

AT-05

FOR
DUNGEONS AND DRAGONS
FIFTH EDITION

Dungeon Module AT-05

It's About Time The Whispering Wood

by Ronny Hart

AN ADVENTURE FOR FIFTH EVEL CHARACTERS.



This is the fifth 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. This adventure follows the adventurers to the city of Eldoria, where they seek magical supplies before venturing into the Whispering Wood where they uncover forgotten lore about Thanatos' dark influence, and secure another artifact needed to prevent him destroying the world.

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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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-05 The Whispering Wood**. It is the fifth 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

The Whispering Wood is written for Dungeon 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 three adventures: **AT-01 An Ancient Evil**, **AT-02 Quest for the Mithral Sphere**, **AT-03 Secrets of the Shattered Temple** and **AT-04 The Cogs of Lost Time**.

AT-00 was written to be used throughout the It's About Time campaign. **The PCs start this adventure with 5 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

This adventure is designed for a party of four 5th 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 charters 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.

Running the Adventure

Background

A thousand years ago, the gods imprisoned Thanatos, banished Xythan, and fractured Xythan's power by shattering the *Clock of Aeons*, scattering fragments of the Clock across the timestream. These fragments were transformed into powerful magic items.

The Heroes' Journey Thus Far

The heroes, tasked with mapping Aethelgard Island, were unexpectedly transported to its past. There, they met Lander, a magical flump, and his sprite companion, Puck. They learned of a looming world-ending threat and the *Mithral Sphere*, a key

to preventing it. Returning to their time, they found the Sphere amidst the island's ruins.

Back in Saltport Cove, they discovered the Sphere was a *Necrotic Anchor*, one of many corrupted artifacts used by the malevolent Thanatos to spread chaos. To cleanse the Sphere, they employed the *Glowing Crystal Shards*, severing its connection to Thanatos. The now-pure Sphere revealed the location of the next Anchor, the *Chronometer of Harmony*, in the plane of Mechanus. The heroes ventured there, purified the Chronometer, and returned to Saltport Cove, their quest against Thanatos only beginning.

Adventure Summary

The band of heroes, accompanied by the mischievous sprite Puck, embark on a perilous quest to recover a crucial fragment of the *Clock of Aeons*. Hidden deep within the enigmatic Whispering Wood, a secluded enchanted forest in the realm of Manoria, this relic holds the key to preserving the natural order of time.

Their journey commences in the tranquil fishing village of Saltport Cove, leading them to the walled city of Eldoria. There, they seek counsel from a seasoned adventurer, the elderly elf Cyrus Lexica, who imparts vital knowledge about the *Hourglass of Entropy*, the next Clock fragment. Armed with this information, the heroes delve into the bustling city, encountering the sinister Deathbringers, cultists of the malevolent Thanatos. To prepare for the daunting challenges ahead, they gather essential magical supplies.

As they venture into the treacherous depths of the Whispering Wood, the heroes confront a myriad of dangers and unearth forgotten secrets about the cataclysmic Sundering and the insidious influence of Thanatos. Their courage is tested to its limits as they face a monstrous adversary, a creature corrupted by the dark god's power. In a climactic showdown, they must harness their combined skills and resources to defeat this formidable foe and claim the *Hourglass of Entropy*, safeguarding the delicate tapestry of time.

The Glowing Crystal Shards

When 6 or more of the shards (refer to **AT-02 Quest for the Mithral Sphere** for information regarding the crystal shards) are placed touching each other on a relatively level surface the light points towards the *Hourglass of Entropy*. This doesn't help much while in Saltport Cove or Eldoria or even in the Whispering Wood because in all cases they simply point north.

Once they have obtained the *Hourglass of Entropy*, moving a shard near to it will sever its connection to Thanatos.

Tracking Time

When the PCs arrive back in Saltport Cove, if anyone casts the cantrip *Temporal Clock* (refer to **AT-00 Time Travel Rules for D&D**) they will learn that just as much time has passed here as it did while they were in Mechanus.

If you have not been tracking time in the adventures so far, you can say that this adventure starts on the fifth day of the month of Festivals, in the year 1,000.

Saltport Cove

This adventure starts in Saltport Cove, refer to **AT-01 An Ancient Evil** for the map and information regarding the town and major NPCs.

PART 1: THE CALL

The PCs should all be level 5 before starting this adventure.

Creatures:

2 Town Guards (use Veteran, MM p. 350)

1.1 The Whispering Call

Location: The Topsy Marlin tavern in Saltport Cove

The characters along with Puck, their sprite companion, stepped through the *Chronopolis Gate* and were transported back to the same spots they were standing a few days ago when the *Mithral Sphere* took them away.

They have just returned from Mechanus with a second *Necrotic Anchor*, the *Chronometer of Harmony*.

A Temporal Scorpion must have followed them as they flew back through Temporal Prime because it appeared beside them as they emerged. (refer to **AT-04 The Cogs of Lost Time**).

If they defeated the Temporal Scorpion it disappeared. If not, it is loose in Saltport Cove.

When they enter the tap room of the Topsy Marlin, Brint "Salty" Brineborn, the tavern's half-orc owner, leans back on the counter, and booms out from behind the bar.

Salty: "Been a while since I seen yer faces around! Those rooms of yours must be gettin' dusty! How about we settle that little bill yonder first," He points to a big number scrawled on a dirty board behind him. "then ye can spin yarns about yer adventures!"

He has been keeping a simple account of your past-due boarding fee. This is a total of one gold piece a day for each of the characters (other than Puck, who has remained unnoticed, primarily due to staying inviable most of the time). It also includes any unpaid earlier debts. Assuming the party was in Mechanus for 5 days and were not behind when they left, they will each owe 5 gp.

As the PCs respond to Salty's greeting and settle up their account, a wave of information floods their minds, a gentle but insistent voice that feels both ancient and familiar.

Lander: "There's no time for pleasantries. Meet me at the Saltbreeze Stockade. Sheriff Amelia Waveshield knows of my presence. Haste is crucial"

The encounter at the Topsy Marlin can be purely informational, or you could add a combat element if desired.

1.2 Meeting with Lander

Location: The Saltbreeze Stockade

This encounter assumes the PCs head to the Saltbreeze Stockade after the message. If they decide not to go there, have Lander appear to them at some point when he won't be seen by strangers.

When the characters enter the sheriff's office they startle two guards. The sheriff is nowhere to be seen. They will attempt to question the PCs and restrain them if they become hostile or evasive. Sheriff Waveshield will enter from the door to the town-hall meeting room to the left and intervene if the situation escalates.

The guards have just come down stairs from the jail cells and are waiting for Sheriff Waveshield. When she sees the heroes she dismisses the guards, waits for them to leave and shut the door behind them, then she says:

Sheriff Waveshield: "It's good to see you again. Lander told me to expect you," then she lowers her voice, "He's waiting for you in the meeting room."



Lander in Meeting Room

Stepping into the chamber, your gaze falls upon Lander. You have seen him before, but he is still a mesmerizing sight. In the center of the room, suspended amidst swirling mists, floats a creature resembling a luminous jellyfish. Its diaphanous tendrils sway gently, casting an otherworldly, ethereal glow that washes over the space.

A voice, resonating from within the creature's pulsing form, fills your head.

Lander: "Greetings, heroes. My anticipation for your return has been keen."

Puck flies forward, voice laced with disbelief.

Puck: "Lander... is it really you?"

The creature ripples with amusement.

Lander: "Indeed, Puck," a flicker of amusement dancing in his telepathic tone. "But time is a precious commodity. Tell me, have you secured the *Chronometer of Harmony*?"

Puck hesitates, then launches into a flurry of questions.

Puck: "What of Lorian? And Theodred?"

A sound like wind chimes tinkling in a gentle breeze fills the air as Lander chuckles.

Lander: "Patience, my dear sprite. Your inquiries will be addressed, but first, I require details of your recent endeavors."

If the PCs choose to recount their adventures, detailing their encounters with Lorian and Theodred, as well as the retrieval of the *Necrotic Anchors*, Lander listens intently. (Refer to **AT-04 The Cogs of Lost Time**) Flickers of concern seem to cross his luminous form as he absorbs your tale.

Lander murmurs,; "Lorian...he was my grandfather," his voice tinged with a curious mix of sadness and pride. "Theodred..." he trails off, then continues, a hint of urgency creeping into his tone, "He will play a pivotal role in the coming events. However, we cannot afford to dwell on the future just yet. While you were valiantly retrieving the anchors, I traversed the currents of time, gathering vital information for our cause."

Lander's form pulses with renewed purpose.

Lander: "My efforts have revealed a potential location for another fragment of the *Clock of Aeons*. I believe one lies hidden deep within the heart of the Whispering Wood, a primeval forest teeming with ancient magic and veiled dangers. This verdant expanse is near the bustling city of Eldoria. There, you can acquire necessary magical supplies before venturing into that perilous realm."

Puck strokes his chin thoughtfully, a determined glint in his eyes.

Puck: "Eldoria, followed by the Whispering Wood, A perilous journey indeed, yet one we must undertake." A grin spreads across his face. "Then I say we waste no time! Let's be off!"

Lander speaks once more.

Lander: "The 'Salty Siren' is currently docked in this very harbor. I understand it sets sail for Eldoria at the first light of dawn. Passage must be secured. Settle your affairs with haste, and ensure you are aboard before it departs."

His voice takes on a contemplative tone. "There are still many mysteries that demand answers. I must venture to other times and places to seek them. Oh, and while you navigate the bustling streets of Eldoria, seek out Cyrus Lexica. He is an old friend, and his knowledge of the Whispering Wood surpasses that of any living man."

Lander's voice lowers to a near whisper. "Thanatos grows increasingly active. Your actions may be drawing his unwelcome attention. Proceed with utmost caution, heroes."

Lander then speaks a few magic words and teleports away, leaving the PCs and Puck with unanswered questions.

The PCs are free to visit old friends and buy supplies before they leave. They should inform Salty that they are checking

out, or he will charge them for holding their rooms while they are gone. If they intend to take the ship they will need to book passage today and be on-board before sun-up tomorrow morning.

Eldoria is 100 miles north of Saltport Cove. The trip by ship will take 2 days. If the PCs decide to take another route, or if they miss the ship, the other option is to take the road around the mountains that lie between Saltport Cove and Eldoria. This trip on foot or wagon takes 9 days. On horseback, it will take 3 days. A riding horse and saddle costs 85 gp.

If they travel overland, be sure that they face a couple of random encounters on their journey.

1.3 the "Salty Siren"

Location: Saltport Cove Docks



the Salty Siren

The characters quickly identify the "Salty Siren" and are pointed to her captain.

The Saltport Cove docks are a teeming hive of activity. Ships of all shapes and sizes line the piers, their colorful sails catching the morning sun. The air thrums with the sounds of barking vendors, shouting sailors, and the rhythmic creaking of ships. You approach a weathered man with a captain's hat perched on his head, a pipe clenched between his teeth. This is Captain Briney, a gruff but fair merchant captain.

Captain Briney is willing to take the party on as passengers for the standard price of 10 gp each. However, he can be persuaded to offer them more comfortable accommodations with a successful (DC 12) Group Charisma (Persuasion) check. On a failed check, the party is offered cramped quarters in the hold and may face some seasickness during the voyage.

1.4 Passage to Eldoria

Location: Sailing between Saltport and Eldoria

As the ship sails through a particularly calm and misty patch of sea near a rocky outcropping, an ethereal melody drifts across the waves. The music is hauntingly beautiful, yet tinged with a melancholic longing. The sound seems to be coming from the direction of the outcropping, about 100 feet off the port bow.



Creatures:

1 Harpy (MM p.181)

| Harpy (Medium monstrosity) (200 XP) |
|---|
| AC 11 HP 38 SPD 20 ft., fly 40 ft. STR +1 DEX +1 CON +1 INT -2 WIS +0 CHA +1 |
| Languages: Common |
| Multiattack: 1 Claws & 1 Club Claws. MWA: +3, 2d4+1 slashing Club: RWA: +3, 1d4 bludgeoning Luring Song: Range 300'. If you can hear it and fail a (DC 11) WIS save you are charmed and incapacitated and move on your turn toward the harpy until the song ends. The Harpy can use a bonus action each round to continue singing. You can repeat your saving throw at the end of each of your turns and before jumping overboard. Once you save, you are immune to being charmed again. |

1 Captain Briney

| Captain Briney (Medium Human) |
|---|
| AC 11 HP 8 SPD 30 ft., STR +1 DEX +2 CON +2 INT +1 WIS +1 CHA +3 |
| Languages: Common |
| Commanding Presence: Range 30', bonus action to give ally 3 temporary hit points. Maritime Knowledge: Adv on INT checks related to nautical matters. Dagger. MWA: +4, 2d4+1 piercing Rapier: MWA: +4, 1d8+2 piercing |

20 Sailors

| Sailor (Medium Humanoid) |
|--|
| AC 13 HP 13 SPD 30 ft., STR +0 DEX +2 CON +2 INT -2 WIS -1 CHA -1 |
| Languages: Common |
| Dagger. MWA: +4, 1d6+2 piercing |

Running the Combat:

1. Split the Crew: Divide the 20 Sailors evenly amongst your players. For example, with 4 players, in addition to their PC:

- 1 plays Captain Briney.
- 1 plays 6 Sailors.
- 2 play 7 Sailors each.

2. Surprise Round: Everyone (except the Harpy) is surprised due to her song. They make a saving throw but otherwise can't move or act on their first turn.

3. Harpy's Turn:

● **Luring Song:** The Harpy targets everyone on the ship with her song. All characters roll a Wisdom saving throw to resist becoming charmed (details in the Harpy's stat block).

4. Captain's Turns (after the first round):

● **If Charmed:** The Captain steers the ship towards the Harpy.

● **If Saved:** Aware of the danger, he orders the crew to cover their ears with wax (The Sailors were each issued wax that they carry in their pocket.) And steers away from the music.

5. Sailor/PC Turns (after the first round):

● **Sailors & PCs who failed their save** are charmed and do the following as an improvised action their turn:

- Move to the ship's railing in the direction of the Harpy..
- Climb Over the Rail (attempt another Wisdom save).
- **If they fail their second save.**
- **Jump in** (another Wisdom save at the end of their turn).

● Charmed characters on following turns.

● Swim toward the Harpy (half speed for those not in armor - house rule for swimming in armor, link provided below).

● Make another Wisdom save at the end of their turn to break free of the charm.

6. Ship Movement (after the first round):

- **Charmed Captain:** Ship moves 20 ft. closer to the Harpy.
- **Uncharmed Captain:** Ship moves 20 ft. further away.

7. Harpy's Attacks: The Harpy stays on the rock and continues her Luring Song using bonus actions. She only attacks creatures within 5 ft. of her. Assign damage to specific Sailors if they are targeted.

8. Harpy Retreat: If the Harpy drops to half her hit points (19 HP), she flies away.

Additional Notes:

● It takes an action for the Sailors to put the wax in their ears.

● D&D 5E lacks official swimming-in-armor rules. Use the linked house rule (<https://olddungeonmaster.com/2022/04/02/dd-5e-above-and-below-the-waves/>) if needed.

● If the ship collides with the rock, repairs are made, but it adds another day to the trip and further repairs must be made in Eldoria.

After Combat:

If the PCs search the Harpy's rock, they discover her freshly built nest. Hidden in a corner of the nest they find several coins and a beautiful scimitar.

Treasure:

- 24 Gold pieces
- 18 Silver pieces
- 12 Copper Pieces
- 1 Scimitar of Speed (DMG p.199)

PART 2: CITY OF MAGIC



Eldoria is a sprawling port city, a nexus of trade and a haven for adventurers. Its bustling harbor teems with ships from across the continent, and its streets echo with the clamor of merchants, sailors, and hopeful heroes. The city sits nestled between the shimmering Eldoria Bay and the whispering expanse of the Whispering Wood, known locally as “Whisperwood”, an ancient forest shrouded in mystery.

Name: Eldoria

Size: 2,000 (1,500 within the city walls, 500 scattered in nearby farms and fishing villages)

Racial Mix:

- Human (60%): Eldoria is a melting pot, but humans form the backbone of the city's workforce and government.

- Halfling (15%): Their nimble fingers and love for trade make Halflings natural merchants and entertainers in Eldoria's markets.

- Dwarf (10%): Dwarven craftsmanship is highly valued, and their community thrives near the harbor, building and repairing ships.

- Elf (8%): High Elves find Eldoria a convenient stop on their travels, while Wood Elves from Whisperwood occasionally visit to barter rare goods.

- Other Races (7%): Tieflings, Halflings, Gnomes, and the occasional Dragonborn can be found amongst Eldoria's diverse population.

Reason for Existence: Eldoria was originally a small fishing village, but its strategic location at the mouth of the Eldoria River and its proximity to Whisperwood's resources led to its growth. The bay provided a safe harbor for trade ships, while the forest offered timber, furs, and exotic herbs. Today, Eldoria is a vital trade hub, connecting the continent's interior to the vast sea lanes.

GP Max: 100,000 (This is the estimated value of the most expensive ship one could potentially purchase at the harbor after negotiations and securing financing.)

Culture:

Greetings: A hearty handshake and a “Fair winds and following seas!” are common greetings in Eldoria.

Holidays: The most celebrated holiday is “Harbor’s Bounty,” a week-long festival coinciding with the peak fishing season. It features lively music, food stalls, and competitions.

Superstitions: Many sailors believe in krakens lurking in the deep and avoid whistling on board to prevent summoning storms. Locals whisper of strange lights and howls emanating from Whisperwood at night.

Racism: While not a major issue, tensions can arise between humans and Tieflings due to racial prejudice. Dwarves are respected for their skill but can be seen as stubborn and gruff.

Additional Notes:

- Eldoria is ruled by a wise and benevolent council of elders, known as the Eldoria Concord.
- The city has a prestigious Arcane Academy, where aspiring mages hone their magical talents.
- Tensions simmer between the various religious factions within the city, each vying for influence and power.
- Whispers abound about strange occurrences in the Whisperwood, drawing adventurers and treasure seekers to Eldoria’s doorstep.

Keyed Eldoria Locations

- 1 **Information:** Eldoria Docks
- 2 **Weapons and armor:** Grimhammer Forge
- 3 **Marketplace:** Eldoria Emporium
- 4 **Law Enforcement:** Guard Station
- 5 **City Gate:** The Steadfast Wall
- 6 **Cemetery:** The Silent Glade
- 7 **Unique and unusual items:** Greenkey Street
- 8 **Spell components:** Arcane Academy
- 9 **Water:** The Ashen Well
- 10 **Food and Lodging:** The Salty Dolphin Inn
- 11 **Adventuring Supplies:** The Griffon’s Cache
- 12 **Magic items:** The Arcane Emporium
- 13 **Healing:** The Everbloom Sanctuary
- 14 **An understanding of time’s flow:** The Chronosphere
- 15 **Peace, inspiration, and tranquility:** The Dawnspire
- 16 **Cyrus Lexica:** His house
- 17 **Thanatos followers:** The Ruined Temple of Erebus

2.1 Dockside Hustle

Location: Eldoria Docks

As the Salty Siren glides into the harbor, the sheer scale of Eldoria’s docks unfolds before you. A cacophony of sounds assaults your senses - barking vendors, shouting sailors, the rhythmic creaking of ships, and the excited chatter of a diverse populace. The docks teem with activity, a human tapestry woven from traders, travelers, and locals alike. Stacks of crates line the piers, overflowing with exotic goods from distant lands. Overhead, gulls wheel and cry, swooping down to snatch scraps tossed from bustling food stalls.



Eldoria Docks

- Creatures:**
2 Dockworkers (Commoners - MM p. 345)
1 Pickpocket (Scout - MM p. 349)

| Dockworker (Medium Human) |
|---|
| AC 10 HP 4 SPD 30 ft., STR +0 DEX +0 CON +0 INT +0 WIS +0 CHA +0 |
| Languages: Common |
| Club. MWA: +2, 1d4 bludgeoning |

| Pickpocket (Medium Human) (100 XP) |
|---|
| AC 13 HP 16 SPD 30 ft., STR +0 DEX +2 CON +1 INT +0 WIS +1 CHA +3 |
| Skills: Nature +4, Perception +5, Stealth +6, Survival +5 Languages: Common |
| Keen Hearing and Sight. Adv on WIS (Perception) checks |
| Multiattack. 2 melee attacks or 2 ranged attacks Shortsword. MWA: +4, 1d6+2 piercing Longbow. RWA: +4, range 150/600, 1d8+2 piercing. |

Two burly men are struggling to move a massive crate that appears precariously balanced on a rickety handcart. The Dockworkers are visibly straining under the weight of the crate. If the party doesn’t intervene, they risk losing their footing and causing the crate to topple over (see After the Encounter).

