A circular well stands in the corner of the chamber. The water within appears stagnant and black, its surface disturbed by something moving within. A sense of evil emanates from the well.

Trap: Corrupted Wellspring - Disadvantage on all saving throws against necrotic damage for 1 hour if you drink from it.

The fetid water teems with Leeches which attach themselves to any creature that enters the water.

Creatures:

4 **Leeches** (New Monster page. 15)

Leech (Tiny monstrosity) (200 XP)
AC 12 HP 3 SPD 10 ft., swim 20 ft.
STR -4 DEX +2 CON +0 INT -5 WIS +0 CHA -3
Darkvision 60 ft.
Languages: -
Keen Smell. Adv on WIS (Perception) checks
Bloodsucker. MWA: +4, 1 piercing & attaches. 1 piercing damage to the target at the start of each of the leech's turns. Detaches if target dies. A creature can use an action and make a DC 12 STR (Athletics) or DEX (Acrobatics) check to detach the leech.

Tactics: If a character places any part of their body (arm or leg for example) into the water, all 4 leeches attack at the beginning of combat - before initiative is rolled.

30. Rotting Storeroom

Environment: Musty, Rotting Food

These chambers once held supplies for the temple, but now they are filled with rotting food, rusted tools, and the bones of unfortunate souls.

The stench of rotting food assaults your senses as you enter this storeroom. Shelves lie broken, spilling their contents onto the floor. A sense of dread hangs heavy in the air, punctuated by the skittering of unseen creatures.

A stirges lurk within, drawn to the scent of decay.

Creatures:

6 **Stirges** (MM p.284)

Stirge (Tiny beast) (25 XP)**AC** 14 **HP** 2 **SPD** 10 ft., fly 40 ft.**STR** -3 **DEX** +3 **CON** +0 **INT** -4 **WIS** -1 **CHA** -2**Darkvision** 60 ft.**Languages:** -

Blood Drain. MWA: +5, **ld4+3** piercing, & attaches. Target loses **ld4+3** HP of blood loss at start of each of the stirge's turns. Will detach itself (by spending 5 feet of movement) after doing 10 HP damage or target dies. A creature, including the target, can use its action to detach the stirge.

31. Secret Passage

Environment: Chilly, Musty

A five foot wide passage is concealed behind the secret door. It continues straight for about 30 feet before sloping steeply up under room 4 and connecting to passage 20 on the upper level.

There are specters in this passage.

Brushing aside a loose stone in the wall reveals a hidden passage. The air is thick, stale, and carries the chill of decay. Twenty-five feet ahead, a swirling vortex of inky darkness blocks the way.

A soul-chilling moan echoes in the tight space. As you inch closer, two shadowy figures coalesce from the darkness – eyes glowing red, they fix on you with a malevolent hunger.

Creatures:2 **Specters** (MM p.279)**Specter (Medium CE undead) (200 XP)****AC** 12 **HP** 22 **SPD** 0 ft., fly 50 ft. (hover)**STR** -5 **DEX** +2 **CON** +0 **INT** +0 **WIS** +0 **CHA** +0

Resist: acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Immune: necrotic, poison; charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Darkvision 60 ft.**Languages:** can't speak

Incorporeal Movement. Moves through other creatures and objects (difficult terrain). Takes **ld10** force damage if turn ends inside object.

Sunlight Sensitivity. In sunlight, Disad on attacks & Perception checks

Life Drain. MWA: +4, **3d6+2** necrotic & if target fails a DC 10 CON save its HP maximum is reduced by a like amount until a long rest. If this leaves it with 0 HP, it dies.

Tactics: While in the passageway the specters fly above the characters (rather than through them) to attack. Because the ceiling here is only 10 feet high, this leaves the specters within melee range of the PCs. The specters pursue the characters wherever they may go, moving through doors and walls if needed.

32. Ghouls

Environment: Cold Stone, Foul Scent of Decay

The door to this chamber is locked. Read or paraphrase this when they attempt to open it.

You push against the heavy, ornately carved stone door. It doesn't budge. A closer inspection reveals a keyhole in the center.

The key to this chamber is in area 22.

Read or paraphrase this when they enter the chamber.

