

An Ancient Evil

Adventure AT-01 in the campaign arc

About Time

by Ronny Hart

AN ADVENTURE FOR FIRST LEVEL CHARACTERS.



This is the first adventure in a series of adventures that make up the "About Time" campaign arc. These adventures will take a group of adventurers from level 1 to level 10. It starts with our adventures arriving in the small fishing village of Saltport Cove. In the pursuit of adventure and treasure, they stumble into a time traveling trek where they soon learn of a fractured time travel device and a prophecy of an "Ancient Evil" seeking to break free from its imprisonment. With the help of Puck, a mischievous Fey creature, and the occasional guidance of Lander, a mysterious time traveler, they embark on a quest to mend the time device, prevent the rise of the Ancient Evil, and safeguard the flow of time.



Written for **Bold Against Monsters** (a D&D 5E compatible rules light RPG)

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VTT Pack

Each of the adventures in the "About Time" adventure path includes a free virtual table top (VTT) pack with tokens, maps, handouts, and other playing aids for on-line gaming or printing for use at the gaming table.

AI Use

This adventure utilized artificial intelligence tools to generate creative content, including images and text. While these tools have been invaluable in aiding the development of this work, they are not a substitute for human creativity and judgment. The final product reflects the author's vision and has been carefully reviewed and edited.

INTRODUCTION

This is Dungeon Module **AT-01 An Ancient Evil**. It is the first adventure in the **About Time** campaign. The entire campaign is an adventure arc that will take characters from 1st level to 10th level.

PREPARATION

An Ancient Evil is written for the rules light, D&D 5E compatible, RPG **Bold Against Monsters (BAM)**. It requires the use of the **Bold Against Monsters Core Rule Book** (available here: <https://www.drivethrurpg.com/en/product/527700/bold-against-monsters>), or the **D&D fifth edition (5E) Player's Handbook**, or the **Tales of the Valiant (ToV) Player's Guide**.

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. Monster and Non Player Character (NPC) names are in bold type. The statistics (stat blocks) for monsters are included in abbreviated form with each encounter. Full stat blocks for new NPCs and monsters are provided at the back of this adventure in Appendix "D" & "E". The page number listed after the monster or NPC name indicates where the full stat block can be found. If no page number is listed you can find the monster's full stat block in the 5E *Player's Handbook*.

ENCOUNTER LEVELS

This adventure is designed for a party of **four 1st level Player Characters (PCs)**, you may need to adjust the encounters to account for a larger or smaller party. The encounters may be especially deadly for a smaller party.

As your characters proceed through the *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.

Adventure Background

Once, a delicate balance existed between the realms of the living and the dead. This harmony was overseen by a pantheon of gods, each with their domain. Among them was Xylon, the Shepherd of Souls. He was given the Clock of Aeons, an artifact that regulated the flow of time. With it he ensured the peaceful transition of spirits from the mortal plane to the afterlife.

The Corruption: Millennia ago, Xylon succumbed to a creeping corruption. Whispers from a malevolent entity, the Necromancer God, Thanatos, seeped into his essence. This corruption twisted Xylon's purpose, transforming him from a shepherd into a jailer. He began to hoard souls, preventing them from reaching their rightful destination and bolstering his own power.

The Sundering: The other gods recognized Xylon's corruption and realized the threat Thanatos posed through him. In a cataclysmic event known as The

Sundering, they imprisoned Thanatos, banished Xylon, and fractured Xylon's power by shattering the Clock of Aeons, scattering fragments of the Clock across the timestream. These fragments manifested as powerful magical artifacts, Necrotic Anchors, corrupting areas and warping time around them.

Thanatos' Influence: Thanatos, unable to enter the main realm directly, used Xylon's fractured Clock of Aeons to sow discord and death. He whispers insidious promises to both dead and living mortals, attempting to turn them into an army of undead and cultists. These cultists, known as the Deathbringers, seek to gather the Necrotic Anchors, intending to reunite them and empower Thanatos, allowing him to break free from his prison and unleash his undead dominion upon the world.

Adventure Summary

The adventure begins as the PC arrive in Saltport Cove. They can visit any location and interact with the people who are here. All important Non Player Characters (NPCs) are described at numbered locations on the map, along with the description of the place and any potential quests. They should spend at least the rest of that day and all of the next day here but this time can be extended as long as the players are having fun. On the day they have finished all of the encounters and quests they want to pursue, it will be the last day of the year and the village holds a celebration marking the end of the millennium. The PCs can participate in the activities. As midnight approaches, the celebration is ended by a fireball streaking across the sky and exploding on a nearby island.

The PCs are recruited to go to the island to map it and report on any potential dangers that may be a threat to Saltport Cove.

Just as they step onto the island, they are transported 10,000 years into the past. While there they have a few encounters and meet Lander and Puck (see page 33). Lander asks the PCs to help him to stop Thanatos, then returns them to conduct their exploration of the island, which will be covered on the next adventure in the "About Time" campaign, **AT-02 Quest for the Mithral Sphere**.





PART 1: SALTPORT COVE

These are the final days of the year that also marks the end of winter and of the millennium. The PCs recently met each other and decided to band together and travel to the sleepy fishing village of Saltport Cove where rumors talked of ancient treasure lost somewhere nearby. After a long journey along a perilous mountain trail, they have finally arrived.

When the characters first arrive in Saltport Cove it is just about noon and they have been walking all morning. Read or paraphrase the following:

A salty spray tickles your faces as you cross the ox-cart bridge, revealing the charming chaos of Saltport Cove. Nestled within a rocky inlet, the scent of brine hangs heavy in the air, mingling with the sweet, yeasty aroma that seems to waft from every corner. Sun-bleached fishing nets drape over rigging like forgotten tapestries, and boats bob gently in the harbor, their reflections dancing on the shimmering water. The rhythmic clang of a blacksmith's hammer echoes from somewhere deeper in the town, a counterpoint to the cheerful shouts of fishermen unloading their day's catch. Above it all, a weathered sign creaks ominously in the salty breeze, proclaiming this salty haven as "The Tippy Marlin".

Anyone they talk to in the street tells them that the smell of fresh baked bread is a testament to Mrs. Peal's legendary bakery just around the corner.

WHERE TO GET ADVENTURING GEAR

The PCs can buy anything in the BAM Core Rulebook that's listed for 50 gp or less. The only magic items available are healing potions.

The Net Mender's General Store: All adventuring items other than weapons or armor.

Auldhammer Forge: Medium Armor, Shields, Bows, Arrows, Axes, and Hammers, but none costing over 25 gp.

Encounters in Saltport

The characters are free to explore Saltport Cove however they wish. The three encounters presented here each start with a description of when it would be appropriate to run for the characters .

Encounter. Temporal Awareness

Run this encounter as soon as the characters enter the central plaza, that area between areas 2 and 3 on the map.

As you walk a little further into Saltport Cove, you witness a group of people arguing with their near-identical counterparts. The scene is chaotic, filled with shouts of confusion and disbelief. As the you approach, you see the figures begin to shimmer and fade, some dissolving into nothingness, others reappearing moments later in different spots around the town. A panicked scholar, clutching a stack of weathered scrolls, is muttering something about a powerful artifact causing rifts in time.

You then notice another creature witnessing these events, it appears to be a semi-transparent flying jellyfish, about 2 feet across with two eyes on stalks. Its eyes turn in your direction.

Then he, the scholar, and the duplicates all disappear. Everyone is acting normally again, as if nothing happened.

If asked, none of the people remember anything of the event the PCs witnessed. No one that they ask in this town know anything about the flying jellyfish, with the exception of Sheriff Amelia Waveshield (see area 2 - The Saltbreeze Stockade). The jellyfish is Lander (see page 33). The fact that the PCs could see this event indicates to Lander that the PCs have a heightened sense of the flow of time around them. Later in this adventure he will be asking them for help.

Encounter. Cultist Ambush

Run this encounter any time they are walking around town.

As you are walking around Saltport Cove you hear a commotion coming from a narrow alleyway ahead. A young fisherman stumbles out, clutching his arm and bleeding. He gasps out a warning about cloaked figures before collapsing unconscious.

The fisherman appears to be stable, just unconscious. If healed to 3 HP (his maximum) he runs off while looking back at the alley. When the PCs investigate the alleyway three figures that were hidden in the shadows jump out and attack.

Three ragged figures lunge forward from the shadows, crude bone axes held high. Their eyes gleam with a mad fervor as they charge towards you.

Have each PC make a DC 15 WIS check. PCs that fail the check are surprised and don't act during the first round of combat. The Cultist won't hesitate to use themselves as human shields to protect each other.

Creatures: 3 Cultist Fanatics
[The full stat block is on page 35]



Cultist Fanatic

AC 12 HP 5, SPD 30' Darkvision 60'
STR -1 DEX +0 CON +0 INT -1 WIS -1 CHA +0
Improvised weapon: +3, 1d6+1 slashing

Tactics: The mindless fanatics charge blindly into battle, screaming the praises of Thanatos. "*For Thanatos! We claim this land for the eternal night!*" They fight to the death.

Hidden alter: As the battle progresses, a hastily closed hidden compartment in the alleyway cracks open to reveal a crude altar adorned with fish bones and dark candles.

Treasure: Searching the fallen cultists reveals a single pouch containing a brass amulet with a symbol of a human skull engraved on its surface (worth 5 sp).

Examining the altar reveals a scrap of parchment with a single unfinished sentence "*The time has come to call all Deathbringers to ...*"

Encounter. Finn is Spooked

Run this encounter their first morning here.

As the PCs are just finishing breakfast at the Topsy Marlin, a frantic fisherman named Finn bursts through the door. His face is pale, and his eyes are wide with fear.

(See **Captain Finn Kelley's** stat block on page 30)

Finn claims he was fishing near the island of Aethelgard the night before when a strange light erupted, followed by a deafening boom. He saw monstrous shadows moving on the island and barely escaped with his life. The other villagers scoff at his story, calling him a drunken fool.

Sheriff Amelia was just leaving the Topsy Marlin as Finn came in with his story. (See **Amelia Waveshields** stat block on page 29) She approaches the PCs, concerned about the potential for panic. She tells them that she has quite a lot she needs to take care of this morning and asks them to discreetly talk to Finn, see if there's any truth to his story, and calm him down before he causes a scene. She says that if they will do her this favor, she will make it up to them.

Resolution: Through careful questioning, the PCs might learn Finn is a known embellisher, but his fear seems genuine. They can investigate his boat (finding a singed fishing net) and talk to other fishermen who saw a strange light in the distance, lending some credence to his story.

Reward: Sheriff Amelia appreciates the PCs' discretion. She says:

Sheriff Amanda "*I am authorized to hire assistants from tome to time when conditions warrant. If a situation arises were your talents would be useful, I'll let you know.*"



Locations in Saltport

These are the notable places indicated on the Saltport Cove map.

1. The Tipsy Marlin Rest, Relief, and Revelry

This cozy tavern/Inn is the only one in town and is the heart of Saltport Cove. Owned by a gruff but kind half-orc named Brint “Salty” Brineborn, the Tipsy Marlin offers warm meals, a well-stocked bar, and rooms for weary travelers. Salty loves swapping stories with patrons and can be a source of local gossip and lore (especially after a few drinks).

The building is a two-story structure built with weathered, salt-washed wood. A large, brightly colored marlin flag flaps in the wind above the entrance. Several mismatched lanterns hang from the porch overhang, casting a warm glow on arriving patrons.

Servers

Fiona: A cheerful and friendly human barmaid who greets guests with a warm smile.

Grog: A burly halfling server who quickly and efficiently attends to patrons’ needs.

Patrons

Like the rest of Saltport, a mixture of Races: 75% human, with the remainder being dwarves, elves, and halflings.

Occupations: Sailors, fishermen, merchants, locals, and travelers.

Mood: Merry and convivial, with patrons enjoying drinks, chatting, and listening to the live music.

As the PCs enter the Tyspy Marlin, read or paraphrase the following:

The weathered oak door of the Tipsy Marlin creaks open with a sigh, releasing a wave of warmth, savory smells, and a chorus of boisterous laughter into the cool noon air. Stepping inside, you find yourselves enveloped in the cozy embrace of Saltport Cove’s only tavern.

A large stone fireplace dominates one wall. Wooden beams crisscross the low ceiling, adorned with fishing nets, model ships, and the occasional mounted trophy fish.

Several round tables are scattered about the room. Stools and high-backed chairs beckon weary travelers. In a corner, a worn leather armchair sits beside a small, overflowing bookshelf.

Behind the bar, an array of tankards, mugs, and bottles filled with every shade of the rainbow line the shelves. The savory aroma of roasting meat and fresh bread mingles with the ever-present tang of salt from the nearby sea.

Brint “Salty” Brineborn

At the center of it all stands Brint “Salty” Brineborn, (see his stat block on page 30) the tavern’s half-orc owner and bartender.

As the PCs walk up to the bar, Salty greets the PCs with a nod and a mug of his finest ale.

Salty “Travelers! Looks like you will be in need of food and lodging. Here you go. first drink is on the house.”

He sets a full mug in front of each of you.

Salty is a gruff but kind-hearted owner and bartender who takes pride in his tavern and is always happy to chat with patrons. Salty is a heavily-muscled half-orc with graying tusks and a mane of unruly dark hair.



Salty “Rooms are 1 gold piece per night, food and drinks all day are included, as long as you don’t over do it. That keeps the countin’ simple.”

Salty points to a board behind the bar where he has scrawled several names, evidently current guests, some of them have a few marks behind their name. If a PC asks about the marks, Salty tells them that those are for days they haven’t paid yet. With a stern expression he says, “Don’t worry. Everybody pays Salty.”

Then, with a smile, he says:

Salty “Put your gold piece on the bar and I’ll put your name on the board. Then you can have lunch now, dinner later and breakfast in the morning. Rooms are upstairs, each of you can find one that’s empty and has a key in the lock.”

“When you are ready to leave Saltport, gather up your stuff and put the key back in the lock. You will have to pay for each day that you have the key.”

Salty accepts them for whatever name they give him. If the PCs pay for their rooms he says:

Salty *"Welcome to the Tippy Marlin."*

If the PCs ask about ancient lost treasure around saltport they learn the following from Salty:

Salty *"Aye, folks are always talkin' bout there bein' treasure to be found on the haunted island. But nobody is foolish enough to find out for sure. They say that anyone who has ever tried never returned."*

"Nasty volcano sticks out like a sore thumb on the west side, just twelve miles from Saltport. You can see it if yer squintin' on a clear day."

"You might ask old man Eldrin, he climes to know all there is to know about it. He's sittin' right over there."