The Pickpocket waits for a moment of distraction, aiming to snatch a valuable item from an unsuspecting party member. They will target the character who seems most preoccupied or unaware of their surroundings. Have the PC make a Wisdom (Perception) check contested by the Pickpocket’s Dexterity (Stealth) check. If the PC wins, the Pickpocket is noticed and attempts to run away, empty handed. Otherwise let the player decide what item the Pickpocket snatched (see After the Encounter).

After the Encounter:

- **Helping the Dockworkers:** If the party assists the dockworkers in moving the crate, they earn their gratitude. The dockworkers offers them a tip (10 silver pieces each) and points them in the right direction for their destination in Eldoria. If they ask where they could find Cyrus Lexica, no one here knows him, but they may suggest that they inquire at the Arcane Academy.

- **Crate Topples:** If the party fails to intervene, the crate topples over with a loud crash. The contents were valuable spices (valued at a total of 50 gp) all spilled onto the dock, attracting the attention of the Dock Master (Veteran - MM p. 350) who arrives to assess the situation. The dockworkers say it was the PCs fault. The Dock Master demands compensation from the party. If they refuse to pay he threatens to involve the city guard.

- **Pickpocket Success:** If the Pickpocket manages to steal an item from a party member, they attempt to melt away into the crowd. The party member will realize they've been robbed upon noticing their missing item. A successful (DC 14) Wisdom (Perception) check allows the party to spot the Pickpocket attempting to disappear.

2.2 Grimhammer Forge

Location: Nestled amongst the bustling shops and workshops of the Eldoria marketplace.

A symphony of clanging metal and rhythmic hammering draws your attention to a sturdy building constructed of weathered stone. A large wooden sign above the doorway depicts a crossed hammer and anvil, and beneath it, the inscription "Grimhammer Forge" is etched in bold dwarven runes. Smoke billows from a chimney above, and the faint orange glow of a forge fire spills out onto the street. Through the open doorway, you glimpse a bustling workspace filled with tools, leather hides, and stacks of gleaming metal. Two dwarven figures, their faces dusted with soot and their beards braided with intricate knots, hunch over a roaring forge, their hammers ringing out in a steady rhythm.



Grimhammer Forge

Creatures:

2 Grimhammer Brothers (Hill Dwarves)

Borin Grimhammer: A gruff but fair dwarf with a booming voice and a keen eye for quality craftsmanship. (Shopkeeper)

Durin Grimhammer: Borin's younger brother, a skilled blacksmith who is quieter and more reserved, but equally passionate about his craft. (Blacksmith)

A wide selection of weapons, armor, and crafting materials are available for purchase at the price in the PHB, but they will ask for 10% more than that. Their work is quite good, after all.

- The Grimhammer brothers are gruff but welcoming. They are happy to discuss the party's needs and offer their expertise in crafting or repairing weapons and armor.

- Borin handles most of the customer interaction, while Durin focuses on his work at the forge. However, both brothers are skilled negotiators and will drive a hard bargain for their exceptional craftsmanship.

- If the party attempts to steal or haggle excessively, the brothers may become offended and refuse to do business with them. They might even call upon the City Watch to remove the disruptive customers.

After the Encounter:

Depending on the party's needs and the complexity of the work, it may take a few hours or even days for the Grimhammer brothers to complete their work.

The quality of their work is exceptional, and their prices reflect their skill. However, they may be willing to offer a discount for interesting materials or unique projects.

The Grimhammer brothers are a valuable source of information about Eldoria and the surrounding area. They may have heard rumors of local adventures or dangers, and they are always happy to share a tankard of ale and a tale with worthy patrons.

2.3 Eldoria Emporium

Location: Sprawling marketplace teeming with activity. Colorful awnings shade stalls overflowing with a dazzling array of goods. The air hums with the cacophony of bartering merchants, haggling customers, and excited chatter in various languages.

As you navigate the bustling Eldoria marketplace, a colossal structure unlike any other catches your eye. The Eldoria Emporium, a sprawling complex of interconnected buildings and open-air stalls, dominates a central plaza. A kaleidoscope of colorful banners advertise a seemingly endless variety of wares. From towering stacks of exotic spices and bolts of shimmering silks to sturdy tools and everyday necessities, the Emporium appears to cater to every conceivable need. Shopkeepers hawk their wares with gusto, their voices weaving a cacophony of enticing pitches. The aroma of incense and roasting meats mingles with the salty tang of the nearby harbor, creating a unique and vibrant sensory experience.



Eldoria Emporium

Creatures:

● Varies depending on the specific goods desired by the party. Here are a few examples:

- **Alia** (Human): A wiry woman with a sharp eye for business, she runs a stall overflowing with exotic spices and rare herbs.
- **Barnaby Brightweave** (Lightfoot Halfling): A jovial halfling with a mischievous twinkle in his eye, he presides over a stall brimming with fine fabrics, silks, and leather goods.
- **Groth** (Mountain Dwarf): A stoic dwarf with a booming voice, he runs a stall stocked with sturdy tools, weapons, and adventuring gear.

- Each shopkeeper is focused on selling their wares and driving a profitable bargain. They may offer discounts for bulk purchases or attempt to upsell the party on additional items.
- Some shopkeepers, like Alia the spice vendor, possess a wealth of knowledge about their products and their origins. They might be willing to share information or lore in exchange for a fair price.
- If the party attempts to steal or haggle excessively, the shopkeepers may become suspicious or angry. They might alert the City Watch or refuse to do business with the party in the future.

After the Encounter:

- Depending on the party's needs, they can find a wide variety of goods at the Eldoria Emporium. Prices will vary depending on the rarity and quality of the items.
- Some shopkeepers may be willing to offer special deals or discounts to returning customers, particularly if the party has proven themselves honest and respectful.
- The Emporium is a great place to gather information and rumors about Eldoria and the surrounding area. Shopkeepers from all corners of the world gather here, and they often have interesting tales to share.

2.4 Guard Station

Location: East of the Eldoria River

The characters can go to the Guard Station to talk to the guards, or they could be brought there if apprehended. But the party is more likely to encounter a patrol of City Watch guards on the bustling streets or at a guarded gate (depending on the situation).

If that is the case, read or paraphrase the following:

As you navigate the crowded streets of Eldoria, a glint of polished metal catches your eye. A squad of City Watch guards, clad in gleaming breastplates and plumed helmets emblazoned with the city's emblem, marches purposefully down the road. Captain Anya Sternwind, a woman with a steely gaze and a commanding presence, leads the patrol. Her hand rests on the hilt of a longsword at her hip, and her keen eyes scan the surroundings with an air of vigilance. The guards exude an aura of professionalism and authority, their presence a constant reminder of the law within the city walls.



City Watch

Creatures:

Captain Anya Sternwind (Veteran - MM p. 350): A stern but fair leader, Captain Sternwind is dedicated to maintaining order in Eldoria. (Carries a longsword, chain mail, and a city watch insignia shield)

2 City Watch Guards (Guard - MM p.347): These guards are professional soldiers, well-trained in combat and law enforcement. (Each carries a longsword, a heavy crossbow, studded leather armor, and a city watch insignia shield)

| Captain Anya Sternwind (Medium Human) (700 XP) |
|--|
| AC 19 HP 58 SPD 30 ft., STR +3 DEX +1 CON +2 INT +0 WIS +0 CHA +0 |
| Skills: Athletics +5, Perception +2 Languages: Common |
| Multiattack. 2 longsword attacks. Longsword. MWA: +5, 1d8+3 slashing |

| City Watch Guard (Medium Human) (25 XP) |
|---|
| AC 16 HP 11 SPD 30 ft., STR +1 DEX +1 CON +1 INT +0 WIS +0 CHA +0 |
| Skills: Perception +2 Languages: Common |
| Longsword: MWA: +3, 1d8+1 slashing Heavy crossbow: RWA: +3, r. 150/600, 1d8+1 piercing |

The City Watch patrol's behavior depends on the party's actions and demeanor:

- **Neutral Party:** The guards offer a curt nod of acknowledgment as the party passes. If the party seems lost or in need of assistance, the guards may offer directions or answer basic questions about the city.
- **Suspicious Party:** If the party is acting suspiciously, the guards may approach them and inquire about their business in Eldoria. Captain Sternwind will ask pointed questions and assess the party's intentions. Depending on the party's responses, the encounter could escalate into a tense situation.
- **Hostile Party:** If the party attacks the guards or commits a crime within their sight, a combat encounter will ensue. The guards will fight back fiercely to protect themselves and uphold the law. Captain Sternwind's leadership and tactical acumen will make her a formidable opponent.

After the Encounter:

- **Positive Interaction:** If the party interacts with the guards politely and cooperates with any inquiries, they may gain a reputation for being respectful outsiders. This could prove beneficial in future dealings with the City Watch or other Eldoria authorities.
- **Negative Interaction:** If the party is rude, dismissive, or breaks the law in front of the guards, they may be arrested or fined. Captain Sternwind has a low tolerance for troublemakers and will not hesitate to enforce the law.

2.5 The Steadfast Wall

Location: The towering white marble wall that encircles the city. Depending on the party's approach, they could be at a main gate, a watchtower, or a secluded section of the wall.

Eldoria's formidable defenses rise before you. The Steadfast Wall, a colossal structure crafted from gleaming white marble, stretches as far as the eye can see, encircling the city in a protective embrace. The sheer scale of the wall is awe-inspiring. Its surface is smooth and polished, reflecting the sunlight like a giant mirror. Arcane runes etched into the marble pulsate with a faint magical glow, a testament to the powerful wards that shield Eldoria from external threats. At regular intervals along the wall, sturdy watchtowers pierce the sky, their windows offering a panoramic vista of the surrounding landscape. City Watch guards patrol the ramparts, their watchful eyes scanning the horizon for any sign of danger.



The Steadfast Wall

Choose Your Approach:

- **Main Gate:** The grand main gate of Eldoria stands before you, its iron-clad doors reinforced with intricate magical wards. City Watch guards stand vigilant in their gatehouses, inspecting all those who enter or leave the city.
- **Watchtower:** A sturdy watchtower rises above the wall, offering a breathtaking view of the surrounding countryside. A lone City Watch guard stands guard, his keen eyes scanning the distance.
- **Secluded Section:** A less-traveled section of the Steadfast Wall stretches before you. The wind whips around the ramparts, carrying the distant cries of gulls and the scent of the salty sea. No guards are readily apparent in this location.

Creatures: (Depending on Approach)

- **Main Gate:** 2 City Watch Guards - Man the gatehouse, inspecting those who enter or leave the city.
- **Watchtower:** 1 City Watch Guard - Stands guard in the watchtower, keeping watch for any signs of danger.
- **Secluded Section:** No guards are initially present. However, there is a chance of encountering a patrol (2 City Watch Guards) or even a more dangerous threat depending on the ongoing situation in the city and surrounding area (DM's discretion).

Refer to area 2.4 Guard Station for City Guard stats.

Tactics:

The guards on the Steadfast Wall are vigilant and well-trained. Their behavior depends on the party's approach:

- **Main Gate:** The guards will question the party about their business in Eldoria and may inspect their belongings before allowing them passage.
- **Watchtower:** The guard will hail the party and inquire about their reason for approaching the wall. They may offer assistance or information about the surrounding area.
- **Secluded Section:** If the party is spotted in a restricted area, the guards will approach them cautiously and demand an explanation. Depending on the situation, a tense standoff or even a combat encounter could occur.

After the Encounter:

- **Positive Interaction:** If the party cooperates with the guards and explains their presence reasonably, they will likely be allowed to pass through the main gate or continue their exploration of the wall (depending on their approach). The guards may even offer helpful information or advice.
- **Negative Interaction:** If the party is rude, dismissive, or attempts to enter the city illegally, the guards will take action to enforce the law. This could involve arrest, fines, or even a combat encounter.
- **Combat Encounter:** If a fight breaks out on the wall, the guards will fight back fiercely to protect the city. The narrow confines of the ramparts and the potential for falls from the wall add an element of danger to the combat.

2.6 The Silent Glade

Location: A tranquil meadow nestled beyond the city walls.

A wrought-iron gate marks the entrance to the Silent Glade. Worn paths weave through the orderly rows of headstones, each one a silent testament to a life lived. The air carries the faint scent of decaying leaves and damp earth, mingled with the subtle fragrance of incense from nearby mausoleums. As you step through the gate, a sense of serenity washes over you, a stark contrast to the bustling energy of the city you left behind.

Points of Interest:

Here are some areas where the DM may want to expand on this area.

- **Grand Mausoleum:** A towering structure of white marble dominates the center of the necropolis. Intricate carvings depicting scenes of life and death adorn its facade. The grand mausoleum likely houses the remains of Eldoria's most prominent citizens. (Potential secret chambers or hidden crypts within - DM's discretion)
- **Soldier's Row:** A dedicated section of the cemetery lined with uniform headstones bearing the insignia of Eldoria's City Watch. Wreaths of laurel and crossed swords rest upon some of the graves, a silent tribute to fallen heroes. (Potential encounter with undead guardians protecting a war hero's tomb - DM's discretion)
- **Ancient Crypt:** Half-hidden beneath a gnarled oak tree, a crumbling stone door leads down into a dark and forgotten crypt. Moss and ivy cling to the weathered stonework, and an unsettling chill emanates from the entrance. (Potential encounter with undead guardians or restless spirits - DM's discretion)



The Silent Glade

Creatures:

Normally, the Silent Glade is a place of quiet contemplation. However, depending on the party's actions and the DM's campaign, they may encounter:

- 1 Gravedigger (Commoner)
- 2 Ghouls (MM p.148)

Ghoul (Medium Undead) (200 XP)

AC 12 HP 22 SPD 30 ft.,

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

Immune: poison

Skills: Perception +2

Languages: Common

Bite. MWA: +2, 2d6+2 piercing

Claws. MWA: +4, 2d4+2 slashing and, if the not elf, (DC10) CON save or paralyzed for 1 minute. Repeat save at end of each turn.

- **Gravedigger:** This is a wizened old man tending to a fresh grave, who might offer cryptic warnings or historical knowledge about the cemetery's occupants. The Gravedigger will be wary of outsiders but can be persuaded to speak with respectful greetings and offerings of coin.
- **Ghouls:** Disturbing a burial site or looting tombs will attract these undead guardians. Otherwise there is a 1 in 6 chance of encountering ghouls. Undead creatures encountered in the Silent Glade will react with hostility, attacking those who disturb their eternal rest.

The Silent Glade offers a somber atmosphere and a glimpse into Eldoria's history. The party may find clues about past events or prominent figures by examining headstones or exploring the various points of interest.

Depending on their actions and encounters, the party may leave the cemetery with a newfound respect for the dead or a sense of unease if they disturbed the slumbering spirits.

2.7 Misfit Menagerie of Greenkey Street

Location: A sprawling, chaotic marketplace overflowing with stalls and tents crammed together in a labyrinthine maze.

Squeezing through the throng of humanity, you find yourself on Greenkey Street, a notorious bazaar where anything and everything can be found, for a price. A wiry goblin darts past, a stolen purse clutched in his hand, weaving through the crowd like a greased weasel. A towering Goliath woman bellows from behind a mountain of furs, arguing with a gnome tinkerer over the price of a whirring contraption of unknown purpose. A befuddled human farmer clutches a handful of strange, luminous mushrooms, unsure if they'll enhance his crops or send him on a one-way trip to the astral plane. Every corner holds a new wonder, a potential treasure, or a lurking danger.



Greenkey Street

Points of Interest:

- **Madame Zena's Oddities Emporium:** A crooked shack teetering precariously on the verge of collapse is adorned with a faded sign depicting a three-headed dog. Through the grime-coated window, you glimpse shelves overflowing with dusty curios, jars filled with unsettling specimens, and trinkets that might hold potent magic or be elaborate deceptions. (Possible encounter with Madame Zena, a eccentric collector of the strange and unusual - DM's discretion)
- **Black Sails Spice Den:** A cloud of pungent aromas spills out from a darkened tent adorned with a tattered pirate flag. A gruff half-orc woman with a missing eye leans against a counter, eyeing you suspiciously. Here, one can find spices from every corner of the world, some with legitimate culinary uses, others with more... exotic properties. (Potential for acquiring rare spices or obscure ingredients - DM's discretion)

- **The Fortunate Fool's Fortune Teller:** A flamboyant tiefling with a theatrical flourish beckons you into his opulent caravan. For a modest sum, he promises to reveal your deepest desires and darkest secrets through his mystical talents (which may or may not be genuine). (Encounter with a charismatic fortune teller, potential for gaining cryptic insights or misinformation - DM's discretion)

Creatures:

The Misfit Menagerie is a haven for all sorts of individuals. The party is likely to encounter:

- **Shopkeepers (various races):** Each with their own unique wares and personalities, some honest and eager to please, others more inclined towards swindling the unwary.
- **Pickpockets (Commoners):** Agile figures navigating the crowd, adept at relieving the careless of their coin purses.
- **Beggars (Commoners):** Down on their luck and hoping for a handout.

The denizens of the Misfit Menagerie are a mixed bag. Shopkeepers will barter fiercely, trying to get the best price for their wares. Pickpockets will attempt to relieve the party of their valuables with sleight of hand. Beggars will plead for coin with varying degrees of sincerity. The party can navigate these encounters through careful negotiation, displays of martial prowess, or a touch of trickery of their own.

The Misfit Menagerie is a treasure trove for those willing to brave the chaos. The party can find mundane supplies, exotic wares, rare ingredients, or trinkets. However, they must be wary of being cheated, pickpocketed, or worse.

2.8 The Eldoria Arcane Academy

Location: South of the city center on the Eldoria River.

The Eldoria Arcane Academy is a magnificent structure that embodies the city's dedication to the arcane arts. Towering spires adorned with intricate glyphs pierce the sky, while sweeping archways lead into expansive hallways lined with ornately carved pillars. Stained glass windows depicting celestial constellations and legendary sorcerers cast vibrant hues of light across the polished stone floors. The academy is a beehive of activity, teeming with scholars, instructors, and students from all walks of life, each united by their pursuit of magical knowledge.



Arcane Academy

Ambiance:

A bustling energy permeates the Eldoria Arcane Academy. Students clad in flowing robes hurry across cobblestone courtyards, their faces etched with a mix of nervous anticipation and focused determination. The rhythmic clatter of spell components being mixed in mortars mingles with the distant rumble of arcane experiments echoing from within the grand structure. The air itself crackles with a faint magical energy, a testament to the potent knowledge housed within these walls.

Inhabitants:

- **Students:** The lifeblood of the academy, students come from across the land, their backgrounds as diverse as the magical disciplines they study. From eager novices to seasoned apprentices, they fill the halls with their youthful energy and fervent curiosity.
- **Instructors:** Renowned mages and scholars form the academy's faculty. These experienced individuals guide students in their magical studies, imparting their knowledge and wisdom through lectures, demonstrations, and practical exercises. Some instructors specialize in specific schools of magic, while others possess a broader understanding of the arcane arts.
- **Staff:** A dedicated team of non-magical personnel keeps the academy running smoothly. From librarians who meticulously maintain the vast collection of arcane tomes to groundskeepers who ensure the enchanted gardens flourish, they provide essential support for the institution's core functions.

Potential Interactions:

- **Looking for Cyrus Lexica:** If the PCs inquire about Cyrus Lexica, most students will be unable to assist but may direct them to an instructor or scholar. Once the PCs assure the academic of their benign intentions, they'll learn that Cyrus Lexica is not a faculty or staff member. However, he's a renowned scholar who frequently utilizes the academy's resources. The academic might provide directions to Lexica's residence if the PCs can convincingly convey the urgency of their matter.
- **Seeking Other Information:** The adventurers can approach any instructor or scholar, seeking knowledge about the Clock of Aeons, the Whispering Wood, or other relevant topics. The information gleaned may be helpful, cryptic, or require a successful Persuasion or Arcana check to unlock depending on the chosen NPC and the information's sensitivity.
- **Purchasing Supplies:** The academy houses a well-stocked supply shop where the adventurers can purchase essential components for their journey, such as rare herbs, magical inks, enchanted scrolls, or specialized tools for arcane rituals. Prices may vary depending on the rarity and complexity of the desired items.
- **Library Research:** The academy boasts a vast library containing countless tomes on magic, history, and the arcane arts. The adventurers can spend time researching the Clock of Aeons, the Sundering, or other relevant topics with a successful Intelligence (Arcana) check. This research might take time and require multiple visits, potentially revealing valuable clues or historical accounts.