The door opens to a chamber choked with a thick, fetid stench. Scattered across the uneven floor lie many corpses. Little flesh remains on their bones, picked clean by scavengers long ago. A guttural growl erupts from the shadows, followed by two more in rapid succession. Three pairs of glowing eyes, like malevolent embers, pierce the darkness, locking onto your position. Their ragged forms emerge from the gloom, hunched and feral – ghouls.

The ghouls were locked in this chamber and sacrificial victims were tossed in from time to time, but there haven't been any in quite a while and the ghouls are hungry.

The victims bodies were searched for valuables before being tossed in here, but a search reveals an overlooked signet ring and magical dagger.

Treasure:

1 Signet Ring (value 25 gp)

1 Magic Dagger +1

33. Torture Chamber

Environment: Cold Stone, Bloodstains, Stench of Decay

The stench of blood and decay assaults your senses as you enter a chamber filled with instruments of torture. Iron racks stand ready, spiked benches line the walls, and dried blood stains the cold stone floor. An oppressive silence hangs in the air, broken only by the echo of your own footsteps.

A successful (DC 15) Wisdom (Insight) check reveals a hidden compartment within a torture rack, containing a single obsidian dagger.

Treasure:

1 Obsidian Dagger (worth 25 gp)

34. False Treasure Room

Light: Flickering Torches in sconces**Environment:** Cold Stone, Fresh air

The door to this chamber is locked. Read or paraphrase this when they attempt to open it.

You push against the heavy, ornately carved stone door. It doesn't budge. A closer inspection reveals a keyhole in the center.

There is no key. The room is intended as a trap for potential robbers. The lock can be picked or the door can be destroyed in any normal manner (refer to the description of Temple Doors in the Temple Features section at the beginning of this chapter.)

Pushing open the heavy stone door, you are greeted by a massive chest that sits in the center of a torchlit room, overflowing with glittering gems and golden statues. Gold coins have spilled over the brim of the chest and litter the floor surrounding the chest.

This chamber is lit by 4 *Everburning Torches*, one in the center of each of the walls.

It appears to be a treasure vault with a chest overflowing with gold and jewels. However, it is all an illusion, except for the chest and the treasure that is in it, which is a mimic. A successful (DC

13) Intelligence (Arcana) check reveals the illusory nature of the coins on the floor, but the chest and the treasure it contains is not an illusion, it is a mimic. It requires approaching within 5 feet of the mimic (which will provoke an attack) or a successful (DC 30) intelligence (Perception) check to see it for what it truly is.

Creatures:

1 **Mimic** (MM p.220)

Mimic (Medium N monstrosity, shapechanger) (450 XP)
AC 12 HP 58 SPD 15 ft. STR +3 DEX +1 CON +2 INT -3 WIS +1 CHA -1
Immune acid; prone Darkvision 60 ft. Languages: -
Shapechanger. Use action to polymorph into an object or back into its true, amorphous form. Reverts to its true form if it dies. Adhesive. Adheres to anything that touches it. A Huge or smaller creature is also grappled (escape DC 13). Disadvantage on checks to escape. False Appearance. While still, indistinguishable from an ordinary object. Grappler. Advantage on attacks against grappled creature.
Pseudopod. MWA: +5, 1d8+3 bludgeoning. If in object form, uses its Adhesive trait. Bite. MWA: +5, 1d8+3 piercing & 1d8 acid

Tactics: The mimic simply waits patiently for someone to get within 5 feet of it. Or, if someone attempts to pick up an illusory coin from the floor the mimic dashes forth and attacks.

Treasure:

4 *Everburning Torches*

35. Hidden Passage

Environment: Musty, Silence

Opening the secret door, you reveal that the dark passage continues beyond. There are a pair of doors to one side, a single door to the other side and another pair of doors on the wall at the end of the corridor.

36. Defiled Altar Room

Environment: Cold, The sound of someone chanting, Faint Scent of Incense

A large, defiled altar dominates this chamber. Dark rituals were once performed here, and the air crackles with an unnatural energy.

A wave of bone-chilling cold washes over you as you open the door to the chamber. A massive, defiled altar dominates the space, its surface stained black and etched with profane symbols. Standing in the darkness behind the altar, you see a skeletal figure draped in tattered black robes, its empty sockets fixed on your position. A low, guttural chant emanates from its desiccated throat.

This is Thanatos's Fang, a powerful undead priest reanimated by Thanatos' dark magic. He serves as the guardian of the inner sanctum and will unleash his unholy power to defend it. A glowing longsword appears in each hand when combat begins.

