

# Quest for the Mithral Sphere

Adventure AT-02 in the campaign arc

## About Time

by Ronny Hart

AN ADVENTURE FOR SECOND LEVEL CHARACTERS.



The characters are trying to locate the *Mithral Sphere* - a magical artifact that may hold the key to preventing the release of an evil deity upon the land. They will explore an island filled with undead and other fantastic monsters while being pursued by an evil cult, dedicated to that deity and his release.

This can be played alone or as the 2nd adventure in a series of adventures that make up the *About Time* campaign arc.



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* campaign series 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-02 Quest for the Mithral Sphere**. It is a sequel to **AT-01 An Ancient Evil** and the second part of the *About Time* campaign series, although it can easily be run as a stand-alone module. Two set-ups are provided: one for newly-arrived PCs and one for PCs who adventured in AT-01.

## PREPARATION

**Quest for the Mithral Sphere** is written for the rules light, D&D 5E compatible, RPG **Bold Against Monsters** (or **BAM**) available here: <https://www.drivethrurpg.com/en/product/527700/bold-against-monsters>). This can also be played using the **D&D fifth edition** (5E) *Player's Handbook*, or the **Tales of the Valiant** (ToV) *Player's Guide* if you would prefer.

**AT-01 An Ancient Evil** was the first adventure in this campaign and you may want to refer to it for information regarding Saltport Cove, the small fishing village the PCs have traveled from and may return to for rest and/or supplies. It also contains some background information you may want to refer to throughout the *About Time* campaign.

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 NPCs and monsters are provided at the back of this adventure in Appendix "B"

## ENCOUNTER LEVELS

This adventure is designed for a party of **four 2nd 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.

## THE CAMPAIGN WORLD - MANORIA

See **AT-01 An Ancient Evil** for background information on the campaign world of Manoria regarding the counting of the years, the creation myth, the pantheon, and the overarching story.

## TRACKING WEEKS AND MONTHS

Manoria travels once around the sun in 336 days, visiting the 12 Lairs of the Zodiac in an appointed round that never varies. The Great Moon, called Luna, waxes and wanes in fixed cycles of 28 days (Luna's cycle governs lycanthropy).

Each lunar cycle marks the passage of one month, which is further subdivided into four weeks of seven days each.

With the name of this campaign being *About Time* it should come as no surprise that you should keep track of the passage of time during these adventures.

I created a tool to help the GM track time during an adventure. You might find it useful. You can download a copy here: <https://olddungeonmaster.com/2016/08/20/dd-5e-time-tracking-tool/>

## Set-Up #1: Stand-Alone Adventure

If you are bringing characters from an existing campaign into this adventure, you need to arrange for them to have accepted the job of mapping Aethelgard Island. The island is said to be haunted and nobody from the nearby fishing community of Saltwater Cove will set foot on it. Recently, the island was struck by a huge fireball causing a large wave which almost destroyed their docks. They heard a roomer that there is a hidden treasure to be found there that may contain a powerful magical artifact known as the *Mithral Sphere*.

Unknown to the PCs, as they step onto the island, they will be accompanied by an invisible sprite named Puck (See more information regarding Puck in the *Running the Adventure* section on page 4)

## Set-Up #2: Continuing from AT-01

The previous adventure, **AT-01 An Ancient Evil**, ended with our heroes stepping onto this island, instantly taken back in time where they met Lander and Puck who told them of a powerful artifact called the *Mithral Sphere* reported to be somewhere on the island, and then returned to a point in time only 6 seconds after they left here.

Lander is a Flying Cyanea, a creature only a couple of feet in diameter that floats in the air and resembles a jellyfish. He is the one responsible for the heroes time jump. He told them that they must find the artifact to prevent the future destruction of the world.

Accompanying Lander was a mischievous sprite named Puck. What his association is with Lander was never quite explained.