Exit:

Having gathered information, purchased supplies, or completed any tasks, the adventurers depart from the Eldoria Arcane Academy, better equipped and potentially more knowledgeable for their upcoming venture into the heart of the Whispering Wood.

2.9 The Ashen Well

Location: Nestled within a quiet square in the heart of Eldoria

As you approach the Ashen Well, the rhythmic creak of the bucket chain fills the air. Etched into the well's rim are faded runes, their meaning lost to the ages. Local legends whisper of the well's creation by giants in a forgotten era and its mystical properties. Some claim the well water holds curative powers, while others speak of a slumbering guardian lurking within its depths. The air around the well carries a faint chill, and the luminescence emanating from the water creates an unsettling yet strangely captivating spectacle.



The Ashen Well

Depending on the time of day and the party's actions, they might encounter townsfolk gathering water, a suspicious figure observing them from a distance, or a creature of living water emerging from the well.

Creatures:

Townsfolk (Commoners)

Suspicious Figure (Cultist, Deathless - AT-02 p.24)

Well Guardian (Water Elemental - MM p.125)

Roll 1d6

(1 or 2) **Townsfolk:** Gathering water for their homes or businesses. They can be a source of local lore and varying beliefs about the well's properties.

(3 or 4) **Suspicious Figure:** A hulking figure clad in rusted plate armor is observing the well and the party at a distance, from the shadows.. If confronted it attacks.

(5 or 6) **Well Guardian:** Awoken by the party's actions or disturbed by a malevolent force, a creature of living water emerges from the well to defend its domain. (Encounter only if the party disturbs the well.)

| Cultist Deathless (Medium LE undead) (4500 XP) |
|---|
| AC 16 HP 45 SPD 30 ft. |
| STR +2 DEX +1 CON +2 INT +0 WIS +1 CHA +1 |
| Skills: Athletics +4, Intimidation +3, Perception +3 Resistance: Necrotic Immunity: Poisoned Senses: darkvision 60 ft. Languages: Common |
| Shadow Step (Recharge 5-6). Can teleport up to 40 feet away in dim light or darkness. This doesn't provoke opportunity attacks. |
| Multiattack. 2 claw attacks Claws. MWA: +4, 1d8+2 slashing & (Once per turn) 2 necrotic |

| Water Elemental (Large elemental) (1,800 XP) |
|--|
| AC 13 HP 114 SPD 30 ft., swim 90 ft. |
| STR +4 DEX +2 CON +4 INT -3 WIS +0 CHA -1 |
| Resistance: acid; bludgeoning, piercing, & slashing from nonmagical attacks Immunity: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses: darkvision 60 ft., passive Perception 10 Languages: Aquan |
| Water Form. Can enter creature's space and stop there. Freeze. On taking cold damage, speed reduced 20 ft. 'til end of its next turn. |
| Multiattack. 2 slam attacks Slam. MWA: +7, 2d8+4 bludgeoning Whelm (Recharge 4-6). If it's in your space, make a (DC 15) STR save to move out of it's space or take 2d8+4 bludgeoning & are grappled (escape DC 14) & restrained & unable to breathe. It can grapple 1 large, or two medium or smaller. While grappled take 2d8+4 bludgeoning at start of each of it's turns. As an action, someone within 5 feet of it can pull you out with a (DC 14) STR check . |

Tactics:

- The townsfolk are friendly and willing to share their knowledge about the well.

- The suspicious figure will try to remain hidden and observe the party's actions, potentially reporting back to the cult leader if it witness anything interesting.

- If confronted, the characters see more clearly that its imposing black plate armor is adorned with bone spikes and the symbol of Thanatos - a skull surrounded in flames. Where a face should be, only empty sockets flicker with an eerie, cold red light. The air around it crackles with a faint, unnatural energy.

- As it lunges toward you it growls "Feel the embrace of oblivion! Your life force will fuel the eternal hunger!" and, although weaponless, it attacks with the claws of its skeletal hands.

- The well guardian, if awakened, will attack any perceived threat to the well or the water within.



2.10 The Salty Dolphin Inn

Location: Near the Eldoria Dock

The boisterous laughter and rhythmic clinking of mugs spill out onto the street, beckoning weary travelers towards the warm glow emanating from The Salty Dolphin Inn. A weathered wooden sign depicts a rather tipsy-looking dolphin perched on a barrel, and the scent of roasting meat and ale hangs heavy in the air. This popular tavern is a haven for sailors just off the docks, merchants seeking to unwind after a long day of bartering, and adventurers swapping tales of their exploits over foaming tankards.

Pushing open the heavy oak door, you are greeted by a cacophony of sound. Shouts of merriment mingle with the strumming of a lute in the corner, and the air is thick with the smell of hops, spices, and sweat. A worn wooden bar stretches down the length of the common room, populated by a motley crew of patrons. Grizzled sailors with missing teeth nurse tankards of ale, their faces etched with tales of the sea. Wealthy merchants, their pockets lined with coin, haggle over prices with a group of boisterous dwarves. A lone figure cloaked in shadow sits hunched over a corner table, seemingly lost in thought. The air crackles with energy, a vibrant tapestry of conversation, laughter, and the occasional drunken brawl. Behind the bar, a burly halfling woman with a booming laugh wipes down a mug and casts a watchful eye over her patrons.



The atmosphere at The Salty Dolphin Inn is generally jovial and boisterous. Conversations can be initiated with any of the patrons, and the party might learn valuable information, score a good meal and a warm bed for the night, or even find themselves embroiled in a drunken brawl. Brenda, the bartender, maintains a watchful eye and will intervene if things get too out of hand

Individuals of Interest:

● **Brenda “Big Brew” Brangar** (Bartender): A hearty halfling woman with a knack for remembering faces and a tolerance for even the rowdiest patrons. She can provide local gossip, news from passing ships, and directions to various parts of the city (for a coin, of course).

● **Captain Faldir “Ironhelm” Blackwind** (Sailor): A weathered old sea captain with a peg leg and a penchant for tall tales. He might be willing to share information about recent seafaring adventures or offer passage on his ship to a distant port (for the right price).

● **Mysterious Stranger**: This cloaked figure shrouded in shadow nurses a drink at a corner table. They might possess a rumor of a hidden treasure, but their motives and trustworthiness remain unclear. (DM's discretion)

The party can relax, unwind, and gather information from the various patrons, or simply enjoy a taste of Eldoria's lively nightlife.

Private rooms are 2 gp per night. A communal room with bunk beds for everyone in the group is 1 gp each per night (if there are fewer than 4 in the group they may have to share the room with strangers). All prices include two meals a day.

2.11 The Griffon's Cache

Location: A sturdy, three-story building constructed from weathered stone stands proudly on a bustling street corner. A polished steel sign depicts a majestic griffin clutching a glittering coin in its talons, the symbol of The Griffon's Cache.

Pushing open the heavy oak door, you are greeted by the comforting scent of leather, oil, and freshly sharpened steel. Rows of weapons of all shapes and sizes hang on the walls, gleaming under the warm glow of oil lamps. Sturdy backpacks, bedrolls, and climbing kits are piled high in one corner, while polished suits of armor stand sentinel on mannequins.



The Griffon's Cache

This renowned establishment caters to the needs of adventurers and treasure seekers. All weapons and armor listed in the PHB and most adventuring gear is available here at the prices listed in the PHB.

Behind a cluttered counter, a gruff dwarf with a salt-and-pepper beard and a well-worn leather apron scrutinizes a map spread out before him. This is Bargrim Stoneforge, the proprietor of The Griffon's Cache, a man whose knowledge of adventuring gear is as legendary as his gruff demeanor.

Creatures:

Bargrim Stoneforge Dwarf - (Veteran, MM p.350)

Potential Customers Various Races (Bandit, MM p.343), adjust stats as needed

Bargrim is a gruff but fair businessman. He will answer questions and offer advice to those who treat him with respect. However, he has no patience for haggling and will quickly dismiss rude or disruptive customers. Adventurers browsing the store might engage in friendly conversation with the party, or there's a chance of encountering a rival party looking to stock up before their own quest (potential allies or antagonists, depending on the DM).

Areas of Interest:

● **Weapon Wall:** A dazzling array of swords, axes, maces, bows, and staves adorns the walls, catering to all fighting styles and budgets. Bargrim can expertly guide you towards the perfect weapon for your needs.

● **Armor Racks:** Sturdy suits of leather, chainmail, and even plate armor stand ready to protect adventurers from harm. Bargrim can recommend the right type of armor based on your desired level of protection and mobility.

● **Adventuring Supplies:** Everything an adventurer could need for a successful expedition can be found here: bedrolls, tents, rations, climbing gear, lanterns, healer's kits, and a variety of adventuring tools.

2.12 The Arcane Emporium

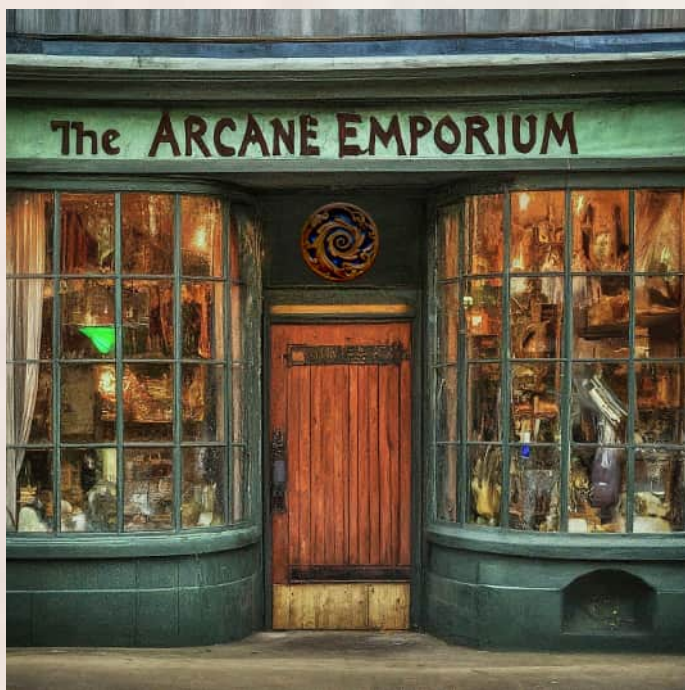
Location: Nestled amongst the bustling shops and vendors, a lone storefront stands out. An ornately carved wooden sign depicting a swirling nebula is located above the aged oak door, the shops windows only hint at the wonders that lie within.

Pushing open the heavy door, you are greeted by a wave of cool, perfumed air and a gentle chime that announces your arrival. Shelves lining the walls groan under the weight of ornately carved chests, polished canopic jars containing shimmering liquids, and curious trinkets that pulsate with an otherworldly luminescence. Behind a counter shrouded in shadow sits a woman whose youthful countenance seems at odds with the silver streaks in her hair and the knowing glint in her eyes.

Creatures:

Elara Whisperwind Elf (Mage, MM p. 347)

A enigmatic elf with an air of mystery and power. She possesses a vast knowledge of magic and magical items.



The Arcane Emporium

The shelves overflow with a captivating array of magical items. Glowing potions of unknown properties sit beside enchanted amulets that hum with latent power. Elara can explain the function of any item, but be warned - her prices are exorbitant.

Elara is a shrewd judge of character. She will engage in polite conversation with those who approach her respectfully, but her patience wears thin with those who seem rude, indecisive, or grasping.

For magic item prices and availability refer to "Appendix A: Magic Item Availability" on page 40

2.13 The Everbloom Sanctuary

Location: In the temple district, on the west side by the wall.

A haven of tranquility amidst the bustling city, the Everbloom Sanctuary stands as a testament to the beauty and bounty of nature. Sunlight filters through vibrantly colored stained glass windows, casting an ethereal glow upon the meticulously maintained gardens that surround the temple itself. Fragrant flowers in every hue imaginable burst forth from overflowing planters and meticulously sculpted hedges, their sweet perfume filling the air. The sounds of the city fade into the background, replaced by the gentle trickle of fountains and the chirping of birds flitting amongst the blossoms. Druids clad in earthy robes tend to the gardens, their movements slow and deliberate, while rangers in leather armor stand guard, their gazes watchful yet serene.

Points of Interest:

- **Prayer Hall:** The central chamber of the temple, a place for quiet contemplation and communion with Gaia. Druids are always present, offering guidance or simply a listening ear to those seeking solace or spiritual renewal.

Healing Gardens: Sections of the gardens are specifically designed for medicinal purposes. Herbs and plants with restorative properties are meticulously cultivated here, and those

in need of healing might find solace and potential remedies within these verdant havens.

Stained Glass Conservatory: A tranquil space adjacent to the prayer hall houses a collection of exquisite stained glass panels depicting various scenes of nature. Sunlight streams through the vibrant colors, creating a kaleidoscope of light and shadow, a place for quiet reflection and appreciation of the natural world's beauty.

Creatures:

Elder Erin Leafspeaker: (Druid, MM p.346) A wise and venerable elf who leads the Everbloom Sanctuary. She possesses



the Everbloom Sanctuary

a deep connection to nature and dispenses wisdom and guidance to those who seek it (Neutral Good).

Druids of Gaia: (Druid, MM p.346) Several druids tend to the gardens and preside over the temple, offering aid and comfort to those in need (Neutral Good)

Rangers of the Everbloom: (Scout, MM p.349) A group of rangers ensures the safety of the sanctuary grounds and those who visit (Neutral Good).

The inhabitants of the Everbloom Sanctuary are welcoming to all who respect the sanctity of the natural world. The druids offer prayers for healing, the rangers ensure the safety of visitors, and Elder Erin Leafspeaker provides wisdom and guidance to those who seek it. There is no pressure to participate in religious observances, but respectful behavior is expected.

2.14 The Chronosphere

Location: In the temple district, on the west side by the wall.

Constructed from polished obsidian, its dark surface reflects the city lights with an eerie gleam. Intricate clockwork mechanisms adorn the temple's exterior, their metallic whirring and clicking adding to the ever-present tick-tock that emanates from within. An aura of both awe and foreboding hangs heavy in the air. Philosophers clad in simple robes pace thoughtfully amongst the grounds, while cloaked figures with an air of secrecy slip through the shadows.



The Chronosphere

As the characters enter the temple:

Pushing open the massive obsidian doors, you are greeted by a vast, dimly lit chamber. Sunlight streams through narrow windows, casting long, dramatic shadows across the polished floor. In the center of the chamber stands the colossal hourglass, its golden sand swirling and cascading in a mesmerizing dance. Around it, figures gather – philosophers deep in thought, their brows furrowed in concentration; cloaked assassins, their movements silent and precise; and even a few necromancers, their faces grim yet resolute. The atmosphere is one of quiet contemplation, tinged with a hint of morbid fascination with the inevitable cycle of life and death.

Points of Interest:

- **Grand Hourglass Chamber:** The central chamber of the temple dominates the entire structure. The colossal hourglass stands as a focal point, a constant reminder of the passage of time. Those gathered here contemplate the nature of existence, the flow of time, and the inevitability of entropy.

- **Halls of Reflection:** Smaller chambers branching off from the main hall offer spaces for solitary contemplation. Philosophers are often found here, lost in their thoughts or

engaged in scholarly discussions about the nature of time and existence.

- **Clockwork Observatories:** Hidden high within the temple's spires are specialized chambers equipped with intricate clockwork devices. Here, scholars study the celestial movements, meticulously charting the passage of time and the movements of the stars.

Creatures:

Chronarch Magister Xal'thor (Archmage, MM p.342) Lawful Neutral

Philosophers (Priest, MM p.348) Lawful Neutral

Clockwork Adepts (Acolyte, MM p.342) Lawful Neutral

Necromancers (Mage, MM p.347) Lawful Neutral

Assassins (Assassin, MM p.343) Lawful Evil

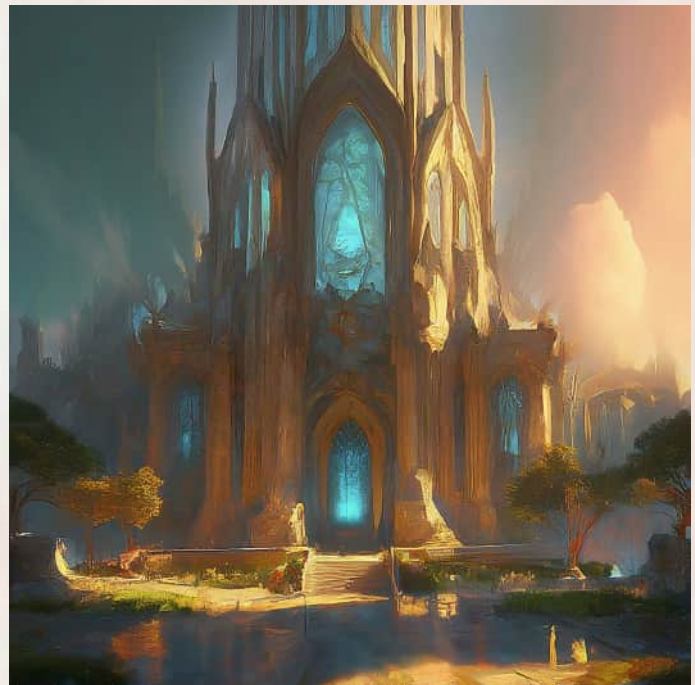
The inhabitants of the Chronosphere maintain a strict code of neutrality. They welcome those who seek genuine understanding of time's flow and the nature of existence. Philosophers will engage in discourse, while Xal'thor and his enigmatic council oversee the Chronosphere's operations, their true purpose hidden behind a veil of time.

2.15 The Dawnspire

Location: In the temple district, on the west side.

This temple is best viewed in the first rays of dawn.

As you approach The Dawnspire, the rising sun casts long shadows across the temple plaza. The rhythmic crowing of roosters intensifies, a symphony of sound that seems to vibrate in the very air. Ascending the marble steps, you enter the temple itself. Sunlight streams through stained glass windows depicting scenes of heroism, selflessness, and the triumph of good over evil. The interior is surprisingly warm and inviting, the air thick with the sweet scent of incense and the soft strains of a chanted hymn.



The Dawnspire

Points of Interest:

● **Sunrise Sanctuary:** The central chamber of the temple is bathed in the golden light of dawn. A magnificent stained glass window depicts Eos, the Dawnbringer, ascending into the heavens, a powerful symbol of hope and renewal. Clerics lead prayers here at sunrise, offering blessings and guidance to those seeking a fresh start.

● **Hall of Heroes:** A wing of the temple dedicated to the courageous deeds of heroes past. Murals depict tales of bravery, selflessness, and the unwavering pursuit of justice. Bards often gather here to share stories and inspire those who seek to follow in the footsteps of these legendary figures.

● **Gardens of Serenity:** Tranquil gardens filled with vibrant flowers and bubbling fountains offer a haven for quiet reflection. Here, weary travelers can find solace and renewal, drawing strength from the beauty of the natural world and the promise of a new day.

Creatures:

High Priestess Amara Lightbringer: (Archmage, MM p.342) The compassionate leader of The Dawnspire, Amara radiates warmth and unwavering faith. She welcomes all who seek redemption, offering guidance and encouragement on their path towards a brighter future (Neutral Good).

Clerics of Eos: (Priest, MM p.348) Devout followers of the Dawnbringer dedicated to spreading hope and offering solace to those in need (Neutral Good).

Bards of Inspiration: (Acolyte, MM p.342) Traveling minstrels who fill the temple with uplifting music and tales of heroism, inspiring those who hear them (Neutral Good - Use Bard statblock, Monster Manual pg. 340).

Paladins of the Dawn: (Knight, MM p.347) Stoic warriors who stand vigil over the temple, ever ready to defend those in need and uphold the ideals of justice and hope (Neutral Good).