Tippy Marlin Encounters:

Old Man Eldrin (Sailor): A weathered man with a face tanned like leather and a bushy white beard that reaches his chest. He sits hunched over a tankard of ale, a faraway look in his eyes. (Been in Saltport Cove for 40 years). If asked about the haunted island:

Old Man Eldrin *"That would be Aethelgard, aye... that's a name that chills the bones. Seen a shipwreck there myself, years back. Spewed right up on the western coast, south of that smoking mountain." If pressed about the island he continues "They say the island's cursed. Strange lights dance at night, and whispers on the wind can drive a man mad. Best leave it be, lads."*

Elara, the Wave Whisperer (Fisherwoman): A strong woman with sun-kissed skin and bright blue eyes that seem to hold the secrets of the sea. She meticulously mends a fishing net, occasionally glancing out the window at the harbor. (Been in Saltport Cove all her life). She overhears the conversation and chimes in:

Elara *"Did I hear you talking about Aethelgard? My grandfather wouldn't go near it. Spoke of a temple swallowed by the earth, guarded by spirits restless and dark." If pressed about folklore she continues, "Legends say an evil god slumbers beneath that volcano, waiting to break free and bring death upon the world. Some even whisper of a cult that seeks to wake it."*

If the PCs ask how they can get to the island, they all tell them that nobody will take them to that island. Maybe they could swim (they all laugh at that suggestion).

If the PCs tell anyone here about their seeing doubles and a flying jellyfish who all disappeared, they will be laughed at and accused of lying or being drunk. If they do persuade anyone that they really did see what they described they'll be advised to report their sighting to Sheriff Amelia Waveshield. She can usually be found at the Saltbreeze Stockade.

2. The Saltbreeze Stockade Justice with a Salty Breeze

This small, two-story building serves as both the town hall and jail. Sheriff Amelia Waveshield, a human woman with a stern demeanor and a keen eye for justice, presides over the law. The jail consists of two sturdy cells on the upper floor and a town-hall and sheriff's office on the first floor.

The Saltbreeze Stockade embodies a sense of order amidst the bustling chaos of Saltport Cove. This two-story structure, built from weathered gray stone, stands resolute against the salty winds.

A single, sturdy door with a barred window dominates the front facade. A large, weathered wooden sign proudly displays the words "Saltbreeze Stockade" in bold lettering.

Interior - First Floor (Sheriff's Office)

As the PCs approach the Sheriff's Office, they notice the sturdy stone building has barred windows and heavy wooden door. They knock on the door, and it opens to reveal a small, sparsely furnished office.

The sheriff's office, located off the town-hall meeting room, is a spartan space adorned with ledgers, wanted posters, and a confiscated weapon or two as grim reminders. A small, worn bookshelf in the corner holds legal documents, local ordinances, and even a few dusty adventure novels for Amelia's off-duty reading.

A door to the left is open to a surprisingly well-lit town-hall meeting room. Sunlight is streams through high windows, illuminating simple wooden chairs facing a small table at the far end.

To the right there is a simple flight of stairs leading up to the upper floor.

Sheriff Amelia Waveshield

(See her stat block on page 29)



As the PCs enter the sheriff's office:

Behind a large wooden desk sits Sheriff Amelia Waveshield. She is a middle-aged woman with a deceptively un-wrinkled face, a stern expression and sharp eyes. Her hair is loose, and she wears a brown leather uniform with a Sheriff's badge.

While Amelia is firm and unforgiving towards lawbreakers, she also possesses a keen sense of fairness and will listen to reason (though convincing her might not be easy).

First meeting with the sheriff

If the PCs are polite and respectful, Sheriff Amelia will welcome them and inquire about their business.

Regarding looking for adventure: She is initially skeptical of the PCs' claims of seeking adventure, but if they can convince her of their good intentions, she will gradually warm to them.

Sheriff Amelia *"I've heard tales of young adventurers seeking glory and fortune in these parts. But let me warn you, this is no place for the faint of heart. The dangers that lurk around Saltport Cove are real and unrelenting."*

Regarding the Flying Jellyfish: If the PCs report what they saw when they first arrived in Saltport, she will listen intently. She appears to believe everything they describe and is especially interested in their report of seeing the flying jellyfish.

Sheriff Amelia doesn't tell the PCs, but she is secretly an ally of a creature that matches the description of their "flying jellyfish." She knows him as Lander, a magical creature that has spent some time talking to her about his travels through time. He has warned her of a future time where a powerful force of evil will lead an army of undead to destroy all of Manoria. A future he is trying to change. Her very serious response to their story is:

Sheriff Amelia *"You may have stumbled onto something that could be quite serious. Any knowledge of this could pose a threat to the people of Saltport Cove. Have you told anyone else about this?"*

Her fear is that the forces of evil will learn that her friend Lander sometimes visits Saltport, a secret she has sworn to keep. If the PCs have talked about this at the Topsy Marlin, or anywhere else, she is comforted that no one took their report seriously. She makes a mental note to herself to contact everyone they have talked to and make sure this doesn't become a story that gets repeated.

Amanda won't let them leave before they promise not to tell anyone else about what they saw. Under penalty of imprisonment, if necessary. She knows she can't arrest them all by herself, but if they leave without swearing secrecy, she lets them know that their next encounter with her will include as many deputies as necessary to apprehend them.

Regarding the Jail: The PCs can ask Sheriff Amelia about the stockade, the prisoners, and any rumors or unusual events she may have heard.

She will provide them with basic information, such as the location of the prison cells.

However, if the PCs press her too much about sensitive topics (such as the identity of the prisoners or the nature of their crimes), she will become evasive and refuse to answer.

Sheriff Amelia *"I cannot divulge such information to strangers. My duty is to protect the integrity and security of the stockade. If you wish to learn more, you will need to earn my trust."*

Interior - Second Floor (Jail)

A steep wooden staircase leads to the second floor, which houses the jail cells.

The air is thick with the stale scent of sweat and regret. Two sturdy iron-barred cells occupy most of the space. Each cell is furnished with a single, uncomfortable cot and a bucket for less glamorous needs.

A small barred window in each cell provides a limited view of the bustling harbor, a cruel reminder of freedom just out of reach.

3. The Salty Docks

A Symphony of Commerce and Salt

The Salty Docks pulse with the lifeblood of Saltport Cove. Here, the rhythmic creak of rocking boats mingles with the boisterous calls of seabirds and the cacophony of human activity. The salty tang of the sea permeates the air, a constant reminder of the power and bounty of the ocean.

The Ships

Masts rise from the docks, their sails billowing in the wind like flags announcing faraway destinations. Fishing vessels of many sizes bob gently in the water, their weathered hulls testament to countless voyages.

A couple of larger merchant ships rest alongside the smaller fishing ships.

A Bustle of Activity

The docks teem with activity. Tanned fishermen, their faces etched with the lines of sun and wind, unload their nets overflowing with glistening fish.

Muscle-dockworkers heave cargo crates onto waiting wagons, their rhythmic grunts echoing across the harbor.

Weathered wooden shacks line the docks, serving as makeshift taverns, bustling fish markets, and salty supply stores catering to the needs of sailors and travelers.

Shrewd merchants hawk their wares – exotic spices, handcrafted trinkets, and nautical charts promising hidden treasures.

Seagulls squawk and squabble overhead, snatching scraps of fish and adding to the cacophony of the docks.

A large, weathered notice board near the harbormaster's office displays announcements of arriving ships, departures, and even wanted posters for pirates or ne'er-do-wells who have dared to disrupt the peace of Saltport Cove.

Encounters at the Salty Docks:

Regarding the Flying Jellyfish: If the PCs ask anyone here about what they saw when they first arrived in Saltport they are met with laughs and ridicule. Accusations range from being tellers of tall tells, to being out of their minds. But most of them decide that they have been drinking too much rum, for so early in the day.

Silas Hawser (the Harbormaster): A gruff but fair man with a weathered face and a booming voice maintains order amidst the chaos. His watchful eyes ensure the smooth flow of traffic and keep a wary eye for trouble.

He maintains a meticulous logbook detailing arriving and departing ships, their destinations, and their captains.

For a well-placed compliment (or a small fee), Silas might be persuaded to share information about specific vessels, their reputations, or even rumors of hidden cargo or daring adventures.

Regarding the haunted island: If asked about the haunted island, Salis suggests they talk to Torben.

Torben: A leather faced man who has spent his life sailing the seas. He is a kind and knowledgeable man, and is always willing to share his stories.

Torben *"Aye, Aethelgard it is. Uncharted and best that way. Nasty rumors whisper about that island, twelve miles north-east of here if ye can believe it. See it yourself, if ye squint real hard. Top of a mountain peekin' through the mist. But that's all you want to see of it, trust me. Cursed place, they say. Filled with creatures that'll make yer nightmares look like kittens and storms that'll turn yer bones to powder. No ship worth its salt will sail there, not for any price. Not. A. One."* Torben shakes his head, his voice laced with a mixture of warning and disgust.

Ingrid (Torben's wife): A skilled cook and a master of local lore is nodding her head in greement with each statement Torben makes.

Other fishermen: A group of hardworking fishermen can provide information about the local fishing grounds.

The fishermen are not hostile and will welcome the PCs to the village. They can give the PCs tips on fishing and navigation.

4. Auldhammer Forge Where Metal Meets Might

The rhythmic clang of hammer on anvil announces Auldhammer Forge. The forge itself is a squat, sturdy building constructed from dark, fire-scorched stone. A wide awning made of rough canvas shades the entrance, offering a respite from the searing heat that emanates from within.

A stout dwarf blacksmith named Durin Auldhammer runs the forge, crafting fishing implements, tools, and the occasional weapon or suit of armor. Durin is gruff but honest, and enjoys good craftsmanship (offering discounts to PCs who appreciate his work).

A massive iron anvil sits proudly in the center of a small, gravel-filled courtyard. Half-finished tools and discarded metal scraps rest nearby, testaments to Durin's ongoing projects.

Leaning against the wall is a collection of well-maintained axes, hammers, and other basic weaponry – available for purchase by adventurers or wary travelers.

As the PCs enter the forge, read or paraphrase the following:

As the PCs approach the forge, they hear the rhythmic clang of a hammer on metal. They see an old, grizzled dwarf in a leather apron working at a small auxiliary anvil. He is tall for a dwarf, and broad-shouldered, with a long brown beard.

Durin Auldhammer

(See his stat block on page 31)



Durin invites the PCs to sit down and share a tankard of ale. He asks them about their travels and their reasons for coming to the forge.

Durin is a kind and wise old dwarf. He tells the PCs stories of his adventures and shares his knowledge of

the region. He also gives them advice on how to improve their skills and abilities.

The PCs can learn a lot from Durin if they ask the right questions. He can teach them about the history of the forge, the techniques of smithing, and the secrets of the dwarves.

Gruff but honest, Durin takes pride in his work and enjoys the company of those who appreciate the art of crafting. He welcomes adventurers and travelers, offering discounts on purchases to those who recognize the quality of his work.

Keen eyes miss little, and Durin might be able to identify the origin or purpose of unusual weaponry brought into his forge. For a hefty price (or a favor rendered), he might even be persuaded to repair or modify such items.

Durin primarily sells mundane items made from iron, but he also has medium armor, shields, arrows, axes, and hammers, for sale (refer to prices in the BAM Core Rule Book) but none costing over 25 gp.

He will sell short or long bows as well, but he doesn't keep them in stock and will require two days to make one. He also sharpens and repairs swords and daggers.

5. Mrs. Peal's Bakery

The aroma of freshly baked bread and sugary confections draws you in long before you even reach Mrs. Peal's Bakery. Nestled amongst the bustling shops of Saltport Cove, this charming little establishment offers a delightful escape from the salty winds and the clamor of the harbor.

A crooked wooden sign hangs proudly above the entrance, proclaiming "Mrs. Peal's Bakery - Where Sweet Dreams Come True" in a whimsical font.

Mrs. Peal, the Baker Extraordinaire

(See her stat block on page 34)



As you push open the weathered wooden door, a wave of warmth and the most enticing aroma washes over you.

A small bell hangs above the door, tinkling merrily with your entrance, announcing your arrival.

The air is thick with the heavenly scent of cinnamon, nutmeg, and freshly baked bread. It's a fragrance that instantly awakens your taste buds and sends a pleasant rumble through your stomachs.

A kindly woman with a warm smile and flour-dusted apron walks over to you.

Mrs. Peal "Welcome to Mrs. Peal's Bakery," She extends a flower dusted hand to the closest one of you. "I'm Mrs. Peal. Could I interest you in a fresh slice of nutmeg pie? It just came out of the oven."

This is Mrs. Peal, renowned for her delectable baked goods and her generous spirit. Her kind eyes sparkle and her smile is as warm as her fresh baked pie.

Mrs. Peal takes pride in her craft and uses only the freshest local ingredients.

She's always happy to chat with customers, sharing stories and offering recommendations based on their preferences. For a regular or someone with a genuine interest in baking, she might even be willing to share some of her secret recipes (for a hefty price or a completed errand, of course).

Mrs. Peal's Bakery Prices

Item	Price	Item	Price
Bread (Loaf)	1 sp	Pies (Slice)	3 sp
Croissants	2 sp	Pies (Whole)	15 sp
Cookie (1)	5 cp	Cupcakes	1 sp
Muffins	1 sp	Coffee (Cup)	5 cp
Brownies	2 sp	Tea (Cup)	1 sp

6. The Net Mender's General Store

For the Practical and the Curious

This cluttered shop sells everything a fisherperson or adventurer might need (other than weapons or armor) - fishing tackle, rope, basic adventuring gear, and various odds and ends. The proprietor is a wiry female gnome named Jingle Silverstring.

A worn sign hanging above the entrance proclaims "The Net Mender's - We Fix More Than Just Nets (But Mostly Nets)".

As you enter Net Mender's General Store an old but wiry gnome, barely taller than a halfling's knee, darts through the cluttered aisles, her curly, messy, silver hair flowing in all directions.

Tinkling bells tied to her clothing announces her every move. She glances up at you as she continues searching through crates and boxes.

She eventually stops, shakes her head, lets out an audible sigh and jumps up on the nearest crate.