Creatures:

1 **Thanatos's Fang** (New Monster page 16)

Thanatos's Fang (Medium LE undead) (700 XP)
AC 16 HP 84 SPD 30 ft. STR +3 DEX +2 CON +2 INT +1 WIS +0 CHA +1
Darkvision 60 ft. Languages: Common, telepathy 60 ft
Age of Dread Aura. anyone that starts its turn within 10 feet (DC 12) WIS save or 2d6 psychic, save for half.
Multiattack. 2, one warblade & one psionic blade. Warblade. MWA: +5, 1d8+3 piercing Psionic Blade. MWA: +5, 1d6+3 psychic Mental Assault (Recharge 5-6). RWA: r. 30 feet. 3d8 psychic & frightened of him until the end of its next turn -or- (DC 12) WIS save for half damage and not frightened.
Shield Block. When a creature hits it with a melee attack, it can use its reaction to reduce the damage it takes by 2.

Tactics: Thanatos's Fang simply attacks whomever is closest and continues until they are all down. If the party retreats, he pursues them relentlessly. This weapons disappears when he dies, as quickly as they appeared.

37. Treasure Vault

Environment: Musty, Silence

This chamber, accessible only through solving a puzzle related to the inscription in Room 10, contains the true treasure of the temple.

The door is locked and is magically warded to be indestructible and can only be opened with the key.

As the characters approach the intricately carved stone door:

An inscription engraved in common on the door above a large keyhole reads:

"Those who please Thanatos may enter."

The key can be obtained in room 10.

Help:

If the PCs don't have the key from room 7 and don't yet get the connection, they may need some help solving the puzzle:

1) If they haven't been to room 7, Puck will suggest that "Maybe the key is somewhere in the temple where we haven't explored."

2) If they have been to room 7, but didn't get the key, Puck will suggest that "Maybe if we went back and made that blood offering, Thanatos would be pleased and let us in."

When they insert the large brass key:

The door swings open, revealing a treasure vault. A single large stone chest rests upon a pedestal in the center of the chamber, its surface etched with arcane symbols.

The stone chest is filled with a collection of treasure. The assumption is that any who enter here will add treasure to the collection. However there is nothing to prevent someone from taking them.

Sense all the other rooms have been tricks or traps it is likely the players will expect this to be another trap and will proceed cautiously. But, this time, there are no tricks or traps, all the treasure is here for the taking.

In the chest you find, in addition to hundreds of loose gold pieces and thousands of silver and copper pieces, the chest also contains a polished silver amulet, a shimmering cloak, a cloak woven from emerald green leaves, a sturdy dwarven axe, a pair of spectacles crafted from bird bone, a beautiful shortsword, a

backpack, a shimmering blue potion, 8 shimmering red potions, a heavy gold ring, and a sleek scimitar.

Treasure:

260 gp (weight 5.2 lbs.)

2,200 sp (weight 50 lbs.)

2,000 cp (weight 41 lbs.)

1 Amulet of Health (DMG p.150)

1 Cloak of Displacement (DMG p.158)

1 Cloak of Elvenkind (DMG p.158)

1 Dwarven Thrower (DMG p.167)

1 Eyes of the Eagle (DMG p.168)

1 Flame Tongue Shortsword (DMG p.170)

1 Heward's Handy Haversack (DMG p.174)

1 Potion of Animal Friendship (DMG p.187)

8 Potions of Healing (DMG p.187)

1 Ring of Protection (DMG p.191)

1 Scimitar of Speed (DMG p.199)

38. The Mithral Sphere

Light: The *mithral sphere* is casting a dim blue-green light.

Environment: Silent and still

The double doors to this room are heavily engraved with images of skeletons and other signs of undead, death, and dying.

The doors are unlocked. When they are opened:

You push open the heavy stone doors, revealing an octagonal stone chamber.

The room itself is impressive, measuring about 20 feet across with a domed ceiling soaring another 20 feet high.

There is a solitary pedestal in the center. Standing four feet tall, it's made of the same sturdy stone and supports a most curious item. A delicate frame of mithral surrounding a crystal globe, roughly the size of a small melon. The globe pulsates with a soft, magical glow, casting a blue-green light that dimly illuminates the room.

A layer of dust covers the floor, undisturbed for what appears to be a very long time. However, upon closer inspection, you notice faint outlines beneath the dust – the remains of a once polished marble floor.