The inhabitants of The Dawnspire exude an aura of hope and optimism. They welcome all who seek redemption, a fresh start, or simply a moment of solace. Clerics offer blessings and guidance, bards share uplifting music and tales, and paladins stand ready to offer aid and protection. There is no pressure to participate in religious observances, but respect for the sanctity of the temple is expected.

2.16 Cyrus Lexicas House

Location: In a quiet corner on the south east side of town.

The air is still and quiet within the secluded corner of Eldoria where Cyrus Lexica's house resides. Sunlight filters through the leaves of nearby trees, casting dappled patterns on the aged wooden walls. A sense of peace and scholarly pursuits hangs in the air, punctuated by the occasional rustle of turning pages from within the house.

Following Lander's guidance, the adventurers arrive at Cyrus Lexica's two-story dwelling. The intricate carvings depicting fantastical creatures and historical events on the aged wooden exterior hint at the scholarly nature of the occupant. As they approach the carved wooden door and knock, a moment passes before they hear the shuffling of footsteps from within.



Cyrus Lexicas House

Some moments after they knock on the door:

The door creaks open, revealing an elf with silver hair braided back and piercing green eyes that sparkle with curiosity. He introduces himself as Cyrus Lexica and invites the party in with a warm smile. Stepping inside, the adventurers find themselves in a haven for knowledge. Bookshelves line the walls, crammed with ancient tomes, scrolls, and maps. A crackling fire warms the reading nook, its inviting glow illuminating the well-worn furniture.



Cyrus Lexica

Introduction: When the adventurers introduce themselves and explain their connection to Lander, Cyrus welcomes them. His eyes lighting up with interest upon learning of their friendship with his old friend. He eagerly asks them to share tales of their adventures, listening intently to their exploits.

The Quest: The conversation shifts towards the purpose of their visit. The adventurers explain they seek a fragment of the Clock of Aeons, revealing Lander's belief that Cyrus holds the key to its location. Cyrus listens intently, a thoughtful expression gracing his features.

A Secret Revealed: Once convinced of the adventurers' trustworthiness (DM discretion on how this is achieved), Cyrus leans in conspiratorially and reveals a secret he's kept hidden. He tells them about stumbling upon a hidden chamber containing a powerful artifact during his past adventures. Fearing its misuse, he has kept the location a closely guarded secret, only hinting at it to those he deems worthy.

Aid for the Worthy: Cyrus then unveils a detailed map of the Whispering Wood, its surface marked with annotations and personal observations gathered during his own explorations. He expresses his belief that the Clock fragment might be the artifact he saw, hidden deep within the forest. Feeling too old for such adventures himself, he offers them the map and his knowledge. He gladly shares everything he knows about the Whispering Wood and its secrets, and even extends the offer to help them research any information or identify any items they discover on their journey. He welcomes them to return at any point, offering his expertise and resources as needed.

The Deathbringer connection: When he learns about Lander's conviction that the Necromancer God Thanatos is behind this, Cyrus is eager to tell the adventurers that a cult of Thanatos is rumored to be active in Eldoria. He has heard that they are using the ruined temple of Erebus. The temple has been deserted for decades, but word on the street is that Thanatos cultists are using it for their dark purposes.

Cyrus suggests that would be wise to deal with them before their trek into the Whispering Woods. "I have always thought it was better to have my enemies in front of me than behind me."

Before they go to the Whispering Wood: Go to the section "Readying for Whispering Wood" on page 24.

Refer to "Appendix B: Player Handouts" on page 41



Cyrus Lexica's Map

2.17 The Temple of Erebus

Location: Eldoria's forgotten corner, on the eastern side of the temple district.



The Temple of Erebus

Temple Features

The walls, floors and ceilings are of stone (basalt).

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 rooms 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 of **AT-03 Secrets of the Shattered Temple**.)

The Exterior:

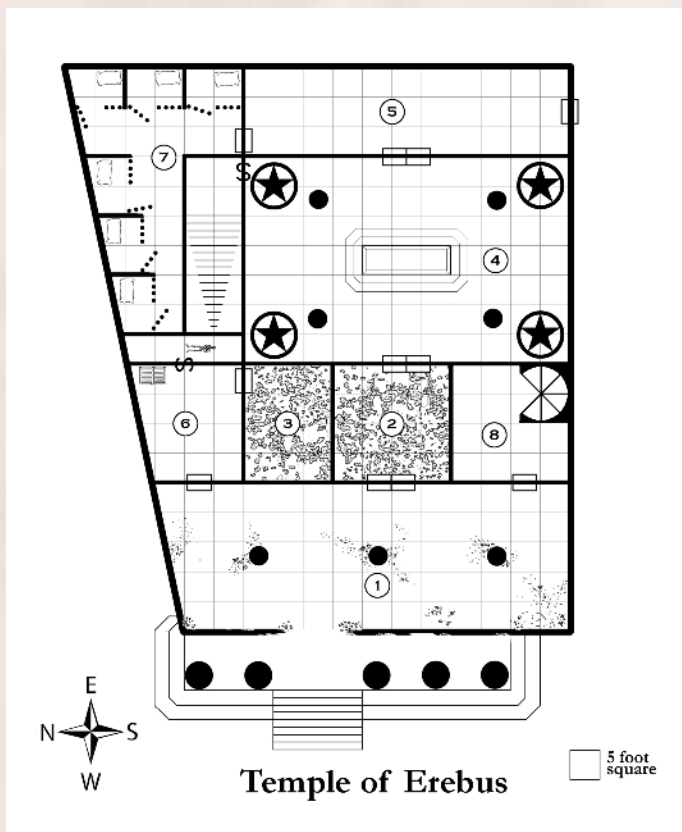
- Crumbling facade of dark, weathered stone, possibly obsidian or basalt, hinting at its ominous purpose.

- Massive, broken pillars lie scattered around the base, like fallen sentinels. Vines and creepers may strangle the remaining upright ones.

- The grand entrance, once imposing, is now a gaping maw, choked by debris or overgrown with thorny plants.

- An unsettling silence hangs heavy in the air, broken only by the occasional rustle of wind or the cry of a carrion bird.

Main Level



Area 1: Entrance Hall

Light: Sunlight filters through cracks in the ceiling, illuminating dust motes dancing in the air.

Environment: Dusty, Silence

The grand entrance lies in ruins, its double doors shattered and overgrown with weeds. A palpable sense of dread hangs heavy in the air.

As you pass through the broken doorway, you enter a large entrance hall.

When the characters enter this area, they notice an old man with a hunched back and wearing a filthy tattered gray robe sitting in the rubble. He disturbs the quiet as he stumbles to his feet, spreading a cloud of dust and debris as he staggers toward the group.

He yells at them:

Old Man: "Go away! Followers of Thanatos aren't welcome here.

"Go on now. You don't want to be here if Erebus shows up." He turns and slowly walks back to his corner. He looks back over his shoulder, "Some day Erebus will return and you will all be sorry then. I tell you." He continues walking away, "I remember when people respected the temple of Erebus." He sits back down in his spot.

Creatures:

Corvus Grimhollow: (Commoner) An old man who once was a follower of Erebus. The deathbringers find him harmless and leave him alone. He was a rogue, but now lives in his memories. If

the PCs can convince him that they are not followers of Thanatos, and perhaps give him a few coins, he can tell them that the deathbringers seldom come through this way. He knows that all these doors are locked, and he doesn't think that they have a key.

He is unaware that they always use the door at the back of the temple (refer to room 5).

The double doors and the single doors on either side of the east wall, are all large stone doors, and they are all locked.

Area 2: Collapsed Corridor

Light: Dim light from room 1, entrance Hall (if those doors are open).

Environment: Dusty, Cramped

This corridor is filled by a pile of rubble, blocking your path. A narrow passage can be seen winding around the debris to the double doors at the far side.

The doors to area 1 are locked.

A perceptive character might spot a glint of metal beneath the rubble – a magical shortsword

Treasure: Magical Shortsword (+1 to hit and damage)

Area 3: Collapsed Storeroom

Environment: Dusty, Cramped

The once-organized storeroom is now a chaotic jumble of broken shelves and scattered supplies. Strange chittering sounds emanate from beneath the rubble.

Creatures:

2 Enhanced Giant Spiders (New Monster, page 45)

Enhanced Giant Spider (Large beast) (450 XP)

AC 14 **HP** 36 **SPD** 30 ft., climb 30 ft

STR +2 **DEX** +3 **CON** +2 **INT** -4 **WIS** +0 **CHA** -3

Senses: Blindsight 10 ft., Darkvision 60 ft

Languages: Common

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.

The spiders jump out from under the rubble and attack anyone who enters the room.

Area 4: Sacrificial Altar

Environment: Cold, Ominous

The room is dominated by a raised stone altar, stained dark with dried blood. Towering statues of skeletal figures guard the corners of the chamber. There is another pair of double doors on the far wall.

A shallow niche behind a cracked statue conceals a pouch containing gold coins and a silver amulet engraved with a skull.

Treasure:

50 gold pieces

1 silver amulet (worth 100 gp to a collector).

Secret Door (behind broken statue in north-east corner): This opens to a dark 10 foot wide stairway going down to the west. It leads to a secret door at the end of the lower landing that is behind a bookcase in area 10.

Area 5: Guarded Hall

Light: Dim flickering light from a couple of torches in metal sconces on the wall.

Environment: Cold, Drafty

The hallway is long and dimly lit. Two figures clad in tattered black robes pace back and forth, their eyes fixed on the far end of the corridor.

The priestesses are intently focused on the door at the north end of this 15 foot wide corridor. Neither door at either end of this corridor, nor the double doors in the center of the west wall are locked. If the PCs quietly open the door before entering, they will surprise them.

If the PCs enter through the double doors (from area 4), the priestesses attack them on sight.

Otherwise, if the PCs do not attack them, they are more cautious than most other cultists they have encountered, demanding proof of authority or attempting to convert the party to the worship of Thanatos.

If the PCs want to convince them that they are interested in becoming cult members, the priestesses suggest that they could prove their sincerity by defeating the creatures beyond the northern door (area 7).

Creatures:

2 Death Priestesses (New monster. page 45)

| Death Priestess (Medium LE human) (450 XP) |
|--|
| AC 14 HP 45 SPD 30 ft. |
| STR +1 DEX +2 CON +2 INT +1 WIS +2 CHA +1 |
| Skills: Deception +5, Intimidation +4, Religion +5 Senses: darkvision 60 ft., passive Perception 13 Languages: Common |
| Spells (Spell save DC 13) Cantrips (at will): <i>Sacred Flame</i> , <i>Thaumaturgy</i> 1st level (4 slots): <i>Bane</i> , <i>Inflict Wounds</i> 2nd level (3 slots): <i>Hold Person</i> |
| Bone Shortsword. MWA: +5, 1d6+4 piercing Chant of the Dead (Recharge 5-6). One creature within 30 feet, (DC 13) WIS save or 5d6 necrotic & Disad on next attack, half damage on failed save and no Disad. |

Area 6: Treasury

Environment: Opulent, Deserted

The once-grand treasury is now a dusty chamber. A single, ornate chest dominates the room, its surface etched with strange symbols.

A magical glyph wards the chest.

Trap: Glyph of Warding (5d8 radiant damage on touch)

Inside the chest lies a collection of ceremonial daggers and a single, cracked unholy symbol of Thanatos (radiates strong necromantic magic)

Treasure:

4 ceremonial daggers (each worth 25 gp)

1 cracked unholy symbol of Thanatos

Secret Door: A dusty alcove concealed behind a faded tapestry on the east wall holds a crumbling skeleton clutching a scroll. It is a spell scroll containing the *Summon Skeletal Spirit* spell. Anyone who can cast a third level spell can cast this spell from the scroll as if it were on their spell list, but cannot copy it into a spell book, or otherwise preserve it to cast more than once. Once the spell is cast the scroll crumbles to dust.

Summon Skeletal Spirit

3rd-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour



You call forth an undead skeletal spirit.

It manifests in an unoccupied space that you can see within range. This corporeal form uses the Undead Skeletal Spirit stat block (below). The spirit resembles a skeleton. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

| Undead Skeletal Spirit (Medium undead) |
|--|
| AC 14 HP 20 SPD 30 ft. |
| STR +1 DEX +3 CON +2 INT -3 WIS +0 CHA -1 |
| Immunities: necrotic, poison, exhaustion, frightened, paralyzed, poisoned Senses: darkvision 60 ft., passive Perception 10 Languages: understands the languages you speak |
| Actions Necrotic Bolt. Ranged Spell Attack: +6, r. 150 ft., 2d4+6 necrotic damage. |

Area 7: Prison Cells

Environment: Damp, Musty

These cramped cells once held prisoners awaiting sacrifice. Now, they are home to a pair of emaciated figures – corrupted cultists who have embraced the touch of undeath.

This L shaped room is long and narrow, with rows of small stone cells along one side. The back wall and walls between the cells are made of solid stone, while the front wall of each cell is composed of thick iron bars. Each cell contains a straw-filled pallet on the floor, suggesting that they were once used to house prisoners. The doors to the cells are all open. The air is thick with the scent of decay and desperation. Two emaciated figures can be seen within, their eyes glowing with an unnatural light.

Creatures:

2 Ghouls (MM p.148)

Area 8: Guarded Passage

Light: Dim light from room 1, entrance Hall (if that door is open).

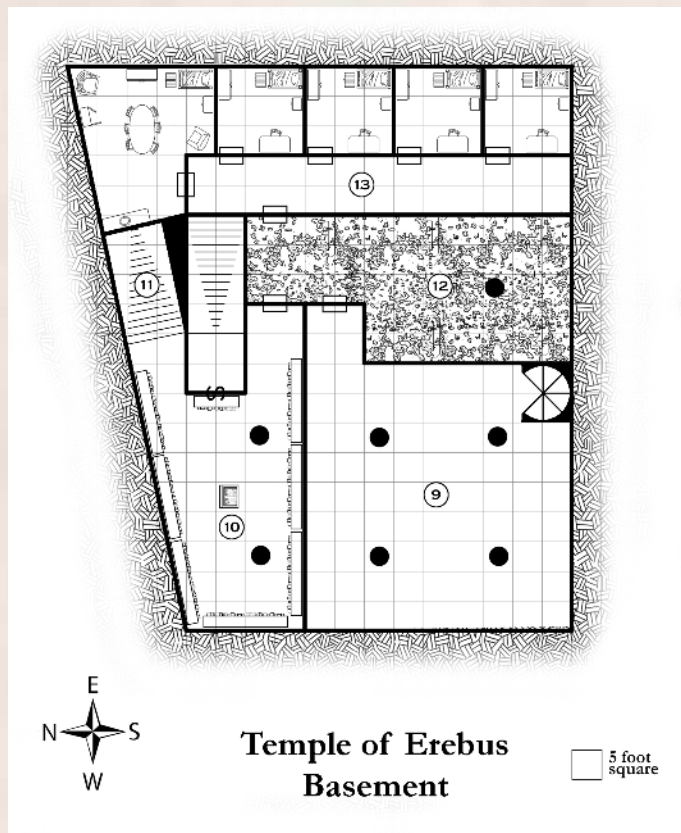
Environment: Cold, Drafty

A spiral stone staircase fills the corner of this chamber, leading down into the darkness. Two skeletal figures stand guard, their eyes glowing with an unnatural light.

Creatures:

2 Wights (MM p.300)

Basement Level



Area 9: Hall of Whispers

Light: One dim, flickering Torch.

Environment: Eerie, Whispering voices

The chamber is large and empty, save for a single, flickering torch casting dancing shadows on the walls. The air is filled with an unsettling whisper, as if countless voices are speaking at once. An inscription in faded script adorns the wall: "Those who seek forbidden knowledge must face the guardian's gaze."

The shadows coalesce and attack when the party enters the room.

Creatures:

1 Shadow Demon (MM p.64)

Area 10: Guarded Library

Light: Dim, Eerie Green

Environment: Dusty, Silent

The room is filled with towering bookshelves, their contents shrouded in dust. A faint green glow emanates from a lectern in the center of the room, illuminating an open book. Two imposing figures stand guard, their armor tarnished and bearing the marks of undeath.

Creatures:

2 Deathbringer Knights (New Monster, page 44)

Deathbringer Knight (Medium LE undead) (450 XP)

AC 18 **HP** 114 **SPD** 30 ft.

STR +4 **DEX** +1 **CON** +3 **INT** +0 **WIS** +1 **CHA** +2

Skills: Athletics +6, Intimidation +6, Perception +5

Senses: darkvision 120 ft., passive Perception 15

Languages: Common

Parry. Adv on DEX saves against attacks that would make it drop its longsword or shield.

Undead Fortitude. If reduced to 0 HP, Make (DC 10)CON save to drops to 1 HP instead. This can be used only once.

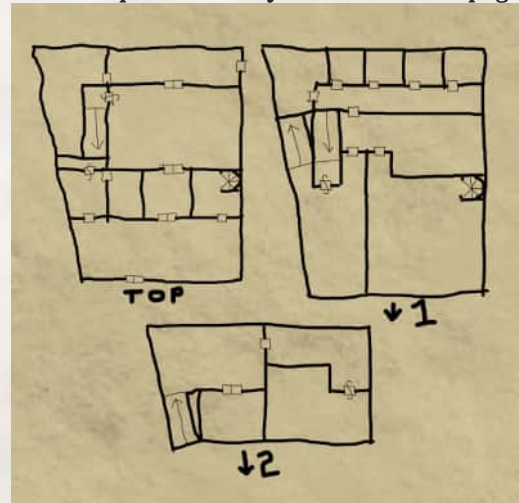
Multiattack. 1 Shield Bash & 1 longsword

Longsword. MWA: +7, 1d8+4 slashing

Shield Bash. MWA: +7, 1d6+4 bludgeoning. If smaller than the knight, make (DC 15) STR save or be knocked prone.

The open book details a ritual to empower a chosen champion of Thanatos. Amongst the dusty tomes, a character can find a hidden compartment containing a scroll of *Blight* and a map of hidden passages within the temple.

Refer to "Appendix B: Player Handouts" on page 42



Erebus Temple Map

Treasure:

- 1 Book with a ritual to empower a chosen champion of Thanatos.
- 1 scroll of *Blight*
- 1 Map of hidden passages within the temple (revealing secret doors in Rooms 4, 6, 10 and 15).

Secret Door: (behind a bookshelf): This hidden passage leads to the Sacrificial Altar (Room 4) on Floor 1.

Area 11: Collapsed Staircase

Environment: Debris covered, treacherous

The staircase leading downwards has collapsed, leaving a treacherous gap. Debris and dust cover the broken steps.

The staircase leading to the Sub-basement has crumbled, leaving a treacherous gap that requires an Athletics check (DC 15) to cross without falling. (Falling deals 1d6 bludgeoning damage).

Area 12: Hall of Whispers

Environment: Debris covered, Obstructed

The room is blocked by a massive pile of rubble, making passage difficult. A faint scraping sound can be heard from within the debris.

Animated Armor stirs within the debris, attacking any creature that approaches.

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 -1 WIS -4 CHA -5

Immunity: poison, psychic, blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages: -

Antimagic Susceptibility. Incapacitated in *antimagic field*. If targeted by *dispel magic*, it makes a CON save or unconscious for 1 minute.

False Appearance. While motionless, indistinguishable from a normal armor.

Multiattack. 2 melee attacks.

Slam. MWA: +4, 1d6+2 bludgeoning

Area 13: Ruined Acolyte Chambers

Environment: Dusty

This dark corridor has several identical doors along the east side and one on the north end.

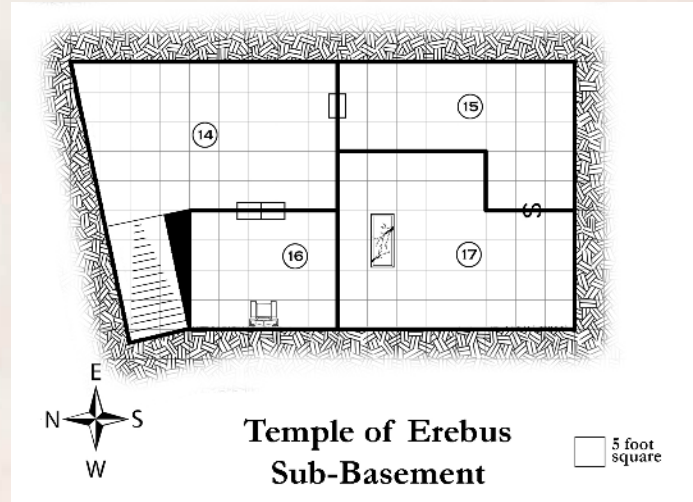
The doors each open to small rooms. These small chambers once housed acolytes of Thanatos. Now, they stand empty save for cobwebs, old furniture and scattered bones. They are all identical except for the larger room on the north side. It was the chamber of the high priest of Erebus. A hidden compartment

beneath a loose floorboard in this chamber contains a couple of small bottles of liquid.