## Additional Set-Up: For All Players

12 miles away, in Saltport Cove, before they left they made an agreement with Sheriff Amelia Waveshield to map this island and survey it for any possible dangers it might present to the fishing village. She gave them a map she got from a fisherman that shows the outline of the island and agreed that she would give them 20 gp each if they did. She expects it to take at least a week to finish the survey. She also paid Captain Silas Hawser to take them to the island on his fishing ship The Salty Gull, furnish them with 7 days rations, and return to pick them up 7 days later.

Captain Silas dropped them off in a rowboat about 100 feet from the beach, and watched until they were safely on shore before sailing away. If they need to leave before the ship returns, or aren't waiting there when the ship returns, they can always return to Saltport Cove in the rowboat.

# Running the Adventure

This is called a Micro-Hex crawl. Where Hex crawls typically use a scale of 6 to 10 miles per Hex, or 20 to 70 miles per Hex for larger regions, this adventure uses a map where each Hex is only one mile across. This Micro-Hex crawl packs a lot of interesting features and encounters into a relatively small area.

## EXPLORATION AND DISCOVERY

Since each Hex represents a small area, players will be able to cover a good amount of ground in a day. This keeps the exploration moving and encourages them to uncover the island's secrets. The focus becomes less on long journeys and more on piecing together the island's history and ecology through smaller discoveries in each Hex.

## ABILITY CHECKS

Where an ability check is required, the text will describe the result of a successful check. When characters are proficient in the activity they can add their proficiency bonus to the check. That is sometimes shown after the indicated check, like "INT check (Religion)"

## TRACKING TIME

Captain Silas provided the characters with 7 days rations and pledged to return to pick them up in 7 days. This is barely enough time for the heroes to explore and map the island, but it is not enough time for them to search much of it. They have a rowboat and can row themselves back to Saltport Cove whenever they want to. It will take them 4 hours to row there, starting from Hex C1. (See the "Returning to Saltport Cove" sidebar on page 25)

It will be easiest to track time on the island in 10 minute increments. In addition to the exploration times shown below, add time when they take long and short rests. Also add a minimum of 10 minutes for each encounter, or time they spend doing other things such as foraging or deciding which way to go. They rest for about 20 minutes every couple of hours, and will take at least 30 minutes for each meal. You can just tell them that you will be adding this time to your timekeeping so, with the exceptions of short and long rests, they won't need to specifically tell you when they are stopping for lunch, for example.

They won't normally be exploring after dark, and if they insist on exploring for more than 8 hours a day, each hour of travel or exploring beyond 8, each PC must make a CON save or take one level of exhaustion. The DC is 10 + 1 for each hour over 8. This also applies to rowing for over 8 hours.

## TRACKING RATIONS

If they will be on the island for more than 7 days, and they haven't brought additional rations, they can forage for food. There is abundant food and water sources on the island. Each PC requires 1 pound of food each day. Once a day, each foraging character makes a DC 10 WIS check to find 1d6+the character's WIS modifier pounds of food. There is plenty of fresh water, so no check is needed to find water.

PCs can go without food for a number of days equal to 3 + their CON modifier (minimum 1). They suffer one level of exhaustion each day beyond that. A normal day of eating resets the count.

## WHAT ABOUT PUCK?

Puck arrives a few minutes after the characters does (See his stat block on page 34). But he remains invisible and hidden until their first combat encounter. Puck is a sprite, a tiny fey creature with a playful demeanor that masks a surprisingly deep understanding of time and destiny. He loves a good prank, but don't let his lightheartedness fool you. Puck has a serious purpose – to guide those chosen by fate to fulfill their roles in protecting the world from the return of Thanatos.

**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.

**Defender of Destiny:** Despite his playful nature, Puck is fiercely loyal to his duty. He shares a connection with Lander, another champion against Thanatos, both working towards the same goal but in different ways.

### Puck's Quirks:

**Playful to a Fault:** Even in serious situations, Puck can't resist a good prank, which can sometimes frustrate those he's trying to help.

**Trusting to a Flaw:** Puck's belief in destiny can lead him to trust those chosen by fate a little too readily, even if they seem unworthy.