Murals adorn the walls, though time has taken its toll. Their vibrant colors have faded, leaving behind only ghostly impressions.

Directly opposite the entrance, a stone doorway, or rather the impression of one, stands etched into the wall. But instead of a door, a blank section of stone fills the frame. Above this illusory doorway is etched string of magical runes in an ancient script.

Finally, your gaze travels upwards to the ceiling which is clad in dark blue ceramic tiles. Several tiles appear to have been removed at some point, leaving behind jagged gaps in the smooth surface. It's as if something was purposefully dug out of the stone ceiling above.



The Stone Doorway: This is 3 foot wide and 7 foot tall. A *detect magic* spell will identify it as magical (chronomancy school of magic). An *identify* spell will reveal “It is a *time portal*. The sigil sequence above the portal is the name of this portal. You can activate it by standing in front of it and speaking the name of another portal. It will then open a gateway to the other portal that will remain open for 2 rounds.” A successful (DC 15) Intelligence (Arcana) check reveals that the name of this portal is “THANATOS’ SANCTUM.” You can commit this sigil sequence to memory after studying it for a minute.

Puck knows all of this and will tell them if he is asked politely.

The Globe on the Pedestal: This is the *mithral sphere* they have been looking for.

Puck only knows that it holds the key to defeating Thanatos, but nothing more about it.

A *detect magic* spell will identify it as magical (chronomancy school of magic). An *identify* spell requires that the caster touch the item.

Touching the Mithral Sphere: When someone touches the mithral sphere:

The world around you dissolves into swirling chaos, a kaleidoscope of colors and fragmented images. Your very senses seem to disintegrate as you experience a disorienting shift in time. When your vision clears, you find yourselves inexplicably back in the same octagonal chamber.

Gone is the thick layer of dust; beneath your feet gleams a pristine floor of polished marble, reflecting the vibrant hues adorning the walls. The once faded murals now burst with life – gruesome depictions of skeletal warriors laying waste to lush landscapes, monstrous creatures tearing through villages, and despair etched on the faces of fleeing civilians.

Above you, the ceiling is a breathtaking marvel. Gone are the plain ceramic tiles; instead, a breathtaking night sky unfolds. Countless tiny diamonds, meticulously embedded, twinkle like constellations, their brilliance rivaling the magical globe that still shines on its pedestal in the center of the room. The illusory doorway opposite the entrance remains unchanged, a stark contrast to the vibrant world around it.

A sudden commotion jolts you from your stunned observation. In the blink of an eye, the room is no longer empty. Six figures stand before you, forming a menacing circle. Clad in tattered black robes that billow with an unseen energy, their very forms seem warped by dark magic. Twisted horns sprout from their brows, and bone-like protrusions emerge from their flesh. Their eyes, burning with an unnatural yellow light, pierce through the gloom, radiating an unwavering fanaticism. Wicked bone blades are clutched in their gaunt hands, and around each neck hangs a grotesque amulet depicting a skull engulfed in flames. You realize you are surrounded by a cadre of Deathbringer cultists, their chilling presence a stark reminder of the horrors that transpired here centuries ago.

Creatures:

6 **Cultist Devotees** (New Monster page 16)

Cultist Devotee (Medium LE monstrosity) (100 XP)
AC 14 HP 22 SPD 30 ft.
STR +2 DEX +1 CON +3 INT +3 WIS +1 CHA +2
Darkvision 60 ft. Languages: -
Spells (Spell save DC 13) Cantrips (at will): <i>Chill Touch, Thaumaturgy</i> 1st level (4 slots): <i>Infllict Wounds, Sanctuary, Ray of Sickness</i> 2nd level (2 slots): <i>Blindness/Deafness</i>
Bone Blade. MWA: +5, 1d8+3 piercing Chant of Oblivion (Recharge 5-6). Radius 10 feet, 3d6 necrotic & Disad on next attack -or- (DC 15) WIS save for half damage and no Disad.

Tactics: The cultists are as shocked as our heroes. They are evenly spaced around the *mithral sphere*, standing near the wall. The PCs materialize in the nearest non-occupied space from where they were standing. Roll for initiative. The cultists fight to the death.

After Combat: One round after the last cultist falls, another group of cultists rush in. Attracted by the sound of battle, these eight cultists, like the ones you just fought, are followed by a tall bald-headed human his black hood thrown back and a wand in his hand.