Treasure:

- 1 vial of Alchemist's Fire
- 1 Potion of Healing.

Sub-Basement Level



Area 14: Guarded Passage

Environment: Cold, Drafty

A long, narrow passage stretches ahead, guarded by a skeletal figure of immense size.

Creatures:

- 1 Skeletal Dragon (MM p.19)

Skeletal Dragon (Medium CE undead) (1,800 XP)

AC 20 HP 185 SPD 50 ft., fly 80 ft.

STR +7 DEX +2 CON +6 INT +1 WIS +2 CHA +0

Skills: Perception +8

Senses: darkvision 120 ft., passive Perception 18

Languages: Draconic

Regeneration. Regains 10 points at the start of its turn.

Undead Fortitude (1/day). At 0 HP, make (DC 10) CON save at the start of next turn to drop to 1 hit point instead.

Indomitable (1/day). When it fails a save, it can choose to succeed instead.

Multiattack. 2 melee attacks.

Slam. MWA: +4, 1d6+2 bludgeoning

A hidden niche in the passage wall conceals a pouch containing 100 gold pieces and a set of thieves' tools.

Treasure:

- 100 gold pieces
- 1 set of thieves' tools



Area 15: Ruined Hall

Light: a faint pulsating red light

Environment: Crumbling

The once grand hall is now a ruin, with the ceiling partially collapsed. Strange symbols etched into the remaining ceiling glow with an eerie red light.

There is a secret door in the south wall that is tied to the symbols. Opening the secret door requires disabling the ward.

These symbols are magical wards, suppressing the full power of Thanatos within the temple. Disabling the ward requires a (DC 18) Intelligence (Arcana) check.

Disabling the ward allows access to the hidden chamber. The secret door unlocks and cracks open.

But also, when the ward is disabled, all remaining undead within the temple receive the "Undead Resilience" feature, which grants them resistance to necrotic damage.

Area 16: High Priest's Chamber

Light: a faint pulsating red light

Environment: Opulent, Decaying

The chamber is a testament to former opulence, with intricate carvings and gold accents now tarnished by time and neglect. A skeletal figure sits upon an ornate throne, its skeletal hands clutching a gnarled staff. The air crackles with necromantic energy.

The skeletal figure is the animated remains of the high priest, bound to the temple and fueled by its dark magic.

Creatures:

Death Master (New Monster, page 44)

Death Master (Medium LE undead) (1,100 XP)

AC 16 **HP** 68 **SPD** 30 ft.

STR +2 **DEX** +2 **CON** +2 **INT** +3 **WIS** +1 **CHA** +3

Skills: Arcana +6, Deception +5, History +5, Insight +4, Intimidation +5, Persuasion +5, Religion +5

Senses: darkvision 120 ft., passive Perception 13

Languages: Common, Infernal

Undead Resilience: Resistance to necrotic damage.

Spells (Spell save DC 13, attack bonus +5)

Cantrips (at will): *Chill Touch*, *Prestidigitation*

1st level (4 slots): *Charm Person*, *Detect Magic*, *False Life*

2nd level (3 slots): *Hold Person*, *Lesser Restoration*, *Misty Step*

Staff of Necromancy: MWA +5, 1d6+3 bludgeoning & 2d8 necrotic

Cast Spell from Staff: *Animate Dead* or *Command Undead*



Treasure:

Staff of Necromancy

Rod of Necromancy

Artifact, Very Rare

(requires attunement)



The Rod of Necromancy is a gnarled staff, its surface etched with strange, otherworldly symbols. The wood is a deep, unnatural black, and it seems to pulse with an inner darkness. At the top of the staff is a skull-shaped pommel, its empty eye sockets seeming to glow with an inner light.

Magical Abilities:

Animate Dead (1/day): The wielder can cast the *Animate Dead* spell at will, without expending spell slots.

Area 17: Thanatos' Inner Sanctum

Light: Dim, Eerie Green

Environment: Oppressive

The chamber is dominated by a massive, obsidian sarcophagus, its lid cracked open to reveal a swirling vortex of darkness. An oppressive silence hangs heavy in the air, broken only by the faint, rhythmic heartbeat emanating from the sarcophagus. The air crackles with potent necromantic energy.

As the party approaches the sarcophagus, a spectral figure rises from the swirling darkness. This is the avatar of Thanatos, the god of death, drawn forth by the weakening of the temple's wards. The avatar appears as a skeletal figure shrouded in black mist, its eyes glowing with an unholy red light.

Creatures:

Thanatos' Avatar (New Monster, page 47)

Thanatos' Avatar (Medium LE undead) (2,300 XP)

AC 18 **HP** 90 **SPD** 30 ft., fly 60 ft.

STR +4 **DEX** +2 **CON** +3 **INT** +2 **WIS** +1 **CHA** +3

Skills: Intimidation +7, Perception +5

Senses: darkvision 120 ft., passive Perception 13

Languages: Common, Infernal

Undead Resilience: Resistance to necrotic damage.

Spells (Spell save DC 13, attack bonus +5)

Cantrips (at will): *Chill Touch*, *Prestidigitation*

1st level (4 slots): *Charm Person*, *Detect Magic*, *False Life*

2nd level (3 slots): *Hold Person*, *Lesser Restoration*, *Misty Step*

Multiattack. 2 claw

Claw. MWA: +7, 2d6+4 slashing

Life Drain (Recharge 5-6). MSA: one within 10 feet. 2d8+2 necrotic & the avatar regains an equal amount.

Tactics: Thanatos' avatar remains near the sarcophagus, using its shadowy nature to avoid attacks. It prioritizes using its life drain ability to heal itself and weaken the party.



After the Encounter: The PCs will find a black rose inside the coffin and on the floor beside the coffin is a bronze amulet. A *Detect Magic* spell will show both of these to be magical.

Within the sarcophagus lies a single, withered black rose. An *Identify* spell will reveal this to be the *Rose of Thanatos*, a legendary artifact that grants its wielder the power to command undead creatures. ***It will not reveal that the item is cursed, and slowly corrupts its wielder, turning their skin pale and their eyes black.***

An *Identify* spell will reveal the amulet to be an *Amulet of Soul Warding*, a powerful artifact that can protect the wearer from negative energy and banish undead creatures.

Treasure:

The Rose of Thanatos (a legendary artifact)
Amulet of Soul Warding

Resolution: Defeating Thanatos' avatar weakens the dark magic within the temple, causing the spectral whispers and undead guardians to fade. The remaining wards on the ruined hall (Room 15) become inert. The party must choose how to deal with the Rose of Thanatos - wield its power at a terrible cost, destroy it, or perhaps seek a way to cleanse its corruption. The Amulet of Soul Warding offers a powerful reward.

Rose of Thanatos

Artifact, Legendary

(requires attunement by wizard or warlock)



The black *Rose of Thanatos* is a semi-sentient magic item. This ring has 8 charges. While holding this rose you gain the following benefits:

Evil Spellcasting. You may spend any amount of charges to cast a necromancy spell at a level equal to the number of charges spent.

Command Undead (1/day): You spend one charge and speak a one-word command to all undead creatures you can see within 60 ft. Each target must succeed on a (DC 13) Wisdom saving throw or follow the command on its next turn.

This rose regains 1d4 + 4 charges at dusk.

Curse: Once attuned to this item you will not willingly do or allow to be done anything that could cause yourself to become un-attuned from it. The rose slowly corrupts its wielder, turning their skin pale and their eyes black. Every time you see a dead body you must make a DC 13 Wisdom saving throw or your skin becomes more pail and your eyes darker. After 4 fails, your skin is white, your eyes black, and your alignment changes. The morality factor of your alignment changes from good or neutral to evil, unless it is already evil.

Amulet of Soul Warding

Artifact, Very Rare

(requires attunement)



The *Amulet of Soul Warding* is a powerful artifact that can protect the wearer from negative energy and banish undead creatures. While holding this amulet you gain the following benefits:

Necrotic Resistance: The wearer of this amulet has resistance to Necrotic damage.

Banish Undead (2/Day): As your action, make a melee spell attack against an undead creature you can reach. On a hit the creature must succeed on a (DC 15) Charisma saving throw or be sent to their home plane. If they are on their home plane, they are sent to the plane of Shadowfell.

Readying for Whispering Wood

Before the adventurers leave Eldoria and strike out across the Whispering Wood, Cyrus will explain his map to them.

Cyrus: "This map is a rough sketch, not meant for precise navigation. I drew it to find my way back, but never returned to share my discoveries.

You can follow a path that leads to a cave where I saw the artifact, an hourglass-shaped object pulsing with blue light. I believe it's the Clock fragment Lander mentioned. It was guarded by a mechanical owl, so I left it alone. But many paths crisscross the Whispering Woods.

Day one: Follow the coast north until you reach the river's mouth. Camp there.

Day two: Head west for 25 miles.

Day three: Travel north five miles. Look for a path into the woods. On the path you will find a cabin with woodcutters, stay the night.

Day four: Not much farther along the path you will come to the heart of Whispering Wood. Here you will hear the whispers that gives the Whispering Woods its name and the woods thicken. After about 15 miles, look for a hidden path marked by a map on a rock. Camp there.

Day five: Follow the map to a clearing with a still pool. Continue to the temple ruins.

Day six: Beyond the temple, cross a wooden bridge and enter a strange thicket. One of the strangest places I have ever seen. At the end of the path, exit the thicket and find a cave at the cliff base. Rest there.

Day seven: Enter the cave and find the hourglass. Beware of potential dangers.

Monsters are unpredictable. Focus on finding the artifact."

PART 3: THE WOODLAND



Cyrus Lexica's Map (refer to handout on page 41)

Gear Up and Set Off: Before venturing into the Whispering Wood, the party should acquire necessary supplies, including food, water, and any magical items they deem useful. Remember, the round trip journey is two weeks long, and foraging might be necessary.

The Whispering Wood doesn't extend to Eldoria's walls. **Note that the map's scale is not to scale.** Most people would head north-northwest for a day to reach the woods' edge. To find the specific entry point marked on Cyrus' map, follow Eldoria Bay's northern coastline for about a day, reaching the unnamed river's mouth. You then spend the next day going exactly west for 25 miles. Next you go north for 5 miles and look for Cyrus' trail into the woods.

The area south of the Whispering Wood is lightly forested, but the edge of the dense wood is easily distinguishable.

Designate a party member skilled in navigation to follow Cyrus' directions. This character makes a (DC 15) Intelligence (Survival) check. Success quickly leads to Cyrus' path. Failure extends the search by an hour per point that the check failed.

3.1 The Woodcutter's Ambush

Location: The Whispering Wood



The cabin belongs to three woodcutters, they were surprised and killed by three giant boars, who are examining the bodies.

As the party presses onward, following the trail marked on Cyrus' map, the woods begin to thin, revealing a small clearing bathed in the warm afternoon sun. A weathered cabin sits nestled amidst a grove of ancient oaks, smoke curling lazily from its chimney. However, as the party approaches, they see two giant boars circling three human bodies lying motionless on the ground.

If the party succeeds in a (DC 10) group stealth check they will surprise the boars. If surprised, the boars will not attack before the second round of combat.

Creatures:
2 Giant Boars (Monster Manual, page 323)

| |
|--|
| Giant Boar (Large beast) (450 XP) |
| AC 12 HP 42 SPD 40 ft. |
| STR +3 DEX +0 CON 36 INT -4 WIS -2 CHA -3 |
| Senses: passive Perception 8 Languages: - |
| Charge. 20 feet toward and hit, take +2 slashing and (DC 13) STR save or knocked prone. Relentless (1/Rest). At 0 HP, if damage was <11, it is at 1 HP instead. |
| Tusk. MWA: +5, 2d6+3 slashing |

After the Encounter:
The woodcutters' cabin offers a potential respite for the party. Inside, they can find basic supplies such as food, water, and a makeshift bed. A hidden compartment behind a loose stone in the fireplace conceals a small pouch containing 300 gold pieces.

Treasure:
300 gold pieces

3.2 The Woodland Hag

Location: The Whispering Wood



After leaving the Woodcutters' cabin, the characters follow the trail for about an hour.

The woods grow denser as the party presses onward, the sunlight filtering through the canopy in dappled patches. Strange whispers seem to echo through the undergrowth, and an unsettling chill creeps into the air. Suddenly, a gnarled, skeletal hand emerges from the undergrowth, grasping at a party member's leg

Creatures:
1 Night Hag (Monster Manual, page 178)

| |
|---|
| Knight Hag (Medium NE fiend) (1,800 XP) |
| AC 17 HP 112 SPD 30 ft. |
| STR +4 DEX +2 CON +3 INT +3 WIS +2 CHA +3 |
| Skills: Deception +7, Insight +6, Perception +6, Stealth +6 Resistances: cold, fire, bludgeoning, piercing & slashing from nonmagical not from silvered weapons Immunities: Charmed Senses: darkvision 120 ft., passive Perception 16 Languages: Abyssal, Common, Infernal, Primordial |
| Innate Spellcasting. CHA (save DC 14, +6 to hit). At will: <i>detect magic</i> , <i>magic missile</i> 2/day each: <i>plane shift</i> (self only), <i>ray of enfeeblement</i> , <i>sleep</i> Magic Resistance. Adv on save vs. spells and magical effects. |
| Claws. MWA: +7, 2d8+4 slashing |

Tactics:
The hag's Change Shape, Etherealness, and Nightmare Haunting actions are left off the above abbreviated stat block

because it will not use any of these in this encounter (and it does not possess a *heartstone*.)

The hag will use its spellcasting abilities to weaken and confuse the party, relying on its Charmed condition to hinder their attacks. If reduced to half hit points or fewer, the hag will attempt to flee into the undergrowth.

After the Encounter:

The hag's lair, a hollowed-out tree, contains additional treasure, stolen items from previous travelers.

Treasure:

150 gold pieces

200 silver pieces

2 Pearls (value 100 gp each)

1 Potion of healing

1 *Cloak of Elvenkind* (DMG p.158)

3.3 The Gloaming Road



As you step into the Heart of the Whispering Wood, a wave of oppressive silence washes over you. Sunlight struggles to penetrate the dense canopy overhead, casting the forest floor in an unsettling twilight. The air grows thick and cloying, heavy with the scent of decaying leaves and damp earth. An unnatural stillness hangs in the air, broken only by the occasional rustle of unseen creatures and the faint creaking of ancient branches groaning under their own weight.

Then, you begin to hear it – a pervasive whispering that seems to emanate from the trees themselves. The whispers are faint at first, like the rustling of leaves in a nonexistent breeze. But as you venture deeper, the whispers grow louder, more insistent. They sound like countless voices murmuring in a forgotten tongue, their words swirling around you, impossible to decipher yet strangely unsettling.

Effect:

A pervasive magical aura settles over the party as they enter the heart of the Whispering Wood. The very air seems to crackle with unseen energy, and the whispers that seemed like mere rustling leaves moments ago become distinct, insidious voices murmuring in the trees.

Saving Throw:

Wisdom Saving Throw (DC 15): On a successful save, a character feels a prickling unease crawl up their spine but remains focused. They resist the distracting whispers and visions.

Failure: On a failed save, a character is beset by a wave of unease and disorientation. They suffer disadvantage on their next attack roll, ability check, or saving throw. Additionally, they experience a distracting vision – a fleeting glimpse of a shadowy figure flitting through the trees, a whispered promise of power, or a terrifying image of their deepest fear. The DM can tailor these visions to each character to create a more personal and unsettling experience.

Duration:

The effects of the Gloaming Road last for 1 hour, or until the characters leave the heart of the Whispering Wood.

After the Encounter:

After the initial effects wear off, the characters may still feel a lingering sense of unease. The whispers may continue to echo faintly in their minds, tempting them to stray from the path or succumb to their darkest fears. The DM can use this encounter to foreshadow the dangers that lurk within the forest and to create a sense of paranoia and distrust among the party members.

3.4 The Sylvan Gatekeepers

Location: The Heart of the Whispering Wood



A few minutes traveling along the path after entering the heart of the Whispering Wood:

You enter a small clearing bathed in dappled sunlight that filters through the leaves overhead. Towering trees stand sentinel around the clearing, their gnarled branches reaching towards the sky like skeletal fingers. Lush green moss carpets the forest floor, and vibrant wildflowers add splashes of color to the scene.

Suddenly, a flurry of movement catches your eye. Three grotesque creatures, twisted from gnarled branches and decaying leaves, erupt from the undergrowth on the outskirts of the clearing. Their misshapen bodies contort into a semblance of limbs, and their single glowing eye fixes upon you with a predatory glint. These Twig Blights, protectors of the Whispering Wood, have mistaken you for intruders and lash out with a fury fueled by primal instinct.

Creatures:

4 Vine Blights (MM, p.32)

| Vine Blight (Medium NE plant) (100 XP) |
|--|
| AC 12 HP 26 SPD 10 ft. STR +2 DEX -1 CON +2 INT -3 WIS +0 CHA -4 |
| Skills: Stealth +1 Immunities: blinded, deafened Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 10 Languages: Common |
| False Appearance. While motionless, indistinguishable from tangle of vines. |
| Constrict. MWA: +4, 2d6+2 bludgeoning & grappled & restrained (escape DC 12); only one target until grapple ends. Entangling Plants (Recharge 5-6). Does not effect plants, 15-foot r. centered on itself, for 1 minute area is difficult terrain, (DC 12) STR save or restrained, can free yourself (or another) with a (DC 12) STR save action. |

After the Encounter:

Once defeated, the Twig Blights crumble into a pile of twigs and leaves. The party can search the clearing for any signs of the Blights' presence, such as animal bones or discarded weapons (DM's discretion). This encounter serves as a warning of the dangers that lurk within the Whispering Wood and the forest's fierce protectiveness of its inhabitants.

Searching the area, the PC find coin pouches scattered amongst the undergrowth, remnants of previous travelers who have met an unfortunate end.

Treasure:

30 sp in coin

3.5 The Forgotten Path

Location: The Heart of the Whispering Wood

About 15 mile along the path, after entering the heart of the Whispering woods the PC should be looking for hidden path that Cyrus has marked on their map.

Challenge:

The dense thicket along the path at this location appears to be an impassable barrier, blocking your progress deeper into the forest.

Hidden Path: A faint, almost invisible path winds its way through the seemingly impassable thicket. However, this path is so well-concealed that a successful (DC 15) INT (Investigation) check is required to notice it.

Clues:

Carvings on Stones: A (DC 12) WIS (Perception) check will reveal weathered stones amongst the roots of a gnarled tree. An etched pattern, faint and partially obscured by moss and lichen, adorns the surface of one of these stones. A successful INT (Investigation) check (DC 12) allows a character to recognize the pattern as a crude map depicting a winding path through the thicket.

Nature or Survival: Characters on a (DC 12) WIS (Survival) check can attempt to discern subtle clues that might hint at a hidden path. These clues might include:

- **Disturbed Ground:** Certain areas of the undergrowth might appear less dense, suggesting a path frequently trodden upon.
- **Plant Life:** Specific types of plants or fungi might be less densely packed along a hidden path, suggesting a less-traveled route.
- **Scratch Marks:** Faint scratches or chipped bark on the gnarled branches of the trees could be a sign of previous travelers navigating the path.

Success:

If the party successfully deciphers the pattern on the stones or discovers the hidden path through other means, they can navigate the thicket with relative ease. The path itself is narrow and treacherous, but it allows them to progress deeper into the Whispering Wood without having to force their way through the dense undergrowth.

Failure:

If the party fails to solve the puzzle, they become lost within the thicket.

Wasted Time and Frustration: They spend 1d4 hours hopelessly hacking their way through the dense foliage, taking 1d4 slashing damage per hour from thorns and branches.