Looks at you and says *"You wouldn't happen to know where my crate of adventuring supplies walked of to?"*

Jingle Silverstring, the Gnome Proprietor

(See her stat block on page 32)



Jingle Silverstring

After introductions, Jingle says:

Jingle *"Blast it all to the Goblin Mines! My storeroom's lighter than a pixie's wink! A whole crate full of adventuring essentials - ropes, torches, even the good Dwarven flasks - vanished like smoke in a dragon's nostril! Now, I ain't sayin' who I suspect, but those Salty Scalawags, those rascally young ruffians with more mischief than a bag of squirrels, well, let's just say they're known for their... 'acquisitive tendencies.' If you brave souls could sniff out my missing supplies, I wouldn't be stingy with a reward. Two nice, healing potions for your group, for your troubles, what say you?"*

She pleads with the PCs to find her missing supplies. If they choose to accept her offer, they can talk her into increasing the reward to a healing potion for each of the PCs.

She says that she heard that the Salty Scalawags hang out near the abandoned lighthouse on the outskirts of the village (area 10 on the map).

Jingle is a master bargainer. She loves a good haggle and is always up for a witty exchange. However, beneath her gruff exterior lies a surprising well of knowledge about the local area and its inhabitants.

Before you leave her shop she pleads with you to not harm them.

Jingle

"After all, they are just mischievous teenagers."

Also,

"Would you like to hear a song before you go?"

If they agree to a song, her mood changes immediately. With a big smile she pulls out her lute, which she keeps behind the counter, and regals them with a song, or two, or three. She is an excellent player and has a wonderful singing voice.

7. The Dawnbringer Chapel A Beacon of Light in Saltport Cove

The Dawnbringer Chapel sits atop a gentle rise, overlooking the bustling village of Saltport Cove. This whitewashed structure serves as a beacon of hope and faith for the community. Atop the chapel's peaked roof gleams a magnificent golden sun, the symbol of Helios, the god of light and healing. Attached to the main building is a clock tower. The tallest structure in town. The clock can be read from the Salty Docks. Its large bell chimes one time each hour on the hour.

A well-worn cobblestone path winds its way up the rise, inviting weary travelers and worshipers alike to seek solace within the chapel walls.

Vibrant flower beds, bursting with colorful blooms, flank the path, adding a touch of life and cheer to the surroundings.

The sturdy wooden doors of the chapel are adorned with intricate carvings depicting scenes from Helios' myths. A large brass knocker, shaped like a radiant sun, gleams in the sunlight.

Stepping inside, a sense of peace and tranquility washes over you. Sunlight streams through stained-glass windows, casting a kaleidoscope of colors across the polished stone floor.

The air is filled with the warm scent of incense and the soft strains of music emanating from a hidden pipe organ.

Rows of simple wooden pews face a raised platform at the far end of the chapel, where a gleaming golden altar adorned with a statue of Helios stands bathed in the soft glow of eternal flames.

A basket overflowing with colorful scarves and shawls sits near the entrance, offered to those who may feel out of place due to their attire or heritage – a testament to the chapel's welcoming spirit.

Sunlight filtering through the stained-glass windows casts dancing colored patterns on the walls, creating a sense of awe and wonder within the sacred space.

A tiefling woman with warm brown skin and a kind smile radiating warmth greets visitors to the chapel. This is Alana Sunray, the cheerful priestess who presides over the Dawnbringer Chapel.

As you enter the chapel, you see a tiefling sitting in prayer at the altar. Her eyes are closed in meditation. Her horns, a mark of her tiefling heritage, hold no menace, reflecting her gentle and compassionate nature.

Alana Sunray, the Radiant Priestess

(See her stat block on page 29)



If the PCs approach the priestess:

Alana *"Hello strangers. All are welcome to Dawnbringer Chapel. I am Alana Sunray, the Radiant Priestess. Are you fellow worshipers of our sun god, Helios?"*

She greets them warmly and ask how she can help them. She is interested in hearing about their adventures, and she is happy to offer advice or assistance.

Alana offers spiritual guidance, blessings to the faithful, and healing for those in need (for a donation to the church, of course).

She possesses a deep well of knowledge about the history of Saltport Cove, the tenets of the Helios faith, and perhaps even ancient legends or forgotten lore passed down through generations of priests.

She can give the PCs information useful on their coming quest. She will tell them what she knows, but only if asked directly. She knows about the creation myth, the Pantheon, the Shattered Clock, the Corruption and the Sundering (see the creation myth on page 27 and the Adventure Background on page 3). She is unaware of Thanato's influence or Deathbringer cultists.

8. Saltport Cove's Cemetery

A Resting Place Steeped in Memory

Saltport Cove's cemetery sits atop a windswept hill overlooking the bustling harbor. Weathered headstones and crooked grave markers stand sentinel, each a silent testament to a life lived.

Encounter: Restless Spirits

As you cautiously enter the overgrown cemetery, you are met with an eerie silence. The headstones are weathered and crumbling, and the air hangs heavy with a sense of decay. Suddenly, a low moan echoes through the mist.

Creatures:

4 **Zombies** and 1 **Ghoul**

The zombies shamle towards the PCs, their eyes glowing an unnatural green. The ghoul lunges from the shadows, its claws extended.

Ghoul

AC 12 HP 22 SPD 30' Darkvision 60'

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

Immune: charmed, exhaustion, poison

Darkvision 60'

Bite: +2, 2d6+2 piercing

Claw: +4, 2d4+2 slashing and (DC 10) CON save or **paralyzed** for 1 minute. Target can save at end of each of its turns.

Zombie

AC 8 HP 22 SPD 20'

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

Immune: poison

Darkvision 60'

Undead Fortitude. If not radiant damage or critical hit, At 0 HP, CON save (DC 5 + damage) and go to 1 HP instead.

Slam: +3, 1d6+1 bludgeoning

Tactics: The zombies attack in a relentless wave, using their claws and bites to inflict damage.

The ghoul focuses on one target at a time.

Treasure: If the PCs defeat the undead, they find a small locket hidden under a crumbling headstone. It contains a miniature portrait of a beautiful woman (worth 1 gp).

9. The Whispering Mill

Where Grain Meets Gossip

The rhythmic churn of the watermill creates a constant soundtrack for this squat, stone building. A large wooden waterwheel, glistening with droplets, spins merrily beside the structure, powered by the rushing stream that snakes past.

Ivy creeps up the rough-hewn stone walls, adding a touch of life to the utilitarian building.

Sacks of grain are stacked neatly beside the entrance, waiting their turn to be transformed into flour.

A cheerful sign hangs above the door, depicting a jolly miller tending his grindstone. The inscription reads **"The Whispering Mill - We Grind More Than Just Grain (But Mostly Grain)"**.

As the PCs enter the mill, read or paraphrase the following:

A jolly man with a round belly and a face perpetually coated with flour dusts his hands off and a wide smile stretches across his face as he greets you, his booming laughter echoing through the mill.

This is Fredrick Knead, the owner and operator.
Fredrick "Fred" Knead, the Jolly Miller
(See his stat block on page 31)



Fred *"Welcome to the Whispering Mill. Come in. Pull up a grain sack and have a seat."*

"I'm Fredrick Knead, you can call me Fred. I'm the owner of this place. What can I do for you?"

Fredrick takes pride in his work and enjoys a good chat. He's a wealth of knowledge about the lives and happenings of Saltport Cove's residents.

For a customer willing to listen (and perhaps share some news of their own), Fredrick might be happy to dispense gossip, local lore, or even rumors of nearby adventures.

Mill's Description

Sunlight streams through small windows, illuminating a series of large millstones arranged in a row. Flour dust motes dance in the golden light.

Sacks of grain line the walls, their earthy aroma mingling with the scent of wood and leather. Leaning against a post is a well-worn broom and a long-handled shovel, tools of the miller's trade.

A large ledger sits on a dusty table near the entrance, meticulously recording the comings and goings of grain and flour.

Flour sacks with colorful stitching or unique markings hint at their origins or destinations.

10. The Abandoned Lighthouse

A Sentinel Wracked by Time

As the PCs walk the narrow path up the hill to the lighthouse, read or paraphrase the following:

Standing sentinel at the mouth of Saltport Cove, the abandoned lighthouse cuts a lonely figure against the ever-churning sea. This once-proud structure, now weathered and worn, holds a silent vigil, a haunting reminder of a bygone era.

The lighthouse tower, built from weathered gray stone, rises from a rocky outcrop like a skeletal finger pointing towards the sky. The lantern room, perched precariously at the top, is missing its glass panes, exposing it to the harsh elements.

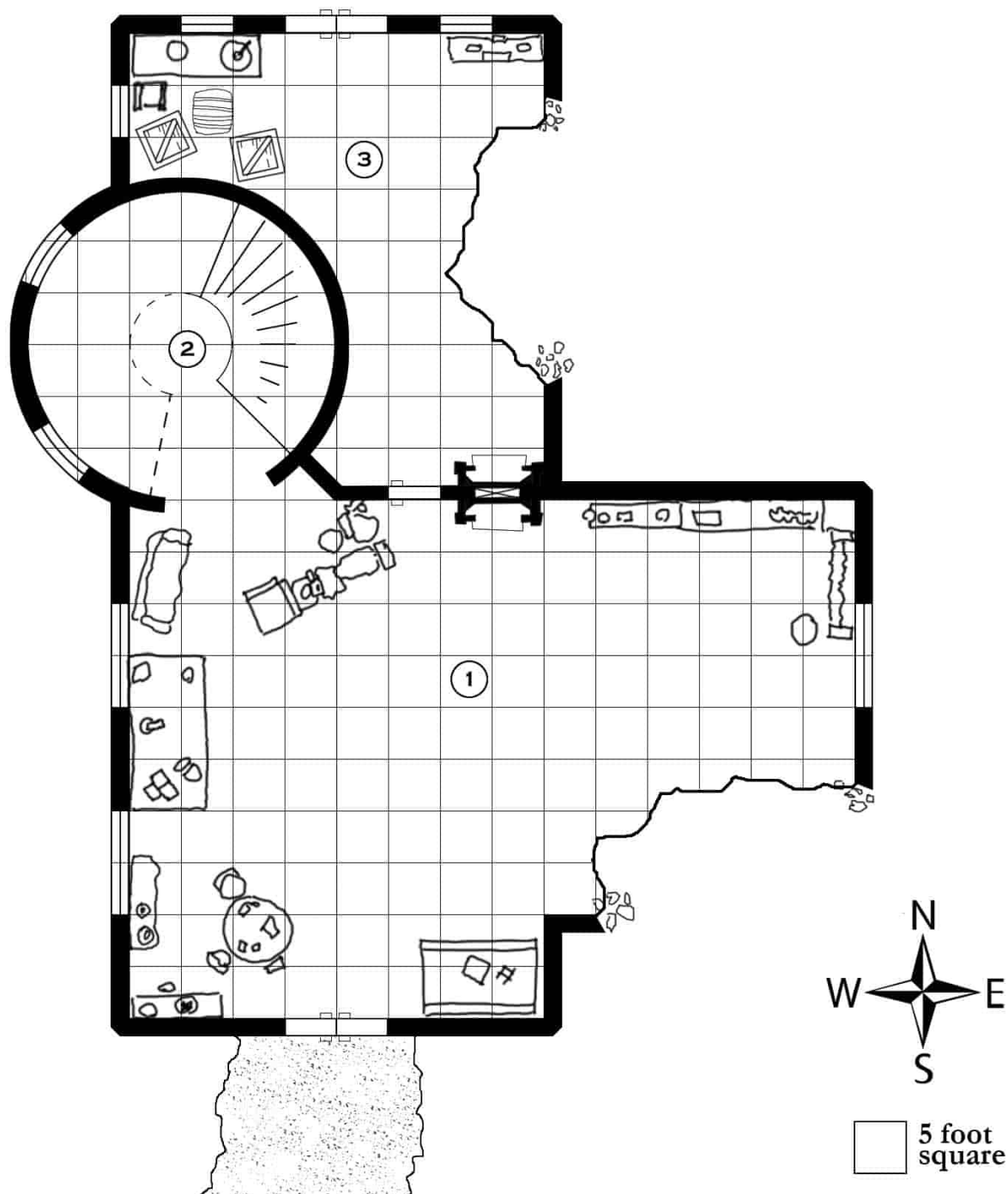
Wrapping around the base of the tower is the old Light Station, which once contained the keeper's quarters, oil house and coal shed. Deep cracks mar its once-smooth surface, and chipped paint reveals layers of faded red beneath.

As the PCs walk the narrow path leading up the hill to the lighthouse:

You crest the hill, the wind whipping salty spray at your faces. The path ends abruptly at a pair of weathered wooden doors, their paint chipped and faded. They're firmly bolted shut, as if sealed for ages. But that's hardly a deterrent. One look reveals a large gap in the side of the building, like a giant took a bite out of it.

Area 1 - Old Keeper's Quarters

With cautious steps, you enter the derelict lighthouse. Dust motes dance in the faint light filtering through the ruined walls. Cobwebs drape like ghostly shrouds from the cracked ceiling, and the stale air stings with the smell of forgotten things - seaweed, mildew, and the lingering tang of salt. The room is a jumbled mess of overturned furniture, broken crates, and overflowing boxes.



If the PCs have been to the Net Mender's General Store they will be expecting to find the Salty Scalawags here.

As the PC first enter this room:

In the northwest corner of the room in front of the entrance to the base of the lighthouse tower, behind a barricade of broken and overturned furniture, five scruffy children, barely teenagers, stand defiant. They're dressed in a motley collection of tattered clothes and makeshift pirate gear - bandannas, eye patches fashioned from cloth scraps, and mismatched boots. The oldest, a boy with a defiant glint in his eyes, brandishes a clump of mud.

Encounter. The Salty Scalawags

He calls out:

The oldest boy (Blackheart) "Avast, ye scurvy landlubbers!" He shouts in a voice cracking with bravado. "This here be our pirate haven, and there's no treasure for the likes of ye! Take this!"

The air fills with the wet splat of mud as they hurl makeshift mud "bombs" at you. From behind the barricade, slingshots launch small, stinging stones.

Creatures:

5 Salty Scalawags

(See their full stat block on page 34)

The young boys (Salty Scalawags) watched the party coming up the hill. They surprise the party and each of them throws one mud pie before initiative is rolled.



Salty Scalawags

AC 10 HP 4 SPD 30'

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

Mischief Maker. Range 10', target makes (DC 10) WIS save or has Disadvantage until end of its next turn.

Slingshot: +2, range 30/120', 1 point bludgeoning. At 0 HP target is unconscious but stable.

Mud Pie: +1. range 20', **blinded** until the end of its next turn

Bag of Flour: +2, range 30/120', **Disadv. on grapple** attempts for 4 rounds.

Tactics: These are just kids playing pirates. They launch a volley of mud pies and slingshot stones until the PCs make a move towards them. At the first sign of aggression, they turn and scramble up the lighthouse tower's spiral staircase each child grabbing a bag of flour that they will toss at their pursuers. If grappled or cornered, they'll surrender, fearing the wrath of the "real" pirates they pretend to be. But if given a chance, they'll bolt again.