Before the next round starts:

The world dissolves once more. Reality crumbles around you. You find yourself adrift in a featureless void, weightless and disoriented. Glancing around, you see your companions, all caught in the same disorienting dance of time.

Below you stretches a vast, ethereal river of silver. Its surface churns with a smoky haze, obscuring its depths. Driven by an unseen current, you drift downstream. Puck, ever the curious one, has already edged closer, peering through the smoke at the river’s secrets.

As you draw near, the smoke begins to part. Below the shimmering surface, a startling truth is revealed. The river isn’t water at all, but an endless network of silver cables, twisting and turning like metallic veins. Their size varies from mere threads to colossal hawsers, all shimmering with an otherworldly glow.

Suddenly, the void shatters. With a jolt, you find yourself back in the octagonal chamber, standing in the same position you occupied during your fight with the cultists. But a profound shift has occurred. Time itself seems to have been restored, placing you back in the moment you left. The air hangs heavy with the weight of history, a stark reminder of your brush with the past.

The PCs return to a point in time exactly 6 seconds (one round) after they left. Their current hit points and conditions are exactly as they were at the end of the battle. If anyone was at 0 HP and making death saves, those continue. They are in the same locations and holding the same items as when the combat ended. If, while they were in the past, they happened to drop anything they were carrying, it is returned to the present time, on the floor next to them. If they picked up anything while in the past (such as a bone blade or an amulet from a fallen cultist) they still have it. If they picked up anything that existed then and would still exist at the current time, such as the *mithral sphere*, it is left behind because there can’t exist two exact versions of the same item at the same time. (Refer to the supplement *AT-00 Time Travel Rules*.)

Mithral Sphere

Wondrous item, Artifact

The Mithral Sphere is an delicate mithral frame surrounding a crystal globe about 10 inches in diameter. It constantly shines with a faintly blue-green magical glow.



Primary Feature:

When a creature touches the Mithral Sphere, the crystal globe displays a rotating hologram of arcane symbols and strange words in a forgotten language. This display remains until the sphere is touched a second time.

Once a day, by spending 1 hour studying the symbols and successfully passing an Intelligence (Arcana) check, a creature can decipher a single arcane inscription. This could reveal a lost spell formula, the key to unlocking a magical ward, the true meaning of a cryptic inscription found elsewhere in the campaign, or some other important piece of information [The DC for the check is set by the DM and depends on the difficulty of the intended result.]

Secondary Feature:

Occasionally, when the sphere is touched, instead of displaying the hologram, the one who touches it, and everyone that creature chooses within 30 feet of the sphere, is transported to another point in space and time selected by the sphere.

Destroying the Mithral Sphere:

It appears fragile but is impervious to most damage, including the attacks and breath weapons of dragons. A disintegrate spell or one good hit from a +3 magic weapon is sufficient to destroy an orb, however.

Who is controlling the Sphere?

Even the cleverest scribes in the land don't know the answer to that question.

Secrets of Necrotic Anchors

The *Mithral Sphere* is one of many *Necrotic Anchors* created at the Sundering, when the Clock of Aeons was shattered into fragments. These fragments transformed into different magical items and were scattered across time and space. These magical items became Necrotic Anchors, corrupting areas and warping time around them.

Thanatos' Influence:

Thanatos, unable to enter the main realm directly, used Xythan's fractured Clock of Aeons to sow discord and death. He whispers insidious promises to mortal spellcasters, turning them into his cultists. These cultists, known as the Deathbringers, seek to gather the Necrotic Anchors, intending to reunite them and empower Thanatos, allowing him to break free from his prison and unleash his undead dominion upon the world.

Releasing a Necrotic Anchor from Thanatos' Influence:

Unknown to the PCs, they have a way to release Necrotic Anchors from Thanatos's influence. If a Glowing Crystal Shard (refer to adventure *AT-02 Quest for the Mithral Sphere*) is brought to within 5 feet of a Necrotic Anchor so that the shard's dim light falls on it, the shard is destroyed and Thanatos's connection to the Necrotic Anchor is broken.

For example, if a Glowing Crystal Shard were to be held up near to the Mithral Sphere the DM might describe what happens like this:

As you inch the shard closer to the Mithral Sphere, a deafening sound explodes from it. Imagine the contented sigh of an ancient entity finally released. In the same instant, the shard erupts in a blinding flash, then crumbles to dust in your grasp, leaving only a fine powder that settles silently to the floor.