Your path through the Whispering Wood takes a sharp turn, leading you into a twisted grove unlike anything you've seen before. Grotesque trees, their branches gnarled and contorted into unnatural shapes, intertwine to form a seemingly impenetrable thicket. Thorny vines and tangled undergrowth choke the space between the twisted trunks, creating a dark and oppressive atmosphere. The air hangs heavy with an unsettling silence, broken only by the occasional snap of a twig underfoot.

Aftermath:

Once the party navigates through the thicket, they emerge at the clearing that is marked on their map (area 3.6 The Weeping Glade) from there the path is again clearly visible.

3.6 The Weeping Glade

Location: A clearing in the Heart of the Whispering Wood.



Sunlight struggles to penetrate the dense canopy of the Whispering Wood, casting long shadows across the forest floor. As you press forward, the trees begin to thin, revealing a small clearing bathed in an ethereal glow. A still pool of water lies at the center, its surface reflecting the dappled light filtering through the leaves overhead. Wispy tendrils of mist rise from the pool's surface, swirling and coalescing into the form of a beautiful woman with shimmering skin and hair like spun moonlight. She stands knee-deep in the pool, a look of profound sadness etched on her face. Tears stream down her cheeks, and a mournful sigh escapes her lips as she notices your approach.

Social Interaction:

Charisma (Persuasion) Check (DC 15): With a successful check, the party convinces the Nymph of the nobility of their quest and their potential to bring light back to the forest. She allows them to pass through the clearing unhindered, and may even offer them cryptic advice or guidance related to their goals.

Failure: If the party fails the check, the Nymph becomes suspicious or hostile, believing them to be further agents of the forest's despair. She lashes out with her mournful illusions (see below).

Combat Encounter (Optional):

If the party fails the Persuasion check or attacks the Nymph, they face a combat encounter. The Nymph uses her abilities, such as "Mournful Illusion" and "Blinding Beauty," to weaken and disorient the party. However, she is not inherently malicious and will attempt to disable rather than kill the party members. If the party continues to attack her after it is clear she poses no

real threat, the encounter becomes more difficult, and the Nymph may resort to using her full strength.

Creature:

1 Spectral Nymph (New Monster, page 43)

| Spectral Nymph (Medium N fey) (1,800 XP) |
|--|
| AC 14 HP 33 SPD 30 ft., swim 30 ft. |
| STR -1 DEX +4 CON +1 INT +2 WIS +3 CHA +5 |
| Saving Throws: Adv on saves vs. disease, sleep, magic and magical effects. |
| Skills: Stealth +7, Nature +6, Animal Handling +6, Persuasion +8 |
| Immunities: blinded, deafened |
| Senses: darkvision 60 ft., passive Perception 13 |
| Languages: Common, Elvish, Sylvan |
| Innate Spellcasting. CHA (save DC 16, attack +8). At will: druidcraft, goodberry, mending, resistance, shillelagh 4/day each: <i>detect good and evil</i> , <i>cure wounds</i> , <i>entangle</i> 3/day each: <i>detect thoughts</i> , <i>dispel magic</i> , <i>lesser restoration</i> 2/day each: <i>conjure woodland beings</i> , <i>dimension door</i> , <i>control water</i> |
| Aquatic Spirit. Can breathe & walk on water. |
| Natural Goddess. Nonmagical animals are friendly towards her. Fey and nonmagical animals may come to her aid if needed. |
| Blinding Beauty. All within 30 feet, (DC 16) CHA save or blinded permanently. Can suppress or resume the effect as a bonus action. |
| Mournful Illusion. 1 creature within 120ft that can see her, (DC 16) CHR save or incapacitated for 1d4+1 rounds. Club. MWA: +8, 1d8+5 bludgeoning. |
| Bonus Action Invisibility: While invisible, can't attack or cast spells with somatic components. Attacking or casting a spell that requires concentration ends the invisibility. |

Encounter Aftermath:

Peaceful Resolution: If the party convinces the Nymph of their good intentions, she allows them passage and offers them this cryptic blessing:

Spectral Nymph "The Tree of Whispers holds the key, but beware the watcher in the shadows."

This refers to the tree in the encounter in area 3.9.

Combat Resolution: If the party defeats the Nymph, she withers away into mist, leaving behind a single, perfect pearl (DM's discretion on its properties). However, defeating such a sorrowful creature may come at a moral cost, potentially weighing on the party's conscience.

3.7 The Whispering Statues

Location: A Ruined Temple



Deep within the Whispering Wood, your path leads you to the crumbling ruins of a forgotten temple. Crumbling stone walls stand testament to the passage of time, their surfaces etched with faded murals and weathered inscriptions. Sunlight struggles to penetrate the dense canopy overhead, casting long shadows across the overgrown ruins. A series of statues, crafted from a pale, luminous stone, line the perimeter of a central chamber. These statues depict figures from Manoria's history. An unsettling silence hangs in the air, broken only by the faintest whisper that seems to emanate from the stone itself.

As the party approaches the statues, they begin to hear a faint whispering sound, seemingly originating from the stone itself. The whispers are fragmented and difficult to understand, a cacophony of voices speaking in an archaic dialect of Manorian.

Intelligence (History) Check (DC 15): A successful check allows a character to recognize a couple of the figures depicted in the statues as legendary heroes of Manoria: **Elara**, the Sun-Kissed Archer, and **Kaelan**, the Shadowed Blade. The whispers reveal fragments of a forgotten battle against a monstrous creature known as the **Umbra Weaver**, a shadow-borne entity that sought to engulf Manoria in eternal darkness.

Success:

The party gains a deeper understanding of Manoria's history and the heroic sacrifices made to protect it from ancient threats.

Failure:

The party is unable to decipher the whispers or gain any significant information from the statues. They may be haunted by the cryptic messages, leading to feelings of unease or paranoia.

3.8 The Sunken Bridge

Location: A River in the Forest



As you press deeper into the Whispering Wood, the trees thin, revealing a wide, swiftly flowing river. A rickety wooden bridge, its weathered planks groaning under their own weight, spans the gap between the banks. However, upon closer inspection, you discover that the bridge is in a state of disrepair. The central section is partially submerged beneath the rushing water, its aged timbers slick with moss and algae. The sound of the churning water fills the air, adding to the sense of precariousness.

The bridge itself is a rickety construction of weathered wood and rusted iron supports. The rushing water churns and gurgles beneath the submerged sections, creating a sense of urgency and danger. The party can hear the groan of the bridge timbers under their weight, adding to the precariousness of the situation. Moss and algae cling to the damp wood, making the footing treacherous.

Dexterity (Acrobatics) Check (DC 12): Characters can attempt to navigate the submerged sections of the bridge with a Dexterity (Acrobatics) check.

Success: A character carefully picks their way across the submerged planks, avoiding the rushing water.

Failure: On a failed check, a character loses their footing and plunges into the river. They are swept downstream for a short distance (DM determines distance) and must make a (DC 10) Strength (Athletics) check avoid being pulled under. They take 1d4 bludgeoning damage from the fall and are soaked and disoriented.

Alternate Solution:

Dexterity (Woodworker's tools) check (DC 15): If the party has a character has woodworkers tools and is proficient with

them, they can attempt to repair the bridge, making it passable for everyone.

Success: The character manages to secure loose planks and reinforce the bridge's structure, allowing the party to cross safely. This process takes approximately 1 hour.

Failure: On a failed check, the character's attempts to repair the bridge fail. They might damage the structure further, making it even more dangerous to cross (increase DC of Dexterity (Acrobatics) check by 2).

3.9 The Time-Twisted Thicket

Location: Dense undergrowth within the Whispering Wood



The undergrowth here is dense and tangled, with roots twisting and shifting in unnatural ways. Time seems to warp around you, making it difficult to maintain your footing. As you push deeper into the thicket, a faint whisper echoes through the trees, hinting at unseen dangers.

Moving through the thicket, even on the path, counts as difficult terrain, which halves all the PCs move rates. Also, the distorted gravity and time requires a (DC 13) Dexterity (Acrobatics) check to navigate. Failure imposes disadvantage on all future attack rolls until the character exits the thicket.

The shadowy path continues through the thicket for a short distance before it passes a peculiar, ancient tree, its bark etched with strange symbols.

This is the "Tree of Whispers" mentioned in the cryptic blessing the party received from the Spectral Nymph.

As they near the ancient tree a shadow attempts to surprise the party member that is at the back of their marching order. It makes a DEX (Stealth) check with +6 on the check because of the dim light in the shadows, vs. a Perception check made by the PC. On a success the party is surprised at the start of combat.

Creatures:

1 Shadow (MM p. 269)

| Shadow (Medium CE undead) (100 XP) |
|---|
| AC 12 HP 33 SPD 30 ft., swim 30 ft. |
| STR -2 DEX +2 CON +1 INT -2 WIS +0 CHA -1 |
| Skills: Stealth +4 (+6 in dim light or darkness) Vulnerabilities: radiant Resistances: acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Immunities: necrotic, poison, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained Senses: darkvision 60 ft., passive Perception 10 Languages: - |
| Shadow Stealth. In dim light or darkness, Hide action as a bonus action. Sunlight Weakness. In sunlight, Disadv on attack rolls, ability checks, and saving throws. |
| Strength Drain. MWA: +4, 2d6+2 necrotic, & 1d4 reduction to STR score. Dies if STR is reduced to 0. Otherwise, lasts until short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later. |

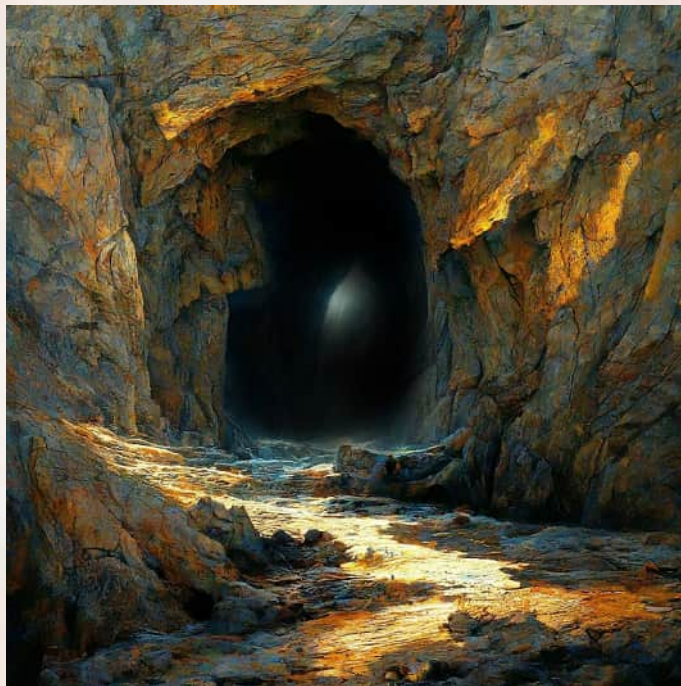
After the Encounter:

A (DC 15) INT (Investigation) check to interpret the symbols reveals this message:

"The object you seek will slip from your hands. Fret not, perseverance will be rewarded."

3.10 Echoes of the Past

Location: Cavern Entrance



The party follows the path to a point where they exit the thicket. They are at the base of a stone cliff face. They soon locate a cave at the cliff base.

They see a faint light, flickering somewhere deep within the cave. Puck will remind them that Cyrus said that they should rest here.

Cautiously entering the cave, the party proceeds down the natural stone passageway toward the light. When they turn the corner they see a shimmering portal, casting distorted images on the walls.

The characters witness a vision on the other side of the portal. It is a vision of a distant past.

The vision begins with a world bathed in ethereal light. The gods, in their divine forms, commune in a celestial realm. Their laughter echoes through the cosmos, a symphony of creation and balance.

Gaia tends to a sprawling garden, her hands nurturing life into existence. Xythan, a serene figure, sits in his majestic throne watching over his entire domain, his power second only to Gaia herself.

Xylon, the keeper of time, sits beside a cosmic hourglass, its sands flowing smoothly. He speaks calmly, his voice carrying across the celestial expanse. "The Clock of Aeons is a delicate balance, a rhythm to the universe. It ensures the eternal cycle of life and death, a harmonious dance."

Eos and Erebus stand as guardians of dawn and dusk, their energies intertwining to create a perfect day. Pontus and Ge shape the world below, their domains complementing each other. Uranus watches over it all, his gaze filled with cosmic wisdom.

The harmony is palpable, a testament to the divine order. The gods work in unison, their powers intertwined to maintain the delicate balance of creation and destruction.

The portal only exists for a minute or two. The PCs cannot interact with it in any way. After a couple of minutes, the portal closes and darkness returns to the natural stone corridor.

3.11 The Clockwork Guardian

Location: Cavern Interior



The PCs enter a chamber carved from the natural stone, 25 feet across with a 25 ft. ceiling. In the center is a low pedestal with a faintly glowing metal hourglass sitting on its near edge, behind which stands a clockwork owl as tall as a man.

A towering, clockwork owl stands guard over the cavern's heart. Its rusted armor gleams in the dim light, and its red eyes glow with a mechanical intensity.

If any character approaches the hourglass or makes any action that the owl could consider threatening to the hourglass or to itself, it will attack.

Creatures:
1 Clockwork Guardian (New Monster, page 47)

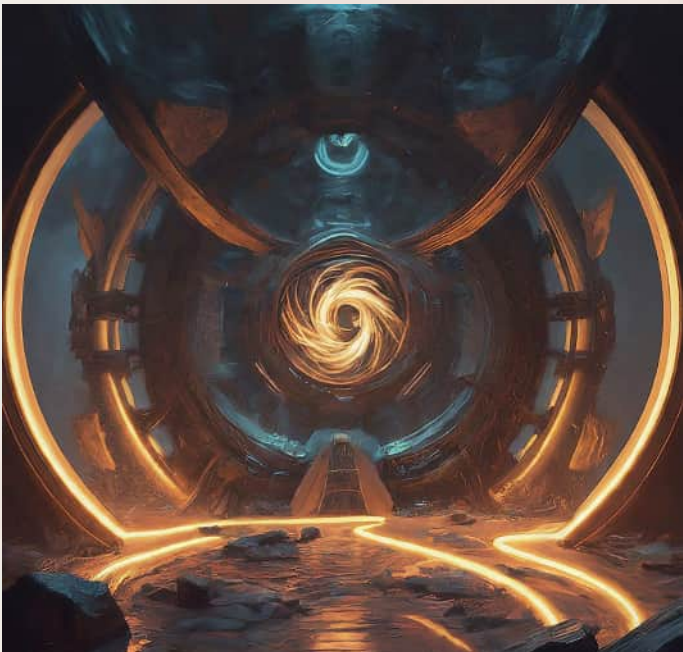
| |
|---|
| Clockwork Guardian (Medium construct) (1,100 XP) |
| AC 18 HP 114 SPD 30 ft., fly 40 ft. |
| STR +4 DEX +2 CON +3 INT +0 WIS +1 CHA -3 |
| Skills: Perception +5 Senses: darkvision 120 ft., passive Perception 15 Languages: - |
| Multiattack. 2 attacks: one beak & one claws. Beak. MWA: +7, 2d6+4 piercing Claws. MWA: +7, 2d4+4 slashing Clockwork Bolt. RWA: +7, r.60/120, 2d6+2 piercing |

Tactics: The clockwork guardian will attempt to fly above the battlefield and use its ranged attacks to harass its enemies. If grappled, it will attempt to escape using its high Strength.

After the Encounter: When the PCs retrieve the hourglass, it disappears. Any search of the chamber will reveal a secret door. It is in the form of a heavy stone slab that can easily be pushed aside to reveal a 40 ft. long, 10 foot wide passage ending in another heavy stone door.

3.12 The Clockwork Chamber

Location: Hidden Cavern Chamber



Following the defeat of the Clockwork Guardian, a hidden passage within the chamber is found. Pushing past heavy stone slabs, you enter a larger, more technologically advanced chamber. The air hums with a faint electrical energy, and the walls are adorned with strange metallic symbols that glow with an eerie blue light. In the center of the chamber stands a pedestal of polished obsidian, upon which rests the single fragment of the Clock of Aeons you retrieved earlier. However, your attention is drawn to a swirling vortex of shimmering energy that crackles with chaotic power in the corner of the chamber. Distorted echoes and images flicker within the vortex, each one a fragment of a terrible memory.

The Clockwork Chamber is a stark contrast to the natural caverns surrounding it. The smooth, polished surfaces and glowing symbols speak of a forgotten technology. The swirling vortex crackles with an unsettling energy, casting flickering shadows that dance across the chamber walls. The fragmented echoes emanating from the vortex are chilling and filled with a sense of immense power and despair.

Somehow, the PCs are overcome with an obsession to stand and watch the vision playing in the vortex ignoring, for now, the hourglass that they came here to get.

The swirling vortex is a conduit to the past, revealing another vision to the PCs.

The vortex reveals another vision of the past. The once harmonious celestial realm is now shrouded in an ominous twilight. The gods gather again, their faces etched with concern. Xylon, once serene, now appears troubled, his eyes filled with a dark intensity.

Gaia speaks to Xylon, "It has come to my attention that you have become a jailer, hoarding souls and preventing their passage into the afterlife. This act of defiance against the natural order is disrupting the delicate balance of the cosmos. These actions make it clear that you can no longer be entrusted with the peaceful transition of spirits from the mortal plane to the afterlife."

Xythan and the other assembled deities nod in agreement.

Xylon speaks, "A shadow has fallen upon the Clock," his voice, once soothing, now carries a note of desperation. "A malevolent force seeks to disrupt its rhythm, to bend time to its will ... and it has effected me as well."

There is no way for the PCs to know that these are Xylon's memories. He is hoping they will provide the party with a deeper understanding of the conflict that led to the Sundering. That they will learn about Thanatos' involvement and the potential consequences of failing to reassemble the Clock.

Before the PCs retrieve the Clock fragment, proceed to section 3.13 below.

3.13 The Chronophage's Hunger

Location: Still in the Hidden Cavern Chamber

The vortex doesn't close when the vision finishes. The air grows thick with a cloying, oppressive energy. The faint hum of electricity intensifies, punctuated by a low, rhythmic thrumming that seems to resonate within your very bones.

The once brilliant blue glow emanating from the Clock fragment now flickers erratically, casting distorted shadows that writhe and twist across the metallic walls. A sudden, bone-chilling shriek shatters the oppressive silence. Emerging from the swirling vortex of chaotic energy you witnessed earlier is a creature unlike anything you've ever encountered.



The Chronophage, a grotesque embodiment of temporal hunger, lunges towards the party, its maw agape, revealing rows of razor-sharp teeth that drip with a sickly purple ichor. The battle begins immediately.

Creature:

1 Chronophage (New Monster, page 43)

Chronophage (Large CE monstrosity) (2,000 XP)

AC 16 **HP** 185 **SPD** 40 ft.

STR +7 **DEX** +2 **CON** +6 **INT** +1 **WIS** +2 **CHA** +0

Skills: Perception +8

Senses: darkvision 120 ft., passive Perception 18

Languages: -

Memory Drain: Start of each turn, range 10 ft., 1 creature aware of its presence makes (DC 18) WIS save or 1d8 psychic damage and forgets a single long-term memory of the DM's choosing.

Desperate Hunger: When below 1/2 max HP, its attacks are more erratic and ferocious & it's vulnerable to attacks targeting its mind.

Regeneration. Regains 10 HP, start of its turn

Undead Fortitude (1/day). At 0 HP, (DC 10) CON save to drop to 1 HP instead

Indomitable (1/day). Can choose to succeed on a failed save

Multiattack. 1 bite and 2 claws.

Claws. MWA: +12, 2d6+7 slashing

Bite. MWA: +12, reach 10 ft., 3d8+7 piercing & 2d6 necrotic

This encounter is designed to be deadly. The Chronophage's Memory Drain ability can significantly hinder the party's ability to combat the creature effectively, especially if it targets characters with crucial knowledge or skills. The party must focus on dealing significant damage while simultaneously protecting their minds from the Chronophage's assault.

Encounter Aftermath:

The party is now free to recover the hourglass. A *detect magic* spell will identify it as magical, from the Chronomancy school of magic. An *Identify* spell will reveal it to be the *Hourglass of Entropy* and all of the information contained in the sidebar.