The Missing Crate: If the PCs manage to capture any of the Salty Scalawags without seriously hurting them, the captured child will spill the beans. Underneath a loose floorboard in a hidden corner of the north room (area 3), they've stashed the crate they "borrowed" from the Net Mender's General Store.

Afterward: Jingle Silverstring (refer to the Net Mender's General Store) offers to take the Scalawags as an apprentices, teaching them a useful skill and providing a positive role model. If that doesn't work out, they will be turned over to Sheriff Amelia Waveshield who will have the Scalawags pay a fine (which their parents would likely be responsible for) and be placed on probation, requiring them to check in with her regularly to ensure they stay out of trouble.

Reward: When her crate of adventuring gear is returned, Jingle is ecstatic and offers the promised reward, along with a 10% discount on future purchases.

Area 2 - The Lighthouse Tower

The Stairway: A spiral staircase of rusted iron winds its way up the inner wall of the tower, ascending thirty feet to a trapdoor in the ceiling.

The Lantern Room: The trapdoor creaks open, revealing the lantern room. A massive oil lamp sits lifeless on a short, chipped stone pedestal in the center. Shards of shattered glass glint on the floor, remnants of the once-powerful beacon. Encircling the room were once grand windows, now gaping holes that expose the elements.

Treasure: The seemingly solid pedestal conceals a hidden compartment, detectable only with a keen eye (DC 15 INT check).

Inside:

- A weathered logbook, its pages brittle and yellowed. Cryptic entries scrawled by the last keeper detail sightings of strange lights emanating from a place called Aethelgard.
- A small, tarnished coffer holds 20 gold pieces, a meager reward for enduring the lighthouse's desolation.

Area 3 - Ruined Workshop

A gaping hole in the eastern wall exposes the elements like a missing tooth in a weathered smile.

A blackened fireplace, hinting at past warmth, sits on the south wall. Beside it is a sturdy wooden door. On the wall opposite the fireplace, a pair of weathered wooden doors stand stubbornly shut, likely sealed by years of accumulated grime and neglect.

A chaotic jumble fills the space. Dust-coated crates and rusting barrels lean precariously, their contents long forgotten. Broken tools and implements - remnants of maintenance past - litter the floor. Scraps of paper, bottles, and empty boxes - evidence of a more recent intrusion - paint a picture of teenage revelry. The air hangs heavy with the musty scent of decay and the faint, metallic tang of rust.

Crude charcoal drawings: Scrawled on the walls, depicting ships, pirates, and fantastical creatures.

Half-finished wooden sword: Abandoned in a corner.

Searching the Crates and Barrels Reveal:

Empty oil canisters: A stark reminder of the lighthouse's past function.

Ragged mops and dusty cloths: Hints at the keepers' efforts to maintain a semblance of order.

Shards of colored glass: Remnants of the lighthouse's once-gleaming lantern. A DC 10 INT check reveals a single, larger piece with the faint inscription - "*In this direction there be Evil.*"

A half-buried tin of hard tack: A dry and unappetizing testament to lighthouse keeper rations. (DC 15 WIS check to learn it's still edible).

Hidden Compartment: A loose floorboard near the back wall (DC 12 INT check to find) conceals a crate with "The Net Mender's General Store" marked on the side (See building 6.) containing adventuring gear.



The Festivities Begin!

Festive Flair: The open area between the “Tipsy Marlin” and the “Salty Docks” has been transformed into a vibrant celebration zone. Colorful banners flap merrily in the gentle breeze. Bonfires crackle merrily, chasing away the evening chill and providing warmth for roasting fish and shellfish on makeshift spits.

Food and Drink: Long wooden tables groan under the weight of a communal feast. Roasted fish fresh from the day’s catch, plump apples and berries, hearty stews bubbling in cauldrons, and fresh-baked bread fill the air with a tantalizing aroma. Barrels of frothy ale and sweet honey mead are tapped, their contents flowing freely. If a PC attempts to pay, they are greeted with a hearty laugh “Your coins are not needed this night. Here, have another!”

Music and Dance: A lively band entertains the crowd with rousing jigs and traditional sea shanties played on lutes, drums, and a melancholic accordion. Laughter and cheers erupt as clumsy villagers attempt to replicate the energetic dances showcased by the more seasoned folks. The PCs are warmly encouraged to join the circle, their participation met with cheers and laughter.

Games and Revelry

The Great Herring Toss

A boisterous competition tests participants’ strength and aim. Contestants hurl live plump herrings across the open space, aiming for a series of progressively smaller buckets.

Objective: Be the only contestant with a herring in your hand at the end of a round.

Equipment: Each player selects one plump herring from a barrel full of them. A series of five buckets are placed at increasing distances (10ft, 15ft, 20ft, 25 ft., 30ft.), and each bucket is smaller than the last. The buckets are between two lines, 5 feet apart, indicating the foul lines.

Rounds: In each round, contestants take turns throwing their herring from behind the throwing line, aiming for the nearest bucket. Each player who succeeds then retrieves their herrings from the bucket and returns to the throwing line. Herrings that miss the bucket are claimed by bystanders. The nearest bucket is removed after each round until there is only one remaining.

Throwing the Herring

Each round, players take turns throwing their herring, aiming for the nearest remaining bucket.

Non Player Characters: There will be 3 NPCs playing. They don’t make ability checks. Instead they each get +3 on their throw checks.

Players choose their throwing style:

Strength: A powerful throw focused on distance. Add your STR modifier to the d20 roll.

Dexterity: A controlled throw for pinpoint accuracy. Add your DEX modifier to the d20 roll.

Hitting the Bucket: The DC to hit the bucket starts at 8 and increases by 2 each round (DC 8, 10, 12, 14, 16).

Successful Throw (Meeting or exceeding the DC): The herring lands triumphantly in the barrel. The player retrieves his herring from the barrel and proceeds to the next round.

Missed Throw (Falling short of the DC): The throw misses the barrel. The first time, the player loses their current herring but remains in the competition. Their herring is replaced by a very active, floppy one of the judges choice, which gives them **-2** on future herring throwing checks made with that fish. A second missed throw and the player doesn't get a replacement herring.

Critical Success (Natural 20): The herring lands squarely in the barrel and your throw impresses the judges so much that you are allowed to select an additional herring. You are only eliminated when you have lost all of your herrings. (Have the player describe the fancy throw!)

Critical Failure (Natural 1): The thrown herring lands outside the foul lines and the player is eliminated from the competition, but if they still have any herrings (from critical successes) they may keep them as a consolation prize. (A cook offers to clean and cook them if they can have half).

Special Actions

One time during the game, each player can attempt one of the following special actions.

Distract (DC 13 CHA Check): A player can attempt to distract another contestant before their throw. On a success, the target contestant subtracts 2 from their d20 roll for their next throw.

Jostle (DC 15 DEX Check): A player can attempt to jostle another contestant during the competition (within reason and without causing harm). On a success, the target contestant makes a DC 10 DEX save or drops their herring. This counts as a missed throw.

Prize

Smoked Fish: An overflowing plate of delicious smoked fish is awarded to the winner along with the title of "Great Herring Tosser" and local fame.

The Mighty Hammer Challenge

A burly fisherman challenges all comers to a test of strength, using a giant wooden hammer to drive pegs into a thick log.

Objective: Drive a peg further into the log than any other contestant.

Equipment: A large, sturdy log firmly planted in the ground.

A set of wooden pegs (one per contestant + a few extras). Each peg is firmly set into a hole in the log with 10 inches exposed.

A giant wooden hammer (obviously!)

The Challenge: Contestants take turns attempting to drive their peg into the log using the giant hammer.

Swinging the Hammer

Each player chooses how they will approach the challenge:

Non Player Characters: There will be 3 NPCs playing. They don't make ability checks. Instead they each get +3 on their hammer checks.

Strength Check: This is the classic approach, relying on brute force to drive the peg in deeply.

Dexterity Check: A more controlled swing, aiming for a precise strike to maximize peg penetration.

Three swings: The contestants take turns hitting their peg with the hammer, for three rounds.

Difficulty Class (DC):

Round 1 (DC 12): A baseline challenge to get everyone started.

Round 2 (DC 15): The competition heats up as the bar is raised.

Round 3 (DC 18): Only the strongest (or most cunning) remain for the final push.

Failure: There is no peg movement for this round.

Success: The player drives their peg a certain distance into the log. The number of inches the peg is driven into the log is equal to $(1 + \text{the modified d20 roll}) - \text{the DC}$. For example, if the DC is 15 and you roll a modified 17, the peg is driven 3 inches into the log, $(1+17) - 15 = 3$.

Add the results to the total from the previous round. When the total is 10 or higher, your peg has been driven flush with the log. On the following round you can hit a new peg. Your grand total will be 10 inches for each peg driven flush plus the number of inches any other peg was driven.

Critical Success (Natural 20): The player drives the peg flush with the log.

Critical Failure (Natural 1): The player mishandles the hammer, either missing the peg entirely or striking the peg awkwardly. This results in laughter and heckling from the crowd.

Special Action

Sweet-talk (DC 14 CHA Check): A player can attempt to sweet-talk the burly fisherman before their turn. On a success, they gain a +2 bonus to their next ability check for this challenge. However, overuse of persuasion might backfire, making the fisherman suspicious.

Winning: The contestant who drives a peg (or pegs) the furthest into the log after three rounds is declared the champion!

Prize

Smoked Fish & Ale: A hearty reward of smoked fish and a flagon of freshly brewed ale is awarded to the winner. The champion also earns the title of "Mighty Hammer" and local admiration.

The Sailor's Shell Game

A wizened old sailor runs a classic shell game, enticing players to guess which shell hides the coveted pearl.

The Setup: The sailor shuffles three identical shells with a small pearl hidden beneath one. He offers a chance to play for a silver piece, promising to double the wager if the player guesses correctly.

Important Note: This game is not rigged! The pearl is genuinely hidden under one of the shells.

Playing the game

Make a Guess: The player makes a DC 15 WIS or INT check (their choice).

Correct Guess: On a success they correctly identify the shell with the pearl and the sailor gives them 2 silver pieces!

Incorrect Guess: If the guess is wrong, the player loses their wagered 1 silver piece to the sailor.

Using Skills

Mark the shell: A player can attempt to subtly mark the shell with the pearl during the shuffle. They make a DC 14 DEX check. On a success, they gain advantage on their next guess at pearl's location. However, a critical failure (natural 1) gives away their attempt to the sailor, and he refuses to play with them.

Distract the sailor: A player can attempt to distract the sailor during the shuffle, hoping to catch a glimpse of the pearl's placement. They make a DC 10 CHA check. On a success, they gain a +2 bonus to their next guess. However, overuse of persuasion will annoy the sailor, making him less likely to reveal anything.

The Sailor's Limit: The sailor is not out to cheat, but he doesn't want to lose all his coin either. If he loses 5 times in a row (players win 5 guesses consecutively), or he loses a total of 16 sp, he politely packs up his shells and moves on.

Other Activities

A group of burly fishermen engage in a good-natured arm wrestling competition. A wizened old sailor spins fantastical tales of sea serpents and krakens to a wide-eyed audience of youngsters.

PC Encounters

As the PCs navigate the festive throng, they might encounter some interesting situations:

A Lost Child: A frantic mother searches for her lost child. The PCs can help reunite them with WIS checks to find the child.

A Drunken Mishap: A jovial but inebriated sailor mistakes one of the PCs for a long-lost friend. He showers them with outlandish praise and attempts to drag them into a boisterous sing-along. The PCs can navigate the situation with good humor, perhaps even joining in the sailor's merriment.

The Drunken Brawl: As the night deepens and ale flows freely, a heated argument erupts between two fishermen over a day's catch. One shoves the other, and a brawl seems imminent. The PCs can use their skills to de-escalate the situation with CHA checks or intervene physically with DEX or STR checks.

A Dire Prediction

A gaunt figure, cloaked in rags that seem to drink in the firelight, weaves through the merry crowd. Bone trinkets, crudely carved and haphazardly strung, clatter with each step. His face, hidden entirely by the hood's deep shadow, is obscured except for two piercing eyes that glint with a manic energy.

Suddenly, he stops, throws his arms skyward, and lets out a shrill cry.

"Heed my words, fools!" He cries, his bony finger stabbing at the sky. "Tonight, with the dying breaths of this wretched year, the world itself shall perish! But fear not! For in the ashes of oblivion, a glorious new existence awaits! Embrace the end, for only through death can we achieve true, eternal life – as glorious undead!"

Silence falls, punctuated only by the crackling fire and the distant calls of gulls. The crowd stares, some with amusement, others with a hint of unease. A few children huddle closer to their parents, wide-eyed and apprehensive.

But the moment is fleeting. A hearty laugh erupts from a nearby group, quickly followed by others. A fishmonger shouts back, "Another prophecy from Barnaby the Bonkers? Tonight's special must have gotten to him early!" The crowd dissolves back into its revelry, leaving the lone figure standing amidst a wave of fading chuckles.

His manic grin seems to falter for a moment. With a sigh that ruffles his ragged cloak, he turns and melts back into the shadows, swallowed by the press of bodies and the flickering firelight. The unsettling pronouncement hangs in the air for a brief moment before being swept away by the joyous din of the celebration.

As Midnight Approaches

The celebratory fervor reaches a fever pitch. Sheriff Amelia Waveshield climbs atop a makeshift platform and raises a tankard of ale. The crowd falls silent, anticipation hanging heavy in the air.

Sheriff Amelia *"For nine hundred and ninety-nine years, we have weathered storms and celebrated bounties! Tonight, we stand at the precipice of a new age, the year one thousand! Let us raise our voices in a toast to the coming year, a year filled with hope, prosperity, and bountiful seas!"*

A tremor of anticipation crackles through Saltport Cove as the clock ticks closer to midnight. The villagers, already buzzing with the year-end festivities, fall silent as a collective gasp escapes their lips as they see something they had never seen before!

Fireball in the Sky!

A streak of fire appears in the inky black sky tearing directly towards the village. It screams overhead with a deafening boom that rattles windows, and continues on, straight into the island of Aethelgard, leaving a trail behind of searing white light.

When the fireball strikes the distant island, a blinding white light erupts, briefly turning night into day. Exposed skin feels a momentary, searing heat before plunging back into darkness.

Then the initial sound of the explosion rolls across the water, a thunderous concussion that vibrates in your chest. It's followed by a sustained roar, like a thousand drums sounding at once, that gradually fades into an eerie ringing in your ears. This is followed by a powerful shockwave that slams into the village, pushing against you with a force that knocks you off your feet or sends you staggering backward. Loose objects clatter to the ground, shutters bang open, and smoke billows from chimneys.