A warm wave washes over you, purging the oppressive chill of the sphere. The very air feels lighter, cleansed of the darkness that clung to it.

The magic item will no longer be a Necrotic Anchor at this point, and many of the negative effects that it previously facilitated will be reversed.

In the case of the Mithral Sphere this means that all of the undead on the island of Aethelgard will loose their undead status and those with bodies fall down to once again become simply dead creatures.

The Deathbringers on the island loose (temporarily) their connection to Thanatos and before he can re-establish it some may feel that he has abandoned them. But, for some, they may think this is because they have displeased him in some way and use this opportunity to carry out more and greater evil acts.

Studying the holograph symbols surrounding the *Mithral Sphere* reveals: "**The item you seek is the Chronometer of Harmony. It resides in the Clockwork World.**" (Refer to the primary feature in the *Mithral Sphere*'s description.)

Back in Saltport Cove:

The heroes don't know where or what the Clockwork World is, but for now, they should exit the temple and return to Saltport Cove.

You can have them play out going back through the temple, exploring any areas they passed, and then return through the island back to their boat, and from there back to Saltport Cove.

Concluding the Adventure

Wrapping up loose ends:

Before the heroes leave the temple they need to learn about the Mithral Sphere and take it with them but they may be hesitant to touch it again. Puck can give them some good advice.

Puck: "That's the *Mithral Sphere* we came for! We can't just leave it here. Surely it won't send us back there again - this soon. If none of you will touch it, I will. - - Just don't tell Lander."

If one of the heroes doesn't volunteer to cast identify on the sphere, Puck does. Either way, when someone touches it, this time it displays a rotating hologram, and an *identify spell* provides all the information contained in the "*Mithral Sphere*" sidebar.

Puck can also suggest that someone see if the crystal shards still point at it (they do), and if no one else thinks of it, he might suggest that they try to touch the *Mithral Sphere* with one. If no one volunteers, he will make some sly remark and do it himself. (Refer to the "Secrets of the Necrotic Anchors" sidebar for information on what happens then.)

When the *Mithral Sphere* is released from Thanatos's influence, the crystal shards will no longer point to it. For now the light above them continually moves around as if trying to find something and never coming to rest.

Another option, if the players are ready to move on to the next adventure you can just say that they did all that and are now back in Saltport Cove.

Either way, let them know that when they returned to their boat, they didn't run into any undead creatures, but there were a few previously undead corpses.

Interaction with local NPCs.

Brint "Salty" Brineborn: When this half-orc see the heroes walk into the Topsy Marlin he jumps over the bar and grabs the closest one with a big bear hug that almost cracks their ribs. "I thought you folks would all be killed on that evil island!" He provides the group with a free round of drinks and insists they tell him all about their adventure. He interrupts them often, telling them of similar adventures he had when he was younger.

Sheriff Amelia Waveshield: She will be quite excited to learn that the undead have been removed from Aethelgard Island.

Jingle Silverstring: As always, she is more than eager to hear all about their adventures and will sell them whatever they require (refer to limitations shown in the previous adventure.)

Alana Sunray: If shown the *Mithral Sphere*, she is fascinated by it. If told what they have learned from it, she suggests that the "Clockwork World" may be referring to the Clockwork plane of Mechanus, sometimes called Nirvana. It is an Outer Plane representing the alignment of lawful neutral. The only creatures native to Nirvana are the Modrons, strange clockwork beings that exist in a rigid hierarchy. The lowest of their kind are called monodrones. You may need to go there to find the next piece of the broken clock, but she doesn't know how to do that.

Attempted extortion

Rumors soon spread of the heroes new found wealth. This attracts the attention of a local gang of thugs looking to help themselves to some easy pickings. They manage to find the PCs walking down an empty street and surround them with their crossbows drawn, "Toss down your valuables and we may decide to let your live."

Creatures:

4 Thugs (MM p.250)

Thug (Medium CE humanoid) (100 XP)
AC 11 HP 32 SPD 30 ft.
STR +2 DEX +0 CON +2 INT +0 WIS +0 CHA +0
Languages: Common
Pack Tactics. Adv on an attacks if at least one of the thug's allies is within 5 feet of the creature.
Multiattack. 2 mace attacks
Mace. MWA +4, 1d6+2 bludgeoning
Heavy Crossbow. RWA: +2, r. 100/400, 1d10 piercing

The next adventure begins.