Defeating the Chronophage is a significant victory, but it comes at a cost. The party members must grapple with the loss of memories inflicted by the creature. This loss could impact their understanding of the current situation, their motivations, or even their relationships with each other (DM's discretion). The party may need to find a way to recover these lost memories, potentially leading them on a new quest or forcing them to rely on incomplete information (not covered in this adventure).

Hourglass of Entropy

Artifact, Legendary
(requires attunement)



The Hourglass of Entropy resembles a beautifully crafted hourglass, though its sands are not golden but a swirling vortex of shimmering motes of darkness. The glass itself is cool to the touch, and etched with intricate silver sigils that seem to writhe and shift ever so slightly.

Magical Abilities:

Glimpse of Fading Echoes (once per day): As an action, the user can pour some of the swirling motes of darkness from the hourglass onto the ground. The motes coalesce, forming a shadowy image that depicts a scene from a specific point in the past related to the location where the hourglass was activated. The user can ask a single question about the scene depicted. The hourglass then provides a brief, cryptic answer through a series of distorted images or fragmented whispers. The DM determines the exact nature of the scene and the answer provided.

Accelerated Decay (twice per day): Pour a limited amount of the swirling darkness from the hourglass onto a humanoid within 5 feet and cause it to grow older or younger. Make a melee spell attack against a humanoid within your reach. On a hit, the target will suffer the effects of an *Age Humanoid* spell (defined in *AT-00 Time Travel Rules for D&D*) as if it had failed its Time check.

Echoes of Oblivion (once per week): As an action, you can pour all the swirling darkness from the hourglass onto the ground, expending all uses of its other magical abilities. The darkness erupts in a 10-foot radius sphere. All creatures, including yourself, caught within the sphere when it is created must make a (DC 18) Dexterity saving throw or take 8d6 necrotic damage and be stunned until the end of their next turn. Additionally, any object or harmless creature caught in the sphere immediately dies or decays, turning to dust or crumbling into ruin. A creature can choose to be targeted by this effect willingly, sacrificing themselves in this way will destroy any undead creature caught within the sphere. If a creature is destroyed in this way, the hourglass refills and regains all expended uses of its other magical abilities.

3.14 Deathbringers in the Dark

Location: Hidden Cavern Chamber

When the PCs are ready to leave:

Creatures:

Elated by your victory over the Chronophage and the fragment of the Clock of Aeons secured, you turn to leave the Clockwork Chamber. As you push open the heavy stone slabs concealing the hidden passage, a wave of stale air and an unsettling silence greet you. You cautiously step into the room where you fought the clockwork owl, only to be met with four cloaked figures standing in the center of the chamber, their faces obscured by dark hoods. An unholy symbol, a skull wreathed in black flames, adorns their chests. Behind them, two skeletal warriors, their empty sockets flickering with an unnatural blue light, stand ready for combat.



- 4 Cultist Acolytes (*AT-02 Quest for the Mithral Sphere*, page 22)
- 2 Skeletons (MM, p. 272)

| Cultist Acolyte (Medium LE Human) (50 XP) |
|---|
| AC 14 HP 11 SPD 30 ft. |
| STR +0 DEX +2 CON +1 INT +1 WIS +2 CHA +0 |
| Senses: darkvision 60' |
| Languages: Common |
| Cantrips (at will): <i>Sacred Flame</i> , <i>Thumaturgy</i> |
| 1st Level Spells (3 slots): <i>Guiding Bolt</i> , <i>Inflict Wounds</i> |
| Dagger. MWA: +4, 1d4+3 piercing |
| Shortsword: MWA: +2, 1d6+1 piercing |
| Chant of the Dead (Recharge 5-6), range 30'. (DC 12) WIS save or 3d6 necrotic damage, and Disad on its next attack roll. half damage on a save and no other effect. |

Skeleton (Medium LE undead) (50 XP)

AC 13 HP 13 SPD 30 ft.

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

Vulnerabilities: bludgeoning**Immunities:** poison, exhaustion, poisoned**Senses:** darkvision 60 ft., passive Perception 9**Languages:** understands all it knew in life, can't speak**Shortsword.** MWA: +4, 1d6+2 piercing**Shortbow.** RWA: +4, r. 80/320 ft., 1d6+2 piercing

The lead Deathbringer raises a hand, and the silence is broken by a chilling cackle that echoes through the tunnel. "So," he rasps, his voice laced with malice, "you have stumbled upon something you were not meant to find. But fret not, for we shall relieve you of that burden." The cultists draw their weapons, a mixture of wicked daggers and barbed shortwords, and the skeletons clack their bony jaws in a silent threat. Initiative is rolled.

Tactics:

The Deathbringers are cunning and ruthless agents of Thanatos, the God of Undeath. Their primary objective is to seize the Clock fragment for their master.

Coordinated Assault: The cultists will attempt to flank the party members, surrounding them and making it difficult to maneuver. They will focus their attacks on characters who appear to be spellcasters or healers, aiming to cripple the party's support capabilities.

Skeletal Minions: The skeletons serve as expendable distractions. They will attack the nearest characters, attempting to overwhelm them with their numbers.

The cultists each carry a pouch containing 5 silver pieces. One of the pouches also contains a stolen religious symbol of the deity Gaia, a blossoming flower entwined with gnarled roots.

Treasure:

20 silver pieces

1 Religious Symbol (valuable to a temple to Gaia, 100 gp)

Encounter Aftermath:

Defeating the Deathbringers allows the party to leave the chamber with the Clock fragment in tow. However, this encounter serves as a stark reminder of the dangers that lie ahead. Thanatos' forces are actively searching for the Clock, and the party can expect further attacks as they progress on their quest.

3.15 The Nightmare's Rift

Location: Forest Clearing

When the characters exit the cave:

Emerging from the dank confines of the cavern, you burst into a sun-dappled clearing. But the familiar tranquility of the Whispering Wood is shattered. A colossal gash across the fabric of reality above, a swirling vortex of chaotic energy that pulsates with an unnatural crimson light. From this rift, tendrils of shadowy energy writhe and twist, coalescing into a horrifying monstrosity unlike anything you have ever witnessed.

**Nightmare Amalgam****Creatures:****Foe:**

1 Nightmare Amalgam (New Monster, page 48)

Allies:

1 Spectral Nymph (New Monster, page 43)

3 Ethereal Warriors (New Monster, page 46)

Then the ethereal figure you encountered at the Weeping Glade reappears, her spectral form shimmering with newfound intensity. She is joined by a contingent of ethereal warriors, their forms shimmering with otherworldly light.

Give the players copies of the stat blocks for the Spectral Nymph and the Ethereal Warriors. Have one of them play the Spectral Nymph and each of the other players can each play one of the Ethereal Warriors. (If you have more than 4 players, increase the number of Ethereal Warriors so each player can play one.)

The Nightmare Amalgam lets out a deafening screech that rattles the very foundations of the forest. The Guardians of Time, led by the Spectral Nymph, surge forward, engaging the creature in a desperate struggle. The Nymph gestures towards you, her voice echoing in your mind, "Heroes of Manoria, lend your strength! Together, we must repel this monstrosity and mend the tear in reality!" Initiative is rolled.

Tactics:

The Nightmare Amalgam: This monstrous entity is driven by a single purpose – to tear apart the fabric of reality and unleash Thanatos' power upon the world. Its attacks are brutal and chaotic, focusing on inflicting maximum damage and creating openings for the rift to expand.

Guardians of Time: The Spectral Nymph and her warriors fight with a desperate courage. They focus on containing the Nightmare Amalgam and preventing it from reaching the rift. Their ranged attacks can harass the creature and provide valuable support to the party.

| Nightmare Amalgam (Huge CE monstrosity) (3,900 XP) |
|--|
| AC 18 HP 195 SPD 40 ft., fly 40 ft. STR +6 DEX +2 CON +7 INT -4 WIS -4 CHA +4 |
| Skills: Perception +6 Senses: darkvision 120 ft., passive Perception 12 Languages: - |
| Multiattack: 1 Nightmares of the Past, 1 tentacles and 1 bite Tentacles: MWA: +13, reach 10 ft., 3d8+8 bludgeoning Bite: MWA: +13, reach 10 ft., 3d10+8 piercing Nightmares of the Past: range 120', 4 creatures, (DC 18) WIS save or 3d6 psychic & frightened for 1 minute. 1/2 damage and not frightened on save. |
| Legendary Actions: Three, from the options below. One at a time, At the end of another's turn. Regains spent at the start of its turn. Detect: Makes a WIS (Perception) check. Pseudopod: Creates a pseudopod up to 30 feet away, make 1 Tentacle attack. Devour Memory: Range 120', 1 creature it can see, (DC 18) CHA save or lose a random memory. |

| The Rift (Not actually a monster , but a combatant) |
|---|
| Until the Nightmare Amalgam is defeated, 1 in 6 chance each round that the Rift will extend out a misty tentacle to attack any random creature other than the Nightmare Amalgam. Tentacles: MWA: +13, reach 120 ft., 3d8+8 necrotic damage. |

| Spectral Nymph (Medium N fey) (1,800 XP) |
|--|
| AC 14 HP 33 SPD 30 ft., swim 30 ft. STR -1 DEX +4 CON +1 INT +2 WIS +3 CHA +5 |
| Saving Throws: Adv on saves vs. disease, sleep, magic and magical effects. Skills: Stealth +7, Nature +6, Animal Handling +6, Persuasion +8 Immunities: blinded, deafened Senses: darkvision 60 ft., passive Perception 13 Languages: Common, Elvish, Sylvan |
| Innate Spellcasting. CHA (save DC 16, attack +8). At will: druidcraft, goodberry, mending, resistance, shillelagh 4/day each: <i>detect good and evil, cure wounds, entangle</i> 3/day each: <i>detect thoughts, dispel magic, lesser restoration</i> 2/day each: <i>conjure woodland beings, dimension door, control water</i> Aquatic Spirit. Can breathe & walk on water. Natural Goddess. Nonmagical animals are friendly towards her. Fey and nonmagical animals may come to her aid if needed. Blinding Beauty. All within 30 feet, (DC 16) CHA save or blinded permanently. Can suppress or resume the effect as a bonus action. |
| Mournful Illusion. 1 creature within 120ft that can see her, (DC 16) CHR save or incapacitated for 1d4+1 rounds. Club. MWA: +8, 1d8+5 bludgeoning. |
| Bonus Action Invisibility: While invisible, can't attack or cast spells with somatic components. Attacking or casting a spell that requires concentration ends the invisibility. |

| Ethereal Warrior (Medium LG fey) (1,100 XP) |
|--|
| AC 18 HP 110 SPD 30 ft. STR +3 DEX +2 CON +2 INT +1 WIS +2 CHA +3 |
| Skills: Athletics +5, Insight +5, Perception +5, Persuasion +6, Religion +5 Senses: darkvision 60 ft., passive Perception 13 Languages: Common, Elvish |
| Ethereal Form: The ethereal warrior can become invisible as a bonus action. While invisible, the warrior can't attack or cast spells with somatic components. Attacking or casting a spell that requires concentration ends the invisibility. |
| Multiattack. two attacks with its longsword. Longsword. MWA: +6, 1d8+3 slashing Heavy Crossbow. RWA: +5, r. 1 00/400 , 1d10+2 piercing. |

The Nightmare Amalgam is a formidable foe, and the party will need to utilize all their skills and resources to overcome it. The additional challenge comes from managing the three-way battle – focusing on damaging the Amalgam while supporting the Guardians of Time and preventing the rift from expanding.

Party Tactics:

The Spectral Nymph is a natural leader and will shout out instructions to her warriors and the PCs emphasizing the following tactics.

Strategic Targeting: The party should prioritize attacking the Nightmare Amalgam while keeping an eye on the rift. Area-of-effect spells or abilities can be effective in damaging both the Amalgam and any stray tendrils of energy from the rift.

Support the Guardians: The Guardians of Time are crucial in containing the Amalgam. The party can use spells or abilities that bolster their defenses or hinder the Amalgam's attacks, allowing the Guardians to hold the line.

Closing the Rift

While defeating the Nightmare Amalgam is the primary objective, the party should also look for ways to mend the rift. This could involve interacting with the rift itself, using a powerful magical artifact, or receiving guidance from the Spectral Nymph.

If you have played the previous adventures, you should be aware of various options here. Let the players decide on how they want to attempt to close the rift, and let that work.

Another vision

Just as the rift closes, it opens again. This time showing the celestial realm. A continuation of the previous vision:

Thanatos, a spectral figure, emerges from the shadows, his form a grotesque mockery of life. His laughter echoes like a chilling wind, carrying promises of eternal dominion.
"I am the end, Xylon," Thanatos sneers. "And all things must end."

A tense silence falls over the celestial realm. The other gods exchange worried glances.

"We cannot allow this," Gaia declares, her voice filled with determination. "We must protect the Clock."

Xythan nods, his expression grim. “We must imprison Thanatos and shatter the Clock,” he proposes, his voice barely audible. “By dispersing its power, we can deny Thanatos complete control.”

The other gods exchange fearful glances. Such a drastic measure would be fraught with peril. Yet, they understand the gravity of the situation.

Gaia adds, “Agreed. But Xylon cannot be held blameless. I propose that he be banished from our presence and his powers over the dead be removed.”

“We must act quickly,” Uranus declares, his voice firm. “Before Thanatos can exploit the Clock’s power.”

The decision is made. A solemn ritual begins, the gods channeling their divine energies into the Clock. As they do, the once steady flow of time within the hourglass becomes chaotic, then violently erupts. The Clock shatters into many fragments, dispersing across the cosmos.

With the Clock shattered, Thanatos, robbed of his ultimate prize, is locked away into the realm of shadows, vowing revenge and Xylon is banished from the celestial realm, his powers greatly diminished.

The rift then closes.

Encounter Aftermath:

If the party defeated the Nightmare Amalgam and mended the rift: The Whispering Wood begins to heal, and a sense of peace settles over the Whispering Woods.

The Spectral Nymph presents the party with a vial of black fluid streaked with silver, swirling on its own, and delivers another cryptic message:

“Beware the echoes of the past, for they can become the chains of the future.”

Then she and the Guardians of Time all fade away.

An *Identify* spell cast on the vial reveals the following:

Time-Stasis Vial

Potion, Very Rare

A *Time-Stasis* potion can freeze time for you and your party for a short period, allowing the party to strategize or escape from dangerous situations. When you drink this potion, you gain the effects of the *Time Stop* spell, with a range of 60 feet and a duration of 1 minute (no concentration required), that affects you and other creatures of your choice within range.

If the party failed: The rift expands, unleashing Thanatos’ power and potentially plunging Manoria into eternal darkness. The remaining Guardians of Time vanish, and the fate of the world hangs in the balance.

3.16 Hobgoblin Ambush

Location: Lightly Wooded Terrain

You can have the players role play the return trip to Eldoria and have some random encounters along the way, or simply allow tell them that the seven day trip back is uneventful and the thicket

no longer has those time warping features, and the whispers throughout the Whispering Woods are much quieter now.

Either way, you should at least include this one encounter on their return to Eldoria.



As the party ventures deeper into the familiar woods, the once oppressive atmosphere gives way to a growing sense of peaceful tranquility. The birdsong are un-muted, and the shadows cast by the trees take on a less ominous quality. Suddenly, a guttural cry echoes through the undergrowth, followed by the clatter of metal and the sharp crack of arrows.

Creatures:

4 Hobgoblins (MM, p. 186)

1 Hobgoblin Captain (MM, p. 186)

Hobgoblin (Medium LE humanoid) (100 XP)

AC 18 **HP** 11 **SPD** 30 ft.

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

Senses: darkvision 60 ft., passive Perception 10

Languages: Common, Goblin

Martial Advantage (1/turn). +2d6 to dam. if target 5' of ally

Longsword. MWA: +3, **1d8+1** slashing damage, or **1d10+1** if used two handed

Longbow. RWA: +3, r. 150/600, **1d8+1** piercing

Hobgoblin Captain (Medium LE humanoid) (200 XP)

AC 17 **HP** 39 **SPD** 30 ft.

STR +2 **DEX** +2 **CON** +2 **INT** +1 **WIS** +0 **CHA** +1

Senses: darkvision 60 ft., passive Perception 10

Languages: Common, Goblin

Martial Advantage (1/turn). +3d6 to dam. if target 5' of ally

Multiattack. 2 greatsword attacks.

Greatsword. MWA: +4, **2d6+2** piercing

Javelin. M or RWA: +4, 5' or 30/120', **1d6+2** piercing

Leadership (1/Rest). Range 30', Duration 1 min., when an ally it can see makes an attack or saving roll, it utters a warning and that ally adds 1d4 to the roll. This ends if the hobgoblin is incapacitated.

Tactics:

The Hobgoblins will ambush the party, using ranged attacks to soften them up before charging in for melee combat.

After the Encounter:

Searching the defeated Hobgoblins finds their Longswords, Javelins and Longbows are in fair shape. The Greatsword is rusty but functional. There is a leather pouch containing gold pieces on the Hobgoblin Captain. Searching the Hobgoblin camp uncovers a set of goblin-crafted hunting gear.

Treasure:

- 4 Longswords
- 1 Greatsword
- 4 Longbows
- 15 Arrows
- 1 set of hunting gear (worth 35 gp)
- 400 gold pieces

PART 4: BACK IN ELDORIA

4.1 Deathbringer Ambush

Location: Eldoria Marketplace

Run this encounter shortly after the party returns to the city.



As the party navigates the bustling Eldoria marketplace, a surge of unease washes over them. The vibrant chatter of merchants and haggling customers seems to fade into the background as an oppressive silence descends upon the crowded street. Suddenly, a group of cloaked figures emerges from the shadows, their faces obscured by dark hoods. The distinctive symbol of a skull wreathed in black flames is emblazoned upon their chests. With a chilling unison, they cry out, “For Thanatos!” and attack.

Creatures:

- 1 Death Priestess (New monster. page 45)
- 3 Cultist Acolytes (AT-02 Quest for the Mithral Sphere, page 22)

| Cultist Acolyte (Medium LE Human) (50 XP) |
|--|
| AC 14 HP 11 SPD 30 ft. STR +0 DEX +2 CON +1 INT +1 WIS +2 CHA +0 |
| Darkvision 60' Languages: Common |
| Cantrips (at will): <i>Sacred Flame, Thumaturgy</i> 1st Level Spells (3 slots): <i>Guiding Bolt, Inflict Wounds</i> |
| Dagger. MWA: +4, 1d4+3 piercing Chant of the Dead (Recharge 5-6). range 30'. (DC 12) WIS save or 3d6 necrotic damage, and Disad on its next attack roll. half damage on a save and no other effect. |

| Death Priestess (Medium LE human) (450 XP) |
|--|
| AC 14 HP 45 SPD 30 ft. STR +1 DEX +2 CON +2 INT +1 WIS +2 CHA +1 |
| Skills: Deception +5, Intimidation +4, Religion +5 Senses: darkvision 60 ft., passive Perception 13 Languages: Common |
| Spells (Spell save DC 13) Cantrips (at will): <i>Sacred Flame, Thaumaturgy</i> 1st level (4 slots): <i>Bane, Inflict Wounds</i> 2nd level (3 slots): <i>Hold Person</i> |
| Bone Shortsword. MWA: +5, 1d6+4 piercing Chant of the Dead (Recharge 5-6). One creature within 30 feet, (DC 13) WIS save or 5d6 necrotic & Disad on next attack, half damage on failed save and no Disad. |

Tactics:

The Deathbringer Acolytes will rush the party, focusing on melee attacks to overwhelm their targets. The Death Priestess will maintain distance, casting spells to support the cultists and hinder the party.

After the Encounter:

The cultists were likely on a mission to seek out specific individuals. Their defeat may lead to a brief investigation by the city guard, potentially involving the party in further events.

Treasure:

- A pouch containing 200 gold pieces on the Death Priestess
- A set of ornate, silvered manacles on one of the Deathbringer Acolytes (worth 100 gp)
- A spell scroll containing *cure wounds* on another Deathbringer Acolytes (worth 50 gp)



4.2 A New Adventure Awaits

The heroes have returned to Eldoria, their minds still reeling from the perils and triumphs of their journey. They head to the abode of their new friend, Cyrus Lexica. Over shared drinks and a hearty meal, they recount their harrowing experiences, from navigating treacherous paths to confronting the enigmatic Spectral Nymph. As the tale reaches its climax, the recovery of the *Hourglass of Entropy* fills the cozy living room with a hushed anticipation. The artifact, a shimmering hourglass filled with swirling sands of time, pulses with an otherworldly energy.