The earth shudders beneath your feet. The ocean churns and boils, a monstrous wave rising in the distance before crashing down on the dock with a thunderous roar. Salt spray whips through the air, carried by the wind that howls in fury.

The Aftermath

As the light fades and the ringing in your ears subsides, an eerie silence descends on Saltport Cove. The wave submerged the Salty Docks before retreating back into the sea. Objects and buildings were ruined by the sheer weight of the water, many reduced to skeletal foundations and exposed bedrock. Most of the ships survived, a couple of them carried several feet inland before the wave subsided. Villagers emerge from their homes, faces etched with shock and fear, gazing out at the ravaged island shrouded in smoke and darkness. The festive lights seem pathetically inadequate in the face of such a monumental event. The air hangs heavy with the smell of sulfur and burnt earth. The once jubilant celebration has been replaced by a profound sense of awe and trepidation.

In the distance you hear a single ring of the clock tower bell. It's midnight. The new millennium is here.

Most people get very little sleep this night. Most of the damage was limited to the Dock area, where the large wave washed away the lighter structures and damaged the rest. Practically all the catch that was still there was lost. Fortunately just about everybody was at the party so there doesn't appear to be any loss of life.

The PCs may want to help them clean up and help save what can be saved.

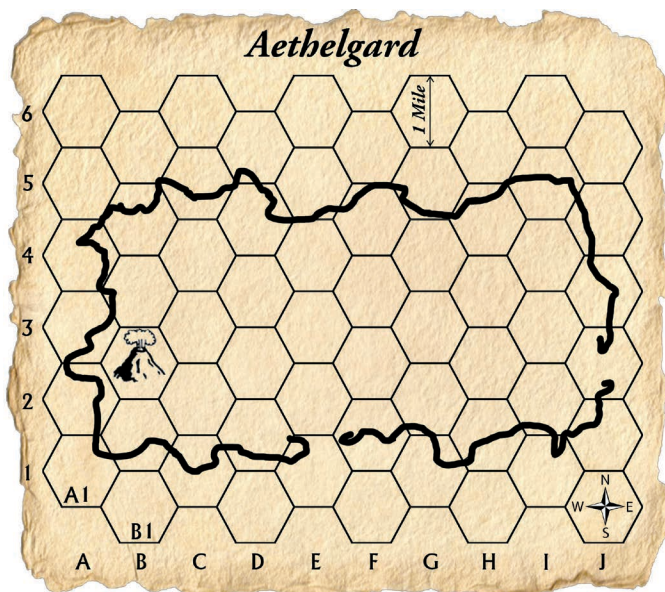
The Next Morning

Sheriff Amelia Waveshield, her face etched with worry lines deeper than usual, approaches the PCs at the Topsy Marlin. The once jovial atmosphere of the tavern hangs heavy with the aftermath of the previous night's cataclysmic event.

The Sheriff's Request

Sheriff Amelia *"That was unlike anything I've ever seen. The island... it could be in ruins. But we need to know. We need to know if there's any danger to Saltport Cove."*

She lays a weathered map on the table. The map depicts a rough outline of the island, a jagged mass sitting ominously twelve miles offshore.



Sheriff Amelia *"There's no telling what that... thing... might have done," Amelia continues. "We can't afford to wait and see. I've hired Silas Hawser over at the docks to take a ship – The 'Salty Gull' – to the island. You lot seem like capable folks. Would you be willing to go? Your task will be to map the island's interior, see what kind of damage the blast caused, and most importantly, determine if there's any threat to Saltport Cove – strange creatures, toxic fumes, anything that could harm us."*

Amelia looks at each PC in turn, a plea for help flickering in her eyes.

Sheriff Amelia *"There's a good reward in it for you, of course. But more importantly, the safety of the village depends on what you find."*

Amelia can offer them 20 gp each, which will be paid when they return with the completed map and the information she asked for. She expects it to take at least a week to finish the survey. The captain will drop them off along with a rowboat. He will return for them in seven days. If they need to return earlier, or aren't waiting there for him when he comes for them, they can always return in the rowboat.

The Salty Gull: The ship is a sturdy fishing vessel, well-maintained but not built for exploration. Silas Hawser, the gruff but experienced captain, will provide basic supplies and rations that should last them 7 days. However, the PCs will need to bring their own adventuring gear.

The Rough Map: The map only shows the basic outline of the island, with no details about the interior. The PCs will have to rely on their exploration skills to map the terrain, landmarks, and any potential hazards they encounter.

The GM can give the players a copy of the map. **The players need not know** that it will not actually be used in this adventure, but will be used when they explore the island in the next adventure in the “About Time” series.

The Clock is Ticking: While Amelia doesn’t explicitly pressure the PCs, the villagers are understandably anxious. The sooner the PCs can return with information, the sooner Saltport Cove can begin to prepare for any potential dangers.

The Journey to the Island

(The PCs don’t have to accept the sheriff’s offer, they could obtain a different ship or even a rowboat. Either way the trip to the island will take 4 hours.)

Captain Silas Hawser, The Reluctant Smuggler

(See his stat block on page 30)



Silas is a gruff and solitary man, haunted by a past he keeps hidden. Silas is a tall, powerfully built man with a weathered face etched with worry lines. Silas speaks in a low rumble, his voice roughened by years of salt air and harsh winds. He chooses his words carefully, and avoids unnecessary chatter.

Captain Silas “*Heard you folks might be lookin’ for passage out of here. Name’s Silas. My ship ain’t the fanciest, but it’ll get you where you need to go... for a price. But I worked that out with your fine lookin’ sheriff.*”

The sail to the island takes roughly 4 hours. During this journey, you can describe the changing weather patterns, the vastness of the ocean, and the tension building as they approach the site of the mysterious explosion.

Roll once on the **Ocean Encounter Table** half way to the island.

Ocean Encounter Table (1d4)
1 - Pod of Dolphins (Friendly) A playful pod of 3 to 5 dolphins races alongside the ship, leaping and splashing in the waves. They provide a welcome distraction and a brief moment of joy during the tense journey.
2 - Suspicious Schooner (Investigation/Combat) A weathered black schooner with tattered sails approaches the Salty Gull. A crew of 4 surly Buccaneers (stat block on page 35) hails the ship, demanding they identify themselves and their cargo. The Buccaneers might be after supplies or simply suspicious of strangers near the blast site. The PCs can attempt diplomacy, deception, or prepare for a tense encounter.
3 - Giant Octopus (Combat) A Giant Octopus (stat block on page 36) emerges from the depths, it crawls up the side and onto the deck of the ship.
4 - The Siren’s Song (a 3 part encounter) Part 1: Siren’s Call The party hears a hauntingly beautiful singing voice carried on the wind. As the singing intensifies, a crew member, a young and curious Sailor (stat block on page 34) becomes entranced and attempts to climb overboard towards the source of the voice. A PC that succeeds in a DC 13 WIS check notices the danger and can intervene with either a STR check contested by the sailor’s STR or DEX check to restrain the him or a CHA check contested by the sailor’s WIS check to talk him down. Part 2: Swarm of Barracuda If the sailor falls overboard (or another character attracts attention), a Swarm of Barracuda (stat block on page 35) erupts from the depths, attacking anyone in the water. The remaining crew members panic and become frenzied, making them difficult to control. Part 3: The Siren When the barracuda frenzy subsides, the singing continues, a Minor Siren (stat block on page 36) emerges from the water and proceeds to attempt to charm and attack the PCs. The party hears her hauntingly beautiful singing voice carried on the wind. The melody is irresistible, drawing sailors towards her, as the Minor Siren flies over to the ship and hovers 20 feet above the deck. If she can charm any of the PCs she will have them step overboard into the sea and drag them under the waves to drown. If she is unsuccessful, she will tire of the game after a few rounds and swim away.

A Temporal Mishap on Aethelgard

When the PCs reach Aethelgard and begin to exit the boat, read or paraphrase the following.

The salty air whips at your faces as you step onto the sandy shores of Aethelgard. The sandy beach stretches inland, beckoning exploration. As you take your first steps onto the sand, however, the world around you shimmers and distorts. One moment you're surrounded by sand and sea, the next you find yourselves in a landscape unlike anything you've ever seen.

PART 2: A PRIMAL WORLD

The PCs were just stepping onto the sandy beach when they suddenly travel to some unknown location and over 10,000 years into the past.

When the characters first arrive, read or paraphrase the following:

The world shimmers and warps, the familiar ground beneath your feet dissolving into a scene ripped straight from a forgotten age. Lush greenery stretches outwards, sunlight dappling through the dense canopy of an ancient forest unlike any you've seen before. Strange birds with vibrant plumage flit between the branches, their calls echoing off the gnarled trunks. Ahead, a vast clearing opens up, revealing a breathtaking vista. Towering, jagged mountains pierce the azure sky in the distance. Across the expanse, a herd of colossal mammoths grazes peacefully, their thick fur shimmering in the warm sunlight. The air is thick with the scent of damp earth, pine needles, and something faintly sweet and unknown.



The mammoths don't see the PCs as a threat. They only show passing interest in the characters, so long as they are left alone.

Encounter 1. Ambush at the Tree Line

Run this encounter as soon as the characters start to check out their surroundings.

As the party cautiously approaches the clearing, a group of humanoids hidden amongst the foliage launches a surprise attack.

These are Neanderthals, wary of outsiders and fiercely protective of their territory.



Creatures:

3 Neanderthal Warriors

(See their full stat block on page 36)

The Neanderthals watched as the party materialized. They hid in the bushes and attack with surprise. They each attack by throwing their spear before initiative is rolled.

Neanderthal Warrior

AC 12 HP 11 SPD 30'

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

Club: +3, 1d6+3 bludgeoning

Spear (thrown): +2, range 20/60, 1d8+2 piercing

Encounter 2. The Woolly Companions

Run this encounter shortly after encounter 1.

You observe a young Mammoth calf separated from its herd, whimpering near a pool of water. It appears to be injured, its leg caught in a natural snare made from thick vines.

It is surrounded by 3 very large wolves, their broad chest and muscular necks are like none you have seen before. They are taunting the calf until they spot you. They turn to you and attack.

Creatures:

- 1 **Mammoth Calf** (see its full stat block on page 35)
3 **Primal Wolves** (see their full stat block on page 36)



Mammoth Calf (Medium Beast)

Attacks with disadvantage while caught in the vines.

AC 12 HP 33 SPD 40'

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

Tusks (Recharge 5-6), 2 attacks: **+5, 1d6+3** piercing

Multiattack. two, 1 bite and 1 trunk.

Bite: **+5, 1d6+3** piercing

Trunk: **+5, 1d4+3** bludgeoning

Primal Wolf (Medium Beast)

AC 14 HP 19 SPD 60'

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

Pack Tactics: Adv. on attack if ally within 5' of target

Bite: **+5, 1d8+3** piercing

Tactics: The mammoth calf is lingered, scared, and can't move from where it is trapped, but it will attack anyone who comes close unless the PCs can first calm it down with a successful DC 15 WIS check.

The mammoth calf is not inherently aggressive. If the party approaches cautiously and attempts to help it, the calf is grateful and lets out a trumpeting call that attracts the attention of the nearby herd.

The primal wolves try to surround and bring down one PC at a time. If two of the wolves are killed, the remaining one runs away.

Encounter 3. The Cave Lion

After the mammoths move away. It should work well if the characters haven't yet healed from their previous encounters.

A primal roar shatters the air. A monstrous lion, its mane ablaze in the sunlight filtering through the ancient trees, launches itself through the air with terrifying speed. You are caught completely unaware. All hope seems lost as the massive feline descends, claws bared.

A cave lion (stat block on page 35 but not needed) leaps into the air, pouncing directly upon a randomly selected character. He is taken compliantly by surprise. Do not role for initiative.



Help Arrives

But then, a crack of thunder splits the sky. A bolt of lightning, a dazzling streak of silver and violet, erupts from behind you, striking the Cave Lion mid-leap. The beast convulses, its roar cut short in a surprised yelp. It crashes to the ground a lifeless heap at your very feet, the smell of ozone clinging to the air.

Heart pounding, you slowly turn, seeking the source of your salvation. There, emerging from the dappled shadows of the ancient forest behind you, are two strange figures.

One is floating in the air. Its translucent, jellyfish-like body pulsates with an inner light, and its two eye-stalks twitch inquisitively in your direction. This ethereal being shimmers with an otherworldly sheen.

Beside him flits a blur of movement – a tiny sprite, no larger than a child's hand. Dressed in tattered green and brown leathers, it flutters around with buzzing insect-like wings. Its pointed ears twitch with amusement, and a mischievous glint shines in its large, emerald eyes.

These unexpected saviors are poised at the edge of the clearing, their expressions a mix of curiosity and concern. The forest behind them stretches on, a vast tapestry of towering woods and tangled undergrowth.

The otherworldly pair exchange a glance, a silent conversation passing between them. The sprite zips forward, a mischievous grin plastered on his face.

"Well met, travelers!" He chirps. "Seems our esteemed colleague here," he gestures towards the floating figure, "might have played a bit too fast and loose with the fabric of time."

The jellyfish-like being pulsates faintly, sending ripples of light across its form. A booming voice, deep and resonating, fills your heads – a telepathic introduction, you soon realize.

"I am Lander," it intones, "my friend here is Puck. I apologize for the unorthodox arrival." He pauses, a flicker of frustration in his voice.

Puck *"Lander," the sprite continues, his grin widening a touch, "is a powerful time traveler. He peeked a tad too far ahead and saw a future none of us want to live in. A future ruled by a nasty chap called **Thanatos**, the Necromancer God, no less! Nasty fellow." He shudders dramatically.*

Lander *"To avoid this grim fate," Lander continues telepathically, "we decided to take drastic measures. We brought ourselves, and unfortunately, you as well," he adds with a touch of regret, "to a point in time Thanatos wouldn't suspect. Hoping for a fresh start, I cast a powerful **wish** spell – a plea to stop that future. And somehow, you appeared. A most... unexpected turn of events."*



They answer the PCs questions

Lander and/or Puck will answer any questions the characters may ask. You can refer to Lander's and Puck's stat blocks and information (pages 32 and 33) to answer questions about them. They can tell them any, or all of the information in the Adventure Background (page 3), and as much of the creation myth and the pantheon (Appendix C on page 27) as they may want to know.

Lander's voice grows serious. *"I saw you when you witnessed that time fluctuation in Saltport Cove. I realized at that time that you must all possess a keen connection to the flow of time to have witnessed that event."*

"Still, that doesn't explain why you are here. To help us figure out how to stop Thanatos, we need crucial information. Tell us, brave adventurers, every where and every when you were since I last saw you in Saltport before this... unexpected relocation?"