Let the players characters spend as much time as they like in Saltport Cove. When they are ready - after they have healed, rested, and are re-equipped - they are studying the *Mithral Sphere* for more clues one day and it teleports them once again. They will find out where they were sent when they start the next adventure.

They will level-up and start "**AT-04 The Cogs of Lost Time**," the next adventure in the "It's About Time" campaign arc, as level 4 characters.

They have the Mithral Sphere, but it is only the first piece of the shattered Clock of Aeons. Perhaps they will find a second piece wherever (and whenever) they travel to next.

Appendix: New Monsters

LEECH

Tiny monstrosity, unaligned



Armor Class 12 (natural armor)

Hit Points 3 (1d4)

Speed 10 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	1 (-5)	11 (+0)	5 (-3)

Skills Perception +2, Stealth +4

Senses darkvision 60 ft., passive Perception 12

Challenge 1 (200 XP)

Proficiency Bonus +2

Keen Smell. The leech has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bloodsucker. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target. *Hit:* 1 piercing damage. If the leech hits a creature that has blood, the leech attaches itself to the creature (no action required). While attached, the leech deals 1 piercing damage to the creature at the start of each of the leech's turns. The leech can detach itself willingly (no action required) and does so if the creature dies. A creature can use an action and make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check to detach the leech. On a success, the leech detaches itself.

Tactics:

Leeches lurk in murky water and attack any creature that enters their domain. They use their Keen Smell to detect approaching prey and their high Dexterity to avoid being swatted away. Once attached, they drain blood with their Bloodsucker ability, dealing damage over time.



Leech

THANATOS'S FANG

Medium undead, lawful evil



Armor Class 16 (studded leather armor)

Hit Points 84 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Saving Throws Str +5, Dex +4, Wis +2

Skills Athletics +5, Intimidation +4, Perception +2, Religion +3

Senses darkvision 60 ft., passive Perception 12

Languages Common, telepathy 60 ft.

Challenge 3 (700 XP)

Proficiency Bonus +2

Age of Dread Aura. Any creature hostile to Thanatos's Fang that starts its turn within 10 feet of it must make a DC 12 Wisdom saving throw, taking 8 (2d6) psychic damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. Thanatos's Fang makes two attacks: one with its warblade and one with its psionic blade.

Warblade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 3) piercing damage.

Psionic Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) psychic damage.

Mental Assault (Recharge 5-6). Thanatos's Fang makes a ranged weapon attack against one creature it can see within 30 feet. On a hit, the target must make a DC 12 Wisdom saving throw. On a failed save, the creature takes 13 (3d8) psychic damage and is frightened of Thanatos's Fang until the end of its next turn. On a successful save, the creature takes half as much damage and isn't frightened.

REACTIONS

Shield Block. When a creature hits Thanatos's Fang with a melee attack, it can use its reaction to reduce the damage it takes by 2 (+1).

CULTIST DEVOTEE

Medium monstrosity, lawful evil



Armor Class 16 (natural armor)

Hit Points 22 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	11 (+0)	13 (+1)	15 (+2)

Skills Deception +4, Intimidation +5, Religion +4

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Spells (Spell save DC 13)

Cantrips (at will) *Chill Touch, Thaumaturgy*

1st level (4 slots) *Inflct Wounds, Sanctuary*

2nd level (2 slots) *Blindness/Deafness, Ray of Sickness*

ACTIONS

Bone Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target
Hit: 7 (1d8 + 3) piercing damage.

Chant of Oblivion (Recharge 5-6). The Fanatic Devotee spends an action chanting a dark prayer and unleashes a wave of necrotic energy. Each creature within 10 feet of it must make a Wisdom saving throw (DC 15). On a failed save, the creature takes 3d6 necrotic damage, and it has disadvantage on its next attack roll until the end of its next turn. On a successful save, the creature takes half as much damage and suffers no other effect.

Driven by an insatiable hunger for power and oblivion, Fanatic Devotees are closer to Thanatos' dark embrace than most cultists. They crave a swift transformation into Deathless, seeing it as a glorious ascension. They are utterly ruthless and hold no regard for mortal life. Their favor lies entirely with Thanatos, and they relish inflicting pain and suffering in his name.



Thanatos's Fang



Cultist Devotee