Days turn into weeks as the heroes rest and recuperate in Eldoria, their minds slowly untangling from the complexities of the Whispering Wood. Yet, the allure of further adventure lingers. Little do they know, a new chapter unfolds.

As they stroll through the bustling Eldoria marketplace, a sense of unease washes over them. A growing murmur among the crowd catches their attention. Suddenly, a deafening roar echoes through the city. A gaping tear in reality materializes, its edges shimmering with an otherworldly light. Before their eyes, unsuspecting citizens vanish into the abyss, their screams echoing through the panicked crowd. Monstrous creatures, their forms distorted and alien, begin to emerge from the rift.

The heroes, their instincts honed by previous adventures, find themselves drawn to the heart of the chaos. The fate of the city, perhaps even the world, hangs in the balance. A new adventure unfolds, testing their courage, skill, and resolve.

Appendix A: Magic Item Availability

Magic Item Prices:

For magic item prices use the pdf file "Sane Magical Prices."
Available for free here <https://shorturl.at/j6WKU>

Magic Item availability:

1. There is never more than 6 copies of any specific type of magic item available at any time.
2. Legendary Items and items listed as "Summoning Items" or "Game Changing Items" are not available.
3. For each magic item, roll on the "Magic Item Table" below to determine how many are available for purchase (if any). This is to determine the availability of magic items in this city at the present time. It is NOT an indication of any PCs ability to find a particular magic item.

How to use the Magic Item Table:

First, there is no need to determine the availability for every item on the list. Let your players read over the list and when they tell you that their character wants to purchase a specific magic item, role to see if that item is available. For each magic item, keep note of the date it was checked (the in-game date) and the results. If purchases are made, keep track of how many are remaining.

1. Use the column that corresponds to the size of the town (Saltport Cove is a Village, Eldoria is a City).
2. Use the row that corresponds to the rarity of the item (Common, Uncommon, Rare, or Very Rare).
3. Roll the indicated die. If there is no die indicated this item is not available.
4. If your roll is 6 or less, that is how many of this magic item are available for purchase.
5. If your roll is higher than 6, this item is not available.
6. The number of magic items changes on a regular basis. This is called the towns magic item turnover. This is typically one week, but a town may have a different magic item turnover rate. When a PC goes to purchase a magic item, if the turnover time has passed, zero out any existing number of available items and roll again on the table.

| Magic Item Table | | | | |
|------------------|---------|------|---------|-----------|
| Hamlet | Village | City | Citadel | Rarity |
| 1d12 | 1d10 | 1d8 | 1d6 | Common |
| 1d20 | 1d12 | 1d10 | 1d8 | Uncommon |
| — | 1d20 | 1d12 | 1d10 | Rare |
| — | — | 1d20 | 1d12 | Very Rare |

Town Categories:

Here are the 4 categories for towns in this D&D fantasy setting based on population levels:

Hamlet (population under 100)

A hamlet is a small settlement, often rural, with a population under 100 people. It may consist of a few houses, a small inn or tavern, and perhaps a blacksmith or general store. Hamlets are often located along trade routes or near natural resources like mines or farmland.

Village (population 100-1,000)

A village is a small, compact settlement with a population ranging from 100 to 1,000 people. It typically has a central marketplace, a temple or shrine, a blacksmith, a general store, and a few inns or taverns. Villagers often work as farmers, fishermen, or craftspeople.

City (population 1,000-10,000)

A city is a larger settlement with a population between 1,000 and 10,000 people. It has a well-developed infrastructure, including a central market square, several temples or shrines, a town hall, a militia or guard force, and a variety of shops, inns, and taverns. Cities often serve as regional centers of trade and commerce.

Citadel (population over 10,000)

A citadel is a large, densely populated urban center with a population exceeding 10,000 people. It is typically a heavily fortified place, perhaps with military significance. It has a complex infrastructure, including a central government, a well-organized militia or city watch, a bustling marketplace, numerous temples and shrines, a university or academy, and a wide variety of shops, inns, taverns, and entertainment venues. Citadels are often the seats of power for kingdoms or empires and serve as major hubs of trade, culture, and innovation.

Note regarding Saltport Cove and Eldoria:

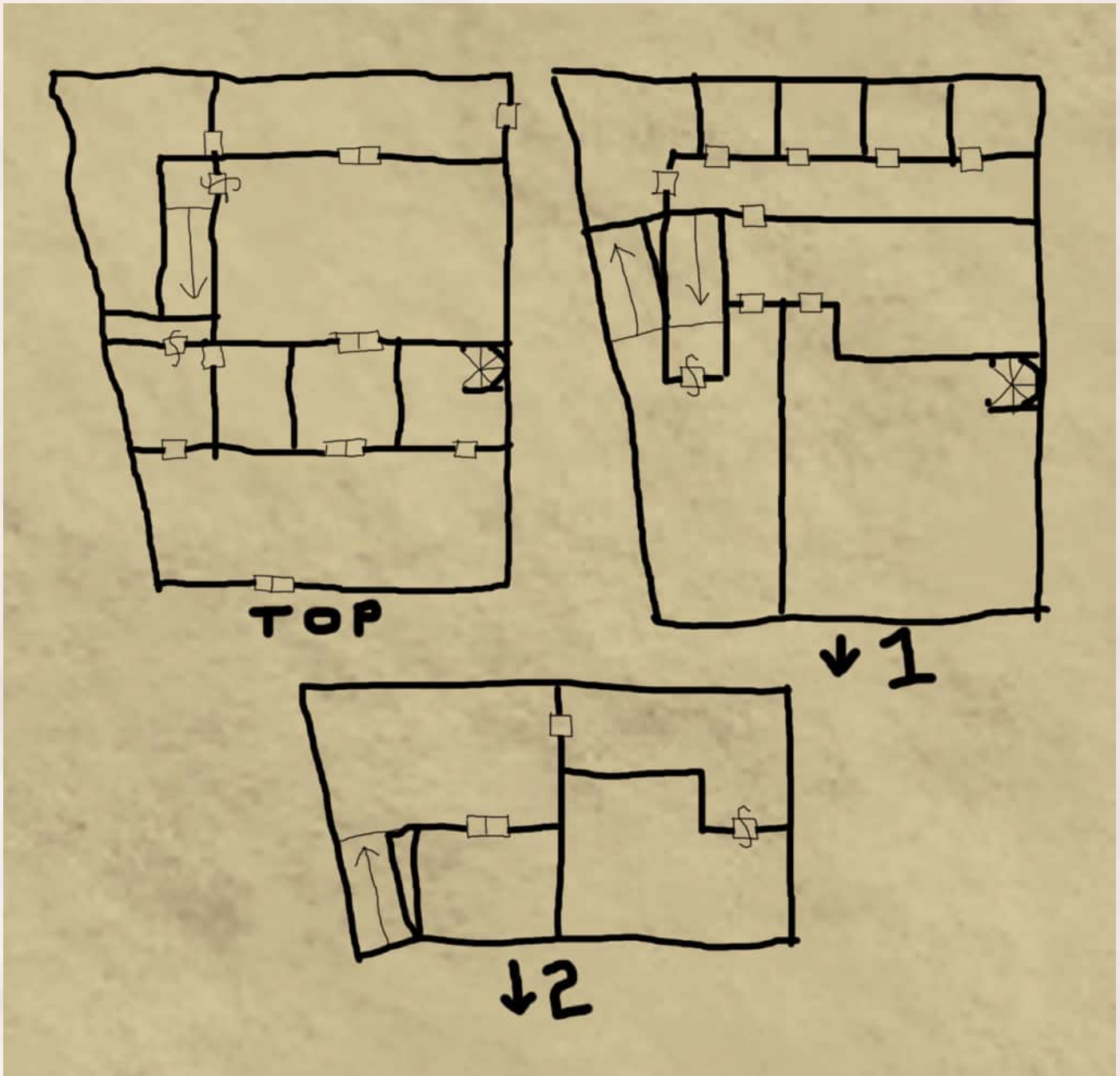
Saltport Cove with a population of 250, is a Village. Up until now there was little demand for magic items, but as word of our heroes recent activity spreads, more adventurers are arriving and demand for magic items is increasing. Magic items are now available here (based on the above Magic Item Table). Saltport Cove has a two week turnover in magic items.

Eldoria with a population of 2,000 is a City. Eldoria has a one week turnover in magic items.

Appendix B: Player Handouts



Cyrus Lexica's Map



Erebus Temple Map

Appendix C: Monsters

CHRONOPHAGE

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 185 (18d10 + 72)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 25 (+7) | 14 (+2) | 22 (+6) | 12 (+1) | 14 (+2) | 11 (+0) |

Skills Perception +8

Senses darkvision 120 ft., passive Perception 18

Languages -

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Memory Drain In addition to its regular attacks, the Chronophage utilizes a horrifying ability – Memory Drain. At the start of each of its turns, the Chronophage targets a character within 10 ft. that is aware of its presence. The targeted creature must make a successful Wisdom saving throw (DC 18) or be subjected to the Memory Drain effect. On a failed save, the character takes 1d8 psychic damage and forgets a single long-term memory of the DM's choosing (ideally a relevant memory related to the campaign or the characters' goals).



The DM should describe the memory being ripped away in a vivid and unsettling manner.

Desperate Hunger As the Chronophage weakens (below half hit points), its hunger intensifies. Its attacks become more erratic and ferocious, but it also becomes vulnerable to attacks targeting its mind.

Regeneration The Chronophage regains 10 hit points at the start of its turn.

Undead Fortitude (1/day) If the Chronophage is reduced to 0 hit points but not killed outright, it must make a Constitution saving throw (DC 10). On a success, it drops to 1 hit point instead.

Indomitable (1/day) When the Chronophage fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack The Chronophage can use its bite and two claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 7) piercing damage plus 7 (2d6) necrotic damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage

Chronophage

SPECTRAL NYMPH

Medium fey, neutral

Armor Class 14 (natural armor)

Hit Points 33 (6d8 + 6)

Speed v

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 18 (+4) | 12 (+1) | 14 (+2) | 17 (+3) | 20 (+5) |

Saving Throws Advantage on all saving throws against disease and sleep, magic and magical effects

Skills Stealth +7, Nature +6, Animal Handling +6, Persuasion +8

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Innate Spellcasting. The nymph's innate spellcasting ability is Charisma (spell save DC 16, attack bonus +8). The nymph can innately cast the following spells, requiring no material components.

At will: *druidcraft*, *goodberry*, *mending*, *resistance*, *shillelagh*
4/day each: *detect good and evil*, *cure wounds*, *entangle*
3/day each: *detect thoughts*, *dispel magic*, *lesser restoration*
2/day each: *conjure woodland beings*, *dimension door*, *control water*



Magic Resistance. The nymph has advantage on all saving throws against spells and other magical effects.

Aquatic Spirit. The nymph can breathe water and walk on it.

Natural Goddess. Nonmagical animals are automatically friendly towards the nymph. Fey and nonmagical animals may come to her aid if she ever needs help.

Blinding Beauty. The nymph's beauty is beyond mortal comprehension and can blind anyone who gazes upon her. All creatures within 30 feet of the nymph must make a Charisma saving throw (DC 16) or be blinded permanently as if by the blindness spell. A nymph can suppress or resume the effect as a bonus action.

ACTIONS

Mournful Illusion. Target one creature. The wrathful nymph can stun a creature within 120ft with a look. The creature must succeed on a DC 16 Charisma saving throw or be incapacitated for 1d4+1 rounds.

Club. *Melee Weapon attack*, +8 to hit, reach 5ft. On hit, target takes 1d8+5 bludgeoning damage.

BONUS ACTIONS

Invisibility The nymph can become invisible as a bonus action. While invisible, the nymph can't attack or cast spells with somatic components. Attacking or casting a spell that requires concentration ends the invisibility.

Spectral Nymph

DEATHBRINGER KNIGHT

Medium undead, lawful evil



Armor Class 18 (plate armor)

Hit Points 114 (12d8 + 48)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 12 (+1) | 16 (+3) | 10 (+0) | 12 (+1) | 14 (+2) |

Skills Athletics +6, Intimidation +6, Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Common

Challenge 2 (450 XP)

Proficiency Bonus +2

Parry. The knight has advantage on Dexterity saving throws against attacks that would otherwise force it to drop its longsword or shield.

Undead Fortitude. If the knight is reduced to 0 hit points but not killed outright, it must make a Constitution saving throw (DC 10) at the start of its next turn. On a success, it drops to 1 hit point instead. This special quality can be used only once.

ACTIONS

Multiattack. The knight makes two attacks, one with its with its Shield Bash. and one with its longsword.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. If the target is a creature smaller than the knight, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. If the target is a creature smaller than the knight, it must succeed on a DC 15 Strength saving throw or be knocked prone.

DEATH MASTER

Medium undead, lawful evil



Armor Class 16 (studded leather)

Hit Points 68 (8d8 + 24)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 14 (+2) | 14 (+2) | 16 (+3) | 12 (+1) | 16 (+3) |

Skills Arcana +6, Deception +5, History +5, Insight +4, Intimidation +5, Persuasion +5, Religion +5

Senses darkvision 120 ft., passive Perception 13

Languages Common, Infernal

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Undead Resilience: The Death Master has resistance to necrotic damage.

Spells (Spell save DC 13, attack bonus +5)

Cantrips (at will): *Chill Touch*, *Prestidigitation*

1st level (4 slots): *Charm Person*, *Detect Magic*, *False Life*

2nd level (3 slots): *Hold Person*, *Lesser Restoration*, *Misty Step*

ACTIONS

Staff of Necromancy. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and 8 (2d8) necrotic damage.

Cast Spell from Staff: *Animate Dead* -or- *Command Undead*



Deathbringer Knight



Death Master

DEATH PRIESTESS

Medium humanoid (any race), any evil alignment

Armor Class 14 (leather armor)

Hit Points 45 (6d8 + 12)

Speed 30 ft.



| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 14 (+2) | 14 (+2) | 13 (+1) | 14 (+2) | 13 (+1) |

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

Senses darkvision 60 ft., passive Perception 13

Languages Common (and any other appropriate to their race)

Challenge 2 (450 XP)

Proficiency Bonus +2

Cantrips (at will): *Sacred Flame*, *Thaumaturgy*

1st level (4 slots): *Bane*, *Inflict Wounds*

2nd level (3 slots): *Hold Person*

ACTIONS

Bone Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target *Hit:* 7 (1d6 + 4) piercing damage.

Chant of the Dead (Recharge 5-6). The Death Priestess spends an action chanting a dark prayer and gestures towards a creature it can see within 30 feet of it. The target must make a Wisdom saving throw (DC 13). On a failed save, the creature takes 5d6 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.

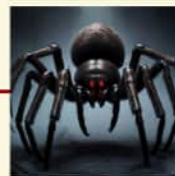
ENHANCED GIANT SPIDER

Large beast

Armor Class 14

Hit Points 36

Speed 30 ft., climb 30 ft.



| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 16 (+3) | 14 (+2) | 2 (-4) | 10 (+0) | 4 (-3) |

Senses Blindsight 10 ft., Darkvision 60 ft.

Languages -

Challenge 2 (450 XP)

Proficiency Bonus +2

Spider Climb. Climbs difficult surfaces, & upside down Web Sense. Knows where creatures are in the web. Web Walker. No movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 *Hit:* 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). *Ranged Weapon Attack:* +5, r. 30/60, *Hit:* 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.



Death Priestess



Enhanced Giant Spider

ETHEREAL WARRIOR

Medium fey, lawful good



Armor Class 18 (chain mail)

Hit Points 110 (12d8 + 48)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 14 (+2) | 14 (+2) | 12 (+1) | 14 (+2) | 16 (+3) |

Skills Athletics +5, Insight +5, Perception +5, Persuasion +6, Religion +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Ethereal Form The ethereal warrior can become invisible as a bonus action. While invisible, the warrior can't attack or cast spells with somatic components. Attacking or casting a spell that requires concentration ends the invisibility.

ACTIONS

Multiattack The warrior can make two attacks with its longsword.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target *Hit:* 7 (1d8 + 3) slashing damage.

Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is a creature smaller than the warrior, it must succeed on a DC 13 Strength saving throw or be knocked prone.

SKELETAL DRAGON

Medium undead, chaotic evil



Armor Class 20 (natural armor)

Hit Points 185 (18d8 + 108)

Speed 50 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 25 (+7) | 14 (+2) | 22 (+6) | 12 (+1) | 14 (+2) | 11 (+0) |

Skills Perception +8

Senses darkvision 120 ft., passive Perception 18

Languages Draconic

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Regeneration. The dragon regains 10 hit points at the start of its turn.

Undead Fortitude If the dragon is reduced to 0 hit points but not killed outright, it must make a Constitution saving throw (DC 10) at the start of each of its turns. On a success, it drops to 1 hit point instead. This special quality can be used only once.

Indomitable (1/day) When the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its bite and two claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 7) piercing damage plus 7 (2d6) cold damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.



Ethereal Warrior



Skeletal Dragon

CLOCKWORK GUARDIAN

Medium Construct



Armor Class 18 (natural armor)

Hit Points 114 (12d8 + 48)

Speed 30 ft., fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 18 (+4) | 14 (+2) | 16 (+3) | 10 (+0) | 12 (+1) | 5 (-3) |

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages -

Challenge 4 (1,100 XP)

Proficiency Bonus +2

ACTIONS

Multiattack The guardian can make two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 4) slashing damage.

Clockwork Bolt. *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 8 (2d6 + 2) piercing damage.

'THANATOS' AVATAR

Medium undead, lawful evil



Armor Class 18 (natural armor)

Hit Points 90 (10d8 + 40)

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 14 (+2) | 16 (+3) | 14 (+2) | 12 (+1) | 16 (+3) |

Skills Intimidation +7, Perception +5

Senses darkvision 120 ft., passive Perception 13

Languages Common, Infernal

Challenge 6 (2,300 XP)

Proficiency Bonus +3

ACTIONS

Multiattack. The avatar can use its claws twice.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 4) slashing damage.

Life Drain (Recharge 5-6). The avatar makes a melee spell attack against one creature within 10 feet of it. On a hit, the target creature takes 10 (2d8 + 2) necrotic damage, and the avatar regains hit points equal to the amount of damage dealt.

Description: A spectral figure, a grotesque mockery of life, its form shrouded in an aura of death and decay. Its eyes burn with an unnatural light, and its skeletal hands are outstretched, as if grasping for souls.



Clockwork Guardian



'Thanatos' Avatar

NIGHTMARE AMALGAM

Huge monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 195 (18d12 + 72)

Speed 40 ft., fly 40 ft.



| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|---------|
| 26 (+8) | 14 (+2) | 24 (+7) | 3 (-4) | 3 (-4) | 18 (+4) |

Skills Perception +6

Senses darkvision 120 ft., passive Perception 12

Languages -

Challenge 8 (3,900 XP)

Proficiency Bonus +3

ACTIONS

Multiattack The nightmare amalgam can attack once with its Nightmares of the Past, once with its tentacles and once with its bite.

Tentacles. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target.
Hit: 18 (3d8 + 8) bludgeoning damage.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target.
Hit: 20 (3d10 + 8) piercing damage.

Nightmares of the Past As an action, it can target four creatures within 120 ft. (DC 18) Wisdom saving throw. On a failed save, a creature takes 3d6 psychic damage and is frightened for 1 minute. A creature that succeeds on the saving throw takes half damage and is not frightened.

LEGENDARY ACTIONS

The nightmare amalgam can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The nightmare amalgam regains spent legendary actions at the start of its turn.

Detect The nightmare amalgam makes a Wisdom (Perception) check.

Pseudopod The nightmare amalgam creates a pseudopod of its body up to 30 feet away. The pseudopod can make one Tentacle attack.

Devour Memory In addition to its regular attacks, the Nightmare Amalgam can unleash a horrifying psychic assault. As an action, it can target four creatures within 120 ft. (DC 18) Wisdom saving throw. On a failed save, a creature takes 3d6 psychic damage and is frightened for 1 minute. A creature that succeeds on the saving throw takes half damage and is not frightened.



Nightmare Amalgam