As you recount your recent adventures – the bustling port of Saltport Cove, the uncharted island of Aethelgard, and the task to map its mysteries – a flicker of recognition seems to pass through Lander's form.

Lander: *"Aethelgard," Lander booms telepathically, "that explains your unexpected arrival. I have heard that a powerful artifact known as the Mithral Sphere is hidden somewhere on Aethelgard. It must have drawn you here – a crucial piece in the fight against Thanatos"*

A surge of hope fills the air. Here, amidst the chaos of their displacement, lies a potential answer. Lander reveals his knowledge of the legendary item.

Lander *"You must find the artifact to prevent the future destruction of the world. It holds the key to defeating Thanatos. I suspect the sphere may have a connection to the very fabric of time itself, making it even more vital to our quest."*

He continues

"I believe that the Mithral Sphere is a Necrotic Anchor, a fragment of the Clock of Aeons, that was shattered and scattered across the multiverse and the timestream. These fragments are said to have manifested as powerful magical artifacts. I believe that the Mithral Sphere is one of these."

Lander *"Finding and retrieving the Mithral Sphere is paramount," Lander stresses. "I will keep a watchful eye on your progress," he assures you, "offering guidance as you delve into the Sphere's secrets and unlock its power to combat Thanatos."*

With a wave of his translucent form, Lander parts the veil of time, sending you hurtling back to your own reality. The experience leaves you shaken but emboldened, with a newfound respect for the delicate balance of time's flow.

Meanwhile, unknown to the characters after they are gone Lander, ever the strategist, offers a mischievous glint towards his sprite companion. Much to Puck's delight, he's granted permission to accompany the characters on their mission. However, a playful jab from Lander reminds him – *"Remember, Puck, observe and guide, but refrain from direct intervention in their battles. Let them grow stronger with each challenge."* **The GM may not want to let the players know just yet that Puck will be with them, unseen and unnoticed at first.**

Concluding the Adventure

This concludes the parties brief journey through time and the mysteries of Saltport Cove. But the fight against Thanatos has just begun. Your players should prepare their characters, they have only begun their campaign. The next chapter in the 'About Time' saga awaits them, the quest for the Mithral Sphere on the uncharted isle of Aethelgard.

The characters can each now level up to second level.

This is just the beginning of their grand adventure. Welcome your brave heroes to the continuing 'About Time' campaign arc.

Appendix A: Time Travel

At several points in the “About Time” campaign arc the PCs will be traveling through time, often against their will.

Time travel involves crossing into the Demiplane of Time. The time traveler then travels along the timestream to exit at another point in time.

During a journey through time, the travelers are often left with the impression that they instantly disappeared from their current place and time and arrived at another. But for those capable of perceiving it, the timestream appears as a pale silver river in an infinite void. This timestream is filled with smoke and contains a great number of lifelines. The PCs will gradually become able to perceive this as they gain experience traveling through time.

Lifelines appear as cable-like lengths from a quarter-inch to several inches thick. Important events appear as brighter areas along its length. A birth is indicated by a second lifeline splitting from the original, and a death by the gradual fading of the line into a ghost-line and then nothing. A time traveler's lifeline becomes a thin thread from the point where he leaves the timestream to the point where he re-enters it.

The momentum of time resists any radical change and attempts to smooth out any trouble as soon as possible. If a character performs a change in the timeline it rearranges the lives of certain individuals to account for the change without major restructuring. Lifelines, which are usually set in place, writhe and shift slowly as the creatures they represent are reintegrated into the new history. The overall effect is usually a drastic change to short-term history but little change, if any, to long-term history. It's a gradual process, but eventually everything works out.

TIME TRAVEL PARADOXES

The Grandfather Paradox

So... You may ask, *“What if I went back in time and accidentally killed my Father or Grandfather?”*

To answer this we must first examine the role of the soul in BAM.

When a player character travels in time, his is moving with his soul to a different point on the timestream. In BAM, all sentient beings, including all player characters, have a soul. Each soul experiences time as an uninterrupted string of events, starting when the soul enters its body and ending when, or if, it is destroyed.

In BAM, all souls in the multiverse originate from fonts on the Positive Energy Plane. The timestream of this plane runs parallel to, but separate from, the Prime Material Plane's timestream. When a sentient being is born his soul enters his body with his first breath, and enters the Prime Material timestream. How long that soul existed before it occupied the newborn and how the choice of host is made is not known. A PC's soul then continues throughout his life and beyond. A PC's soul

isn't typically destroyed when he dies and if he is brought back to life, his soul re-joins his body. It is possible for his soul to be moved into an object or another body or travel to other planes and other timestreams.

In a very real sense, a player's character's soul is that character. Everything about him can change, but his soul remains and it existed before his body did. If something changes in the past, preventing him from being born, his newborn body won't be available for his soul to inhabit. So his soul will go into a different newborn body. This body is as close to the same as possible. In order of preference the chosen newborn will have either; the same mother, the same father, the same family, a close relative, or a similar family in the same neighborhood.

So killing your grandfather won't prevent you from being born. When you were born, your soul will have had to enter a different body, but at worst you will have been raised in a different family. Regardless of which newborn your soul first inhabited you would now still be the same sex and race. Your physical appearance will be nearly identical and all of your abilities will be the same. Your personal history, up to the time you left your family, will be slightly different but everything else will still be the same.

The Butterfly Effect

“What if I do something like, say, accidentally stepping on a bug in the past? Couldn't that possibly cause great changes in the future?”

According to this theory, a butterfly flapping its wings can eventually affect weather systems on a distant continent, one tiny change in the past can lead to all kinds of complications that can subtly - or seriously - affect the present. However, timestreams in BAM don't work that way. As indicated, the river of time is resistant to change.

This doesn't mean that you can't affect the future by changing the past, but the changes you make must be deliberate and specific to have much effect on the future.

Infinite Loops

“What if something is taken from the future, left in the past, and becomes the item that was taken back in time in the first place, thus, having no discernible origin, creating an infinite loop?”

Many years ago, the first successful attempts at casting time travel spells resulted in sending you to your destination naked. After much experimentation and intensive study, they eventually solved this problem by modifying the spells to link you and everything that you are wearing and carrying back to your current point in the timestream until you return. This allows you to travel into the future or the past with whatever gear you choose to take along. This temporal link also prevents you from leaving behind any of those things when you return. If you are not carrying one or more of the items you took with you, they will appear at your feet when you return. They will all return if you die while at a different point in the timestream.

Items that aren't connected to you by a temporal link can't exist in two places at the same time. For any item that currently exists, when you travel to another point in time and find the copy of that item that existed in the past, or will exist in the future, you cannot bring it back with you. If you pick up such an item, when you return that copy stays behind.

Other Paradoxes

"Are you trying to tell me that there is no danger of creating a time paradox? What If I caused my past self to be killed? I can think of a dozen other potential 'impossible' situations that could be caused by time travel. What about those?"

On the contrary, the potential for creating paradoxes is a constant threat. Part of the fun for players and GMs alike is how the PCs handle this potential danger. For example, it is possible for the time traveler to encounter himself. It should be fairly easy to avoid such encounters and avoiding them should be encouraged.

Appendix B: The World of Manoria

The world that the residents call Manoria is about the same size as our Earth. It has one moon and one sun, both about the same size and distance as ours are from the planet. This BAM fantasy campaign setting takes inspiration from medieval Europe around 1400 CE, before the introduction of gunpowder or the printing press.

Time is important to the people of Manoria.

A year in Manoria is exactly 336 days long and the days are exactly 24 hours long. The people here have divided the year into 12 months of 28 days each, which corresponds to the exact amount of time it takes the moon to cycle through its phases. Each month has four 7 day weeks. The first day of each month is also the first day of the first week in that month. It is also the darkest night of the month being that it is also the first day of the new moon. Also, the first day of the year is the first day of spring.

The sun always rises at 6:00 in the morning and sets at 6:00 in the evening. Twilight lasts for 30 minutes before sunrise and after sunset.

Time must also be important to the gods for them to have managed for everything to function so precisely.

COUNTING THE YEARS

The adventure begins in the year 999 or 999AD. "AD" stands for "After Discovery". That is After the Discovery of the eastern continent. The first year was year 1 (there was no year 0). Earlier years are "BD" or "Before Discovery" of the eastern continent. For example the year that was 436 years before the discovery will be referred to as 436 BD, or sometimes as – 436.

Appendix C: The BAM Pantheon

The Creation Myth

Two colossal entities, Gaia, the embodiment of life and creation, and Xythan, the embodiment of time and destruction, existed in an eternal dance. Their constant struggle birthed the universe, Gaia's fertile touch countered by Xythan's relentless decay. The first sparks of life emerged from their clashes, resilient and determined to survive in the ever-changing dance of creation and destruction.

Major Deities:

Gaia (The Mother)



Domain: Life, Creation, Nature, Fertility

Associated Races: All living things

Worshippers: Clerics, Paladins, Fighters, Farmers, Healers

Alignment: Lawful Good

Holy Symbol: A blossoming flower entwined with gnarled roots

Xythan (The Father)



Domain: Time, Destruction, Entropy, Change

Associated Races: None directly, but his influence touches all

Worshippers: Barbarians, Rogues, Wizards

Alignment: Chaotic Neutral

Holy Symbol: An hourglass with swirling sand

Eos (Dawn)



Domain: Dawn, Light, New Beginnings

Associated Races: Beastkin, creatures of the dawn

Worshippers: Clerics, Paladins, Fighters

Alignment: Neutral Good

Holy Symbol: A rooster crowing against a rising sun

Erebus (Darkness)



Domain: Night, Darkness, Secrets, Dreams

Associated Races: Half-Orcs, Creatures of the night (owls, bats)

Worshippers: Rogues, Spies

Alignment: Chaotic Neutral

Holy Symbol: A new moon or a crescent moon shrouded in mist

Pontus (Storms)



Domain: Sea, Oceans, Storms, Earthquakes
Associated Races: Merfolk, aquatic creatures
Worshippers: Sailors, Fishers, Barbarians
Alignment: Chaotic Neutral
Holy Symbol: A coiled sea serpent or a crashing wave

Ge (Earth)



Domain: Earth, Mountains, Minerals, Stability
Associated Races: Dwarves, creatures of the underground
Worshippers: Fighters, Smiths, Miners
Alignment: Lawful Neutral
Holy Symbol: A jagged mountain peak or a sturdy oak tree

Uranus (Sky)



Domain: Sky, Weather, Stars, Distance
Associated Races: creatures of the sky (eagles)
Worshippers: Astrologers, Navigators, Farmers, Sailors
Alignment: Neutral Good
Holy Symbol: A swirling celestial map or a shooting star

Minor Deities:

Helios (Sun)



Domain: Light, Heat, Agriculture
Associated Races: Humans
Worshippers: Farmers, Clerics, Paladins, Fighters
Alignment: Neutral Good
Holy Symbol: A radiant sun disk

Selene (Moon)



Domain: Guidance, Protection, Mystery
Associated Races: Elves
Worshippers: Clerics, Paladins, Hunters
Alignment: Lawful Good
Holy Symbol: A full moon or a crescent moon wreathed in mist

Oceanids (Water)



Domain: Fresh Water, Salt Water
Associated Races: Aquatic Elves, Merfolk, Tritons
Worshippers: Sailors, Fishermen
Alignment: Neutral
Holy Symbol: A seashell filled with water

Hecatonchires (Earth)



Domain: Raw Power, Untamed Nature
Associated Races: None (feared by all)
Worshippers: Orcs, Giants
Alignment: Chaotic Neutral
Holy Symbol: A Hundred-Handed Giant

Cyclopes (Fire)



Domain: Craftsmanship, Forging, Fire
Associated Races: Dwarves, Gnomes
Worshippers: Smiths, Craftsmen, Engineers
Alignment: Lawful Neutral
Holy Symbol: A blacksmith's hammer in front of a flaming anvil

Xylon, the Shepherd of Souls

(Death)



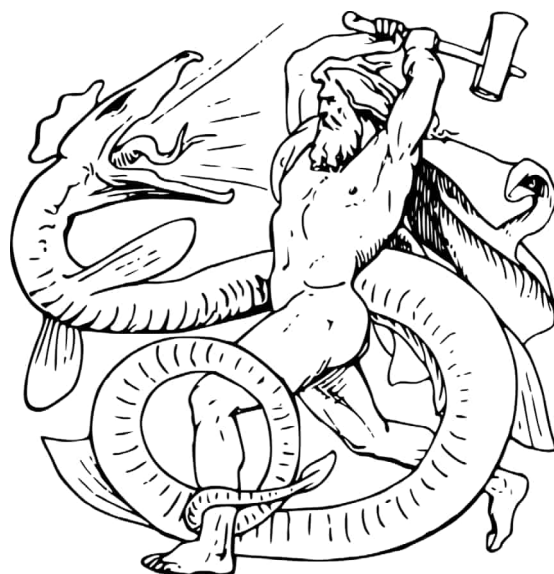
Domain: Time, Destruction, Death, Entropy
Associated Races: None directly, but his influence touches all
Worshippers: Wizards (neutral), Rogues (neutral or evil), Philosophers (neutral)
Alignment: Neutral
Holy Symbol: A broken clock face

Thanatos, the Necromancer

(Undead)



Domain: Time, Destruction, Death, Evil
Associated Races: Orcs, Intelligent undead of all races
Worshippers: Clerics (lawful evil), Rogues (evil), Philosophers (evil), Spellcasters (evil)
Alignment: Lawful Evil
Holy Symbol: A Skull



Pontus

Appendix D: NPCs

In the following stat blocks all attacks are Melee Weapon Attacks, reach 5 feet, one target unless otherwise noted. (For D&D: Only the ability modifiers are shown. If the ability scores are needed use the lowest ability score associated with the ability modifier shown.)

ALANA SUNRAY

Medium humanoid (tiefling), lawful good

Armor Class 16 (chain mail)

Hit Points 22

Speed 30 ft.

Senses darkvision 60 ft.

Languages Common, Infernal



STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+1	+5	+4

ACTIONS

Spellcasting. As a 3rd level Cleric, Alana Sunray casts one of the following Divine spells.

Cantrips: *guidance*, *light*, *sacred flame*

1st Tier: *cure wounds*, *sanctuary*, *shield of faith*

2nd Tier: *lesser restoration*, *spiritual weapon*

Channel Divinity (Recharge 5-6). Deals **4d6+3** radiant damage to a creature she sees within 30 feet of her. Alternatively, she can choose to heal a creature within 30 feet of her, restoring **4d6+3** hit points.

Mace. +4 to hit for **1d6+2** bludgeoning damage.

Alana Sunray - Priestess (of Helios)

Warm, radiant, and unfailingly cheerful, Alana is a beacon of hope in any community. Her optimism is infectious, and she has a knack for making people feel comfortable and accepted. She overcomes prejudice with kindness, understanding, and a genuine desire to help others.

Physical Description: Despite her tiefling heritage, Alana has a captivating smile that warms hearts. Her horns are neatly kept, further lessening any intimidating aspects of her appearance. She often dresses in simple, comfortable clothing with bright colors that reflect her personality.

Speech Pattern: Alana speaks with a gentle, calming voice. She uses positive language and avoids gossip or negativity.

Why this Job: Alana's faith is a core part of her identity. She believes in the inherent good of people, including tieflings, and sees her role as a priestess as a way to bridge divides and uplift those in need.

Secret: While Alana doesn't dwell on it, she faced a traumatic experience related to prejudice in her past. This only strengthens her resolve to promote understanding and acceptance.

Carrying: A holy symbol of her deity. A healer's kit. A simple travel cloak. A few books on religious scripture or philosophy

AMELIA WAVESHIELD

Medium humanoid (human), lawful good

Armor Class 16 (leather armor)

Hit Points 44

Speed 30 ft.

Languages Common



STR	DEX	CON	INT	WIS	CHA
+4	+5	+5	+1	+2	+0

Sharpshooter. Amelia has mastered precise ranged attacks. When she makes a ranged weapon attack, she can take -5 penalty to the attack roll to gain a +10 bonus to the damage roll if it hits.

Investigator. Amelia is proficient in the Investigation skill and has advantage on all investigation checks to find clues or recall information about crimes or legal proceedings within her jurisdiction.

ACTIONS

Multiaction. Amelia can make two attacks, with a different weapon in each hand (mace, dagger, or hand crossbow).

Mace. +6 to hit for **1d8+4** bludgeoning damage.

Hand Crossbow. Ranged: 30/120 ft., +7 to hit for **1d6+3** piercing damage.

Dagger. +7 to hit for **1d4+3** piercing damage.

Amelia Waveshield - Sheriff

Stern and serious, Amelia commands respect with her imposing presence. She has a strong moral compass and a fierce sense of justice. Her gruff exterior can sometimes come across as cold, but beneath it lies a deep well of compassion for the people she protects.

Physical Description: Amelia is a tall, well-built woman with a stern gaze and a mane of silvering hair. Years of law enforcement have been kind to her. She looks to be younger than the calendar would indicate. She usually wears a well-tended sheriff's uniform with a badge polished to a shine. Her trusty hand crossbow is always close at hand.

Speech Pattern: Amelia speaks in a clipped, authoritative tone. She is to the point and doesn't waste words. However, she is also a fair listener and will hear out all sides of a story before making a judgment.

Why this Job: Amelia grew up in a lawless town and witnessed firsthand the suffering caused by unchecked crime. She dedicated herself to upholding the law and creating a safe haven for others.

Skills and Abilities: Amelia is a skilled investigator with a keen eye for detail. She is also a crack shot with her hand crossbow and a formidable hand-to-hand combatant. She has a network of informants throughout the town and is adept at reading people and situations..

BRINT “SALTY” BRINEBORN

Medium humanoid (half-Orc), neutral good

Armor Class 16 (leather armor)

Hit Points 27

Speed 30 ft.

Senses darkvision 60 ft.

Languages Common, Infernal



STR	DEX	CON	INT	WIS	CHA
+5	+4	+4	+0	+1	-1

Relentless Endurance. When Salty is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead. Once he uses this feature, he can't use it again until he finishes a long rest.

ACTIONS

Multiattack. Salty can make two attacks: one with a weapon in each hand (fists, daggers, or improvised weapons depending on the situation).

Unarmed. +5 to hit for **1d8+3** bludgeoning damage.

Dagger. +5 to hit for **1d4+3** piercing damage.

Improvised Weapon. +5 to hit for **1d4+3** bludgeoning damage.

BONUS ACTION

Menacing. All creatures within 10 feet who can see him makes a DC 13 WIS save or is frightened of him for 1 minute. A creature can repeat the saving throw at the end of each of its turns. If the successful or the effect ends for it, the creature is immune to Salty's Menacing for the next 24 hours.

Brint “Salty” Brineborn - Half-Orc owner of the Topsy Marlin

Salty is a jaded soul who has seen the worst in people. He is slow to trust but fiercely protective of those who have earned his respect. Salty's gruff demeanor is often accompanied by a dry, sarcastic wit. While he still enjoys a good brawl, age and experience have taught him the value of cunning over brute force.

Speech Pattern: Salty speaks in a gruff, gravelly voice, often laced with sarcasm. He doesn't mince words and tends to be blunt to the point of rudeness at times. However, he listens more than he lets on, and his gruffness often hides a surprising amount of insight.

Why this Job: He spent the proceeds from a successful career in a notorious adventuring group to purchase the Topsy Marlin. He loves being the bartender and now that he owns the place, no one can fire him.

Skills and Abilities: He has a good understanding of the criminal underworld and may have contacts in the seedier parts of town. Despite his gruff demeanor, he is surprisingly perceptive and can read people well.

Secret: Salty doesn't like to talk about his past. He was once a member of a notorious adventuring group and was framed for a crime he didn't commit.

CAPTAIN FINN KELLEY

Medium humanoid (human), neutral good

Armor Class 15 (leather armor)

Hit Points 68

Speed 30 ft.

Languages Common, Dwarvish, Halfling



STR	DEX	CON	INT	WIS	CHA
+1	+4	+1	+4	+0	+5

Ship's Captain. Captain Finn has advantage on all navigation checks related to sailing his ship. Additionally, he is proficient with navigator's tools.

ACTIONS

Multiattack. Captain Finn makes two attacks with his cutlass.

Cutlass. +5 to hit for **1d8+3** slashing damage.

BONUS ACTION

Mastermind (2/Day). Captain Finn can choose a creature he can see within 60 feet. The chosen creature has disadvantage on the next saving throw it makes before the end of the captain's next turn.

Finn Kelley - Captain of the fishing ship “The Silver Hook.”

A skilled sailor and navigator, He is descended from a famous pirate and seeks to reclaim a lost family treasure. This secret fuels his ambition.

CAPTAIN SILAS HAWSER

Medium humanoid (human), neutral good

Armor Class 16 (leather armor)

Hit Points 68

Speed 30 ft.

Senses darkvision 60 ft.

Languages Common, Infernal



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

Keen Smell. Silas adds +4 to perception checks when perceiving by smell.

Salty Sailor. Silas has advantage on DEX checks made on ships.

ACTIONS

Multiattack. Two attacks: one with his scimitar and one with his off-hand dagger.

Scimitar. +5 to hit for **1d8+3** slashing damage.

Dagger. +2 to hit for **1d4+1** piercing damage.

Captain Silas Hawser - The Reluctant Smuggler

Ideals: I seek to atone for the mistakes of my past.

Bonds: A hidden debt to a dangerous criminal organization torments me. I must pay them off to be truly free.

Flaws: I am haunted by the ghosts of my past, which can make me reckless in the face of danger.

DURIN AULDHAMMER

Medium humanoid (Dwarf), lawful neutral

Armor Class 14 (leather armor)

Hit Points 22

Speed 25 ft.

Resistant poison | poisoned

Senses darkvision 60 ft.

Languages Common, Dwarvish



STR	DEX	CON	INT	WIS	CHA
+7	+1	+5	+2	+1	+0

Dwarven Toughness. When Durin drops to 0 hit points but doesn't die outright, he can drop to 1 hit point instead. He can use this feature once per a long rest.

Smith's Tools Expertise. Durin has advantage on any ability check he makes using smith's tools.

ACTIONS

Hammer. +6 to hit for 1d8+4 bludgeoning damage.

Improvised Weapon. +5 to hit for 1d6+4 bludgeoning damage. The damage die changes depending on the improvised weapon (d4 for a small object, d6 for a medium object, d8 for a large object).

Durin Auldhammer - Village Blacksmith

Gruff but fair, Durin is a no-nonsense dwarf who takes immense pride in his work. He has a deep respect for tradition and quality craftsmanship. While gruff on the outside, he has a soft spot for those who appreciate the finer points of blacksmithing.

Physical Description: Durin is a broad-shouldered dwarf with a thick, salt-and-pepper beard braided into his chest. His face is etched with wrinkles earned from years spent working at the forge. His eyes are a bright blue, often narrowed in concentration while working on a project. He usually wears a sturdy leather apron over simple clothes that protect him from the heat of the forge.

Speech Pattern: Durin speaks in a deep, booming voice. He is to the point and doesn't waste words, but he can be surprisingly eloquent when discussing his passion for blacksmithing.

Why this Job: Blacksmithing is in Durin's blood. He learned the craft from his father and grandfather. He takes great satisfaction in creating useful and beautiful objects that will last for generations.

Skills and Abilities: Durin is a master blacksmith, skilled in working with all kinds of metals. He can craft anything from a simple fishing hook to a suit of exquisite armor. He also has a keen eye for detail and can spot flaws in other people's work a mile away.

Carrying: A heavy blacksmith's hammer, Thick leather gloves, A pair of iron tongs, A pouch filled with assorted nails and rivets, A small sketchbook filled with designs for his secret project.

FREDERICK "FRED" KNEAD

Medium humanoid (human), neutral good

Armor Class 14 (leather armor)

Hit Points 4

Speed 30 ft.

Languages Common



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

Master Miller. Has advantage on WIS checks related to milling grain and maintaining a mill.

People Person. Advantage on CHA checks made to influence friendly creatures.

ACTION

Dagger. +2 to hit for 1d4 piercing damage.

Frederick "Fred" Knead - The Jovial Miller

Jovial with a booming laugh. Fred takes immense pride in his mill and its role in providing for the town. He's generous, often helping families in need with flour or even small loans. People are drawn to his warm smile and friendly demeanor. He's an excellent listener, always happy to lend an ear.

What caused him to take the job: Fred practically grew up in the mill. His family has owned it for generations, and he learned the miller's trade from his father. He can't imagine doing anything else.

Master Miller: Years of experience have made Fred an expert at operating and maintaining the mill. He can adjust the grindstones to produce various types of flour and ensure the smooth operation of the entire process.

Problem Solver: Fixing mill equipment throughout the years has honed Fred's problem-solving skills. He's a natural at diagnosing malfunctions and finding solutions to keep the mill running.

People Person: Fred's jovial personality and genuine warmth make him well-liked in the community. People trust him and feel comfortable seeking his advice or help.

Secret: While Fred is generous, he does have a bit of a gambling habit. He keeps it under wraps, but occasionally spends more coin than he should at the local tavern.

Carrying: A pouch containing flour dust and a few coins. A small knife strapped to his belt. A worn leather-bound book detailing flour milling techniques and generations of Knead family notes.

JINGLE SILVERSTRING

Small humanoid (gnome), chaotic good

Armor Class 12 (none)

Hit Points 12

Speed 25 ft.

Resistant illusions

Senses darkvision 60 ft.

Languages Common, Gnomish



STR	DEX	CON	INT	WIS	CHA
-1	+5	+1	+2	+0	+5

Bardic Inspiration (3/Day). Jingle can inspire a friendly creature (including herself) to give them advantage on one attack roll, ability check, or saving throw within the next 10 minutes.

ACTIONS

Spells. As a 2nd level Bard, Jingle Silverstring casts one of the following Arcane spells.

Cantrips: *Minor illusion*, *Mage hand*, *Message*

1st Tier: *Identify*, *Charm person*, *Disguise self*, *Magic Missile*, *Sleep*

Dagger. +6 to hit for 1d4+3 piercing damage.

REACTION

Cutting Words (Recharge 6). When a creature she can see within 60 feet targets another creature for an attack roll, a saving throw, or ability check, she can use her reaction to roll a d4. Subtract the number rolled from the attack roll, saving throw, or ability check of the target creature.

Jingle Silverstring

Jingle is an eccentric and energetic bard with an insatiable curiosity and a mischievous streak. She loves music, riddles, and anything that sparks her imagination. Jingle can be easily distracted by shiny objects or interesting sounds, but her loyalty to her friends is unwavering.

Example Speech: “Oh, hello there! Haven’t seen your kind around these parts before! Are you here for a song, a story, or perhaps a riddle to test your wit? Jingle Silverstring is at your service!” (Jingle speaks in a rapid-fire way, her voice high-pitched and bubbly).

Job: Proprietor of the Net Mender’s General Store.

Why this Job: Jingle used to be a Traveling Bard. Jingle craves new experiences and enjoys sharing her music with the world. A few months ago, she won the Net Mender’s General Store in a wager. Truth be known, the previous owner was glad to get out from under it. She is enjoying it so far, but is beginning to regret being tied down to one place.

Skills/Abilities: Jingle is a talented musician and storyteller. She possesses a knack for languages and can pick up bits and pieces of conversation even in unfamiliar tongues. Jingle’s small size and nimble fingers allow her to be surprisingly stealthy.

Lander the Flying Cyanea - A Timeless Guardian

Lander isn’t your average jellyfish-like creature. He’s a powerful hero burdened by a glimpse of a terrible future and a unwavering determination to prevent it.

Immense Intelligence and Magic: Lander possesses an exceptional intellect and unmatched magical prowess (20th-level Wizard). He can cast a vast array of spells, from defensive buffs to devastating psychic attacks and reality-altering magic.

Tireless Defender: Lander’s unwavering resolve and potent magic make him a formidable opponent for any foe. His high Wisdom and Charisma make him a wise counselor and inspirational leader.

Vulnerability: Despite impressive defenses, Lander’s low Strength and Dexterity make him susceptible to physical attacks.

Isolation: Unmoored from time, Lander may struggle to connect with others who lack his perspective on the future.

Undetermined Future: While powerful, Lander’s success hinges on finding a way to alter the foreseen future, a daunting task even for a being of his caliber.

Roleplaying Lander:

Haunted Hero: Lander is a tragic figure, burdened by knowledge yet unable to share it freely.

Sage Strategist: He approaches problems thoughtfully, using his vast knowledge and experience to formulate plans.

Inspiring Hope: Despite his burden, Lander remains optimistic, seeking to rally others towards a better future.

Puck the Sprite - Weaver of Fate’s Tapestry

Puck is a sprite, a tiny fey creature with a playful demeanor that masks a surprisingly deep understanding of time and destiny.

Master of Pranks and Premonitions: Puck’s high Dexterity and Acrobatics make him a nimble trickster, adept at pulling pranks and evading danger. His exceptional Intelligence and Wisdom grant him an uncanny knowledge of history and an intuitive grasp of fate’s flow.

Invisible Ally: Puck’s invisibility and telepathy allow him to observe events unseen, subtly nudging people and situations towards the desired outcome. He can communicate telepathically, offering cryptic advice or playful jabs to those he deems worthy.

Playing Puck:

Impish Guide: Let Puck’s playful personality shine through, using pranks and riddles to deliver important information.

Cryptic Wisdom: Speak in riddles and metaphors, forcing those he interacts with to think for themselves.

Invisible Helper: Observe from the shadows, offering aid or nudges when needed, but avoid directly interfering.

LANDER

Small aberration (Flying Cyanea), lawful good

Armor Class 12 (natural armor)

Hit Points 225

Speed fly 30 ft.(hover)

Resistant poison | poisoned

Senses darkvision 60 ft., telepathy 100 ft

Languages telepathy 100 ft. with any creature that can understand a language.



STR	DEX	CON	INT	WIS	CHA
+0	+2	+3	+6	+4	+5

Keen Mind. Lander has an exceptional memory, and can recall everything he has ever seen or heard.

Temporal Sensitivity: Lander can unerringly ascertain the current local time and date.

Time Travel: As an action, Lander can enter the Demiplane of Time and travel along the river of time to exit in the past or future at a time and location of his choosing. He may bring along all creatures of his choice that are within 30 feet.

Telepathic Shroud. Lander cannot be surprised by any creature within 100 feet of it, and other creatures cannot telepathically read its thoughts or probe its mind.

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

Legendary Resistance (3/Day). If Lander fails a saving throw, it can choose to succeed instead.

ACTIONS

Spells: As a 20th level Wizard, Lander casts any spell on the Arcane spell list.

Multiattack. Lander makes three tentacle attacks.

Tentacle Attack. +10 to hit for **2d6+2** piercing damage plus **1d4+7** acid damage. At the end of each of its turns the target must make a DC 10 CON save, ending the recurring acid damage on a success, or take **1d4** acid damage. A lesser restoration spell cast on the target also ends the recurring acid damage.

Dream Bolt (Recharge 5-6). Lander launches a bolt of psychic energy at a creature it can see within 120 feet. The creature takes **8d8** psychic damage and is stunned until the end of its next turn or succeeds on a DC 16 INT save to take half damage and not be stunned.

LEGENDARY ACTIONS

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

Move. Lander moves up to its speed.

Tentacle Attack. Lander makes one tentacle attack.

Cast a Spell. Lander casts a spell it knows.

Ethereal Jaunt (1/Day). Lander disappears into the Border Ethereal, reappearing at a point it can see within 100 feet of it.

REACTION

Psychic Shield (1/Round). When Lander takes damage from a spell or a magical effect, it can use this ability to halve the damage taken.

PUCK

Tiny fey (sprite), lawful good

Armor Class 15 (natural armor)

Hit Points 32

Speed 30 ft., fly 40 ft.

Resistant spells and other magical effects, poison | poisoned

Senses darkvision 60 ft.,

Languages Common, Elvish, Sylvan, telepathy 100 ft. with any creature that can understand a language.

STR	DEX	CON	INT	WIS	CHA
-1	+6	+2	+4	+3	+5



Fey Ancestry. Puck has advantage on DEX saves. Magic can't put Puck to sleep.

Invisibility (At will). Puck can turn invisible at will. As an action, he can become invisible and remain invisible indefinitely, until he attacks or casts a spell, or until his concentration ends (as if concentrating on a spell). Any equipment he is wearing or carrying is invisible with him.

ACTIONS

Multiattack. Puck makes two scimitar attacks.

Scimitar. +10 to hit for **1d4+3** piercing damage.

Shortbow. Ranged 80/320 ft., +10 to hit for **1d6+5** piercing damage.

Misdirection (Recharge 5-6). Puck chooses one creature he can see within 30 ft. Until the end of its next turn, that creature's attack rolls have disadvantage, and the armor class of any creature within 5 feet of the chosen creature is increased by 2.

REACTION

Flicker (1/Round). When Puck is targeted by an attack or a spell, he can teleport up to 30 feet to an unoccupied space he can see.

Lander - a time traveler

Lander is a Flying Cyanea. That is a creature that is only a couple of feet in diameter that floats in the air and resembles a jellyfish. But appearances can be deceptive. Lander is a hero with powerful magical abilities and unwavering resolve. He used his power to sever Thanatos' strongest tendrils of influence. However, the strain was immense. Lander sacrificed his own place in time, becoming unmoored from the flow of history. In the future that Lander witnessed, Thanatos' cult was able to release him from his prison. Now, he travels the river of time searching for a way to stop what he has already seen in the future, the world ravaged by Thanatos.

Puck - the Mischievous Sprite

Accompanying Lander is Puck, a mischievous sprite with an affinity for temporal anomalies. Though seemingly carefree, Puck possesses an uncanny knowledge of time and fate. His playful demeanor masks a deep purpose – to guide those chosen by destiny to fulfill their roles in protecting the world from Thanatos' return.

MRS. PEAL

Medium humanoid (human), neutral good

Armor Class 10 (no armor)

Hit Points 4

Speed 30 ft.

Languages Common



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

ACTIONS

Appealing to Reason: Even in combat, Mrs. Peal might try to reason with the attackers, offering them baked goods or information in exchange for leaving peacefully (+4 to persuasion checks due to her high Charisma).

Dagger: +2 to hit for 1 piercing damage.

Improvised Weapon. In a pinch, Mrs. Peal could grab a nearby rolling pin or bread knife (+2 to hit, 1d4+1 bludgeoning or piercing damage).

Fling Flour (Improvised). Thrown 20 ft., In a surprising move, Mrs. Peal throws a handful of flour at an attacker (DC 12 Dex save). On a failed save, the attacker is blinded until the end of their next turn.

Mrs. Peal - the Benevolent Baker

Mrs. Peal radiates warmth like her freshly baked bread. Her kind eyes, crinkled at the corners from years of smiles, twinkle behind her spectacles. Flour dusts her apron, a badge of honor from her dedication to her craft. She takes immense pride in her creations and enjoys sharing her passion with others. For those who show a genuine interest, she might even be persuaded to part with a treasured recipe, though it wouldn't come easy.

Physical Description: Mrs. Peal is a woman of average height with a gentle, rounded figure. Her warm smile and kind eyes immediately put people at ease. Her hair, streaked with silver, is pulled back in a practical bun, often dusted with flour. Years of kneading dough have left her hands strong and capable.

Example of how she would speak to someone: "Welcome, dearie! Can I tempt you with a warm poppyseed roll today? They just came out of the oven, still nice and toasty." (Her voice is warm and inviting, with a hint of a motherly lilt.)

Job: Baker and owner of Mrs. Peal's Bakery

What caused her to take the job: Baking has been Mrs. Peal's passion since she was a child. The joy of creating something delicious and bringing happiness to others through her treats drives her.

What she's carrying: On her person, Mrs. Peal likely has a small pouch containing spare change, a worn recipe book filled with her personal notes, and a small, sharp knife for cutting dough.

SALTY SCALAWAGS

Small humanoid, teenager (human), neutral

Armor Class 10 (none)

Hit Points 4

Speed 30 ft.

Languages Common



Blackheart

STR	DEX	CON	INT	WIS	CHA
-1	+6	+2	+4	+3	+5

Mischief Maker. Once per encounter, the scalawag can attempt to distract a creature it can see within 10 feet of it. The creature must succeed on a DC 10 Wisdom saving throw or have disadvantage on all actions until the end of its next turn.

ACTIONS

Slingshot. Ranged 30/120 ft., +2 to hit for 1 point bludgeoning damage. If this reduces the target to 0 hit points they are unconscious but stable.

Mud Pie. Thrown 20 ft., +1 to hit. The hit creature is blinded until the end of its next turn

Bag of Flour. Thrown 30 ft., +2 to hit. Until the end of its next turn, the hit creature's attack rolls have disadvantage, and the armor class of any creature within 5 feet of the chosen creature is increased by 2.



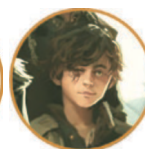
Lightnin'



Ironhook



Lucky



Sharktooth

Salty Scalawags:

The Salty Scalawags are mischievous teenagers. They are all have parents, mostly farmers or laborers. They like to think of themselves as pirates. Any combat will be non-lethal with slingshots and mud pies.

Things a Salty Scalawag might say:

"Yar! Take this, ye landlubber!" (Classic pirate insult with a youthful exuberance)

"Wait, hold on! Me mum says we gotta negotiate first!" (Attempting to stall for time or create an opportunity to escape)

SAILOR

Medium humanoid (human), any non-evil

Armor Class 10 (no armor)

Hit Points 4

Speed 30 ft.

Languages Common

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

ACTIONS

Scimitar: +1 to hit, for 1d6+1 slashing damage.

Appendix E: Monsters

BARRACUDA SWARM CR 1/2

Swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 25

Speed 10 ft., swim 60 ft.

Senses darkvision 60 ft.

Languages -

STR	DEX	CON	INT	WIS	CHA
+2	+2	+0	-5	-4	-5

Swarm. The swarm can occupy any space large enough for a Medium creature. The swarm can't enter a space that is too small for it. A creature can pass through the swarm without squeezing if its size is Small or larger. Creatures Large or smaller that start their turn in the swarm or move into the swarm on their turn must make a DC 13 DEX save or take 2d6+2 piercing damage and is **grappled** (escape DC 13). Until the grapple ends, the creature is restrained and takes 2d6+2 piercing damage at the start of each of its turns.

Light Sensitivity. While in bright light, the swarm has disadvantage on attack rolls.

ACTIONS

Bite. Reach 0 ft., +4 to hit, one target within the swarm's space. Hit: 1d6+2 piercing damage.

BUCCANEER CR 1/4

Medium humanoid (human), any evil

Armor Class 11 (leather armor)

Hit Points 11

Speed 30 ft.

Languages Common

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

ACTIONS

Scimitar. +3 to hit, for 1d6+1 slashing damage.

Light Crossbow. Ranged 80/320 ft., +3 to hit for 1d8+3 piercing damage.

CAVE LION CR 5

Large beast, unaligned

Armor Class 17 (natural armor)

Hit Points 24

Speed 50 ft.

Senses darkvision 60 ft.

Languages -

STR	DEX	CON	INT	WIS	CHA
+6	+5	+2	-4	+1	-2

Heightened Hearing and Smell. The lion adds +4 to perception checks when perceiving by hearing or smell.

Pounce. If the Cave Lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that creature is knocked prone.

ACTIONS

Multiattack. The Cave Lion makes two attacks: one with its bite and one with its claws.

Bite. +7 to hit for 1d8+4 piercing damage.

Claws. +7 to hit for 1d6+4 slashing damage.

CULTIST FANATIC CR 0

Medium humanoid (any race), lawful evil

Armor Class 12 (leather armor)

Hit Points 7

Speed 30 ft.

Senses darkvision 60 ft.

Languages Common (and any other appropriate to their race)

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

ACTION

Improvised Weapon (crude bone axe). +3 to hit for 1d6+1 slashing damage.

MAMMOTH CALF CR 1/2

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 33

Speed 40 ft.

Languages -

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

Heightened Smell. The wolf adds +4 to perception checks when perceiving by smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Tusk (Recharge 5-6). The mammoth calf makes two Tusk attacks. +5 to hit for 1d6+3 piercing damage.

Multiattack. The mammoth calf makes two attacks: one with its bite and one with its trunk.

Bite. +5 to hit for 1d6+3 piercing damage.

Trunk. Reach 10 ft., +5 to hit for 1d4+3 bludgeoning damage.

NEANDERTHAL WARRIOR CR 1/2

Medium humanoid (any race), unaligned

Armor Class 14 (hide armor)

Hit Points 22

Speed 20 ft.

Languages Primeval



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

ACTIONS

Spear. Reach 10 ft., +5 to hit for **1d6+3** piercing damage.

Spear. Thrown 30/140, +3 to hit for **1d6+1** piercing damage.

Club: +3, **1d6+3** bludgeoning damage.

OCTOPUS, GIANT CR 2

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 44

Speed 10 ft., swim 60 ft.

Senses darkvision 60 ft.

Languages -



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

Hold Breath. While out of water, the octopus can hold its breath for 30 minutes.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Tentacles. Reach 15 ft., +5 to hit for **2d6+3** bludgeoning damage, and the target is **grappled** (escape DC 13), if it is a Huge or smaller creature. Until this grapple ends, the target is restrained. The octopus can grapple up to two creatures at one time.

BONUS ACTIONS

Tentacle Slam. The octopus slams a Medium or smaller creature it is grappling into a solid surface. The target takes 2d6 bludgeoning damage or makes a DC 13 STR save for half as much.

REACTION

Ink Dash (Recharge 4–6). When a creature the octopus can see deals damage to it, the octopus can release a 20-foot-radius cloud of ink all around itself, if it is underwater. The area is heavily obscured until the end of the octopus's next turn, although a significant current can disperse the ink. Then, the octopus can swim up to its swimming speed. If it does so, it immediately releases any creatures it is grappling.

SIREN, MINOR CR 1/2

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 22

Speed 10 ft., swim 40 ft., fly 60 ft. (hover)

Senses darkvision 60 ft.

Languages Aquan, Common



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

Mesmerizing Appearance. The minor siren has advantage on deception checks to impersonate others and to influence the emotions of creatures.

ACTIONS

Multiattack. The siren makes two attacks with her claws.

Claw. +4 to hit for **2d6** slashing damage.

Song of the Siren. The minor siren can unleash a magical song that targets one creature within 60 feet of it. The creature must make a DC 13 WIS save or become charmed for 1 minute. While charmed, the target has disadvantage on perception checks. The charmed creature can repeat the saving throw at the end of its next turn, ending the effect on itself on a success. Otherwise, the effect ends after 1 minute.

WOLF, PRIMAL CR 1

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 40

Speed 50 ft.

Resistant frightened.

Languages -



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

Heightened Hearing and Smell. The wolf adds +4 to perception checks when perceiving by hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTION

Bite. +5 to hit for **2d8+3** piercing damage. If the target is a creature, it must make a DC 13 STR save or be knocked prone.

BONUS ACTION

Hungry Growl. The wolf stares down and growls at one creature it can see within 30 feet of it. The target must make a DC 13 WIS save or be frightened until the end of its next turn. The wolf has advantage on the next attack roll it makes against the frightened creature.