### Playing Puck:

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

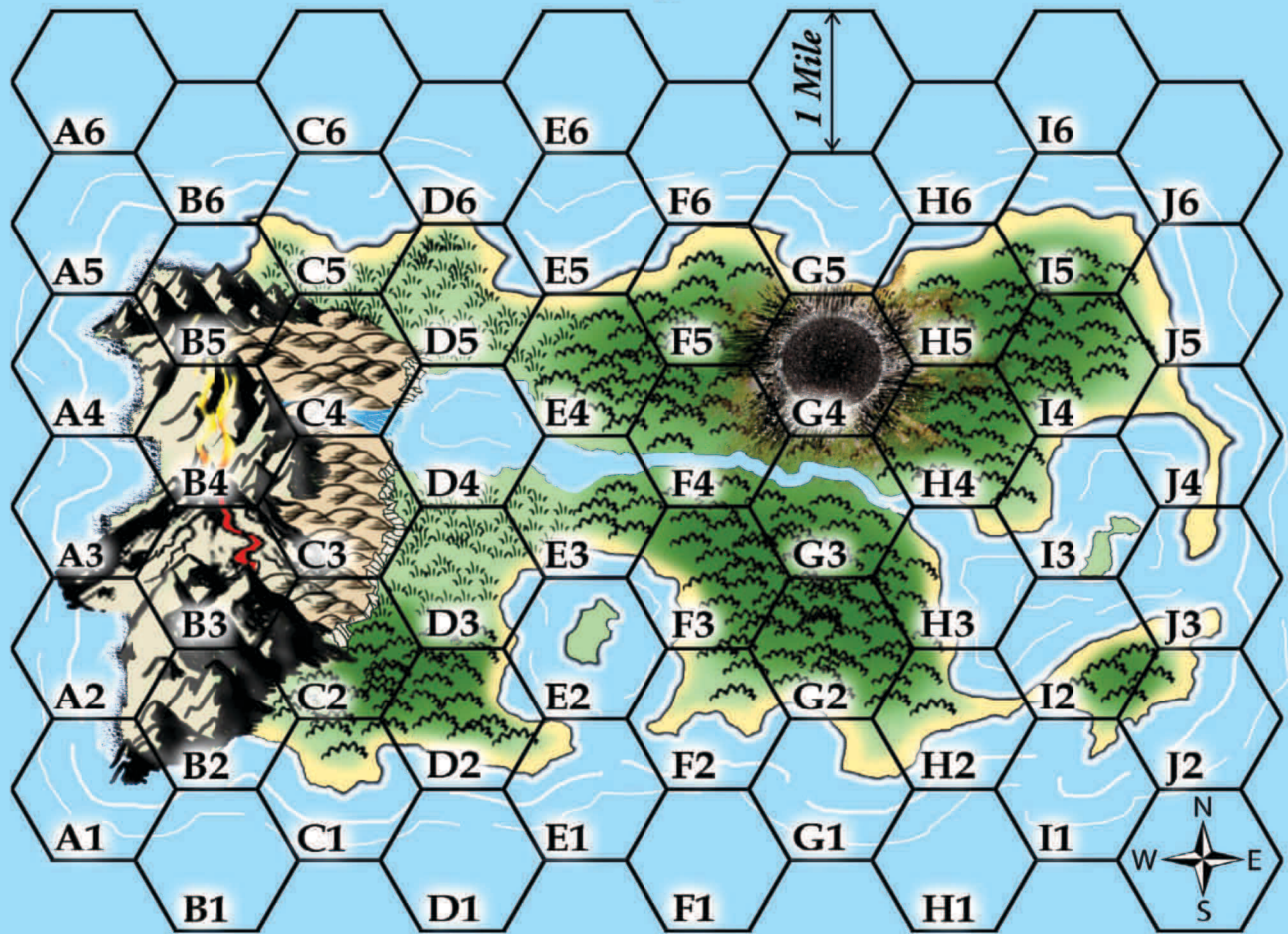
**Cryptic Wisdom:** Speak in riddles and metaphors, forcing those he interacts with to think for themselves.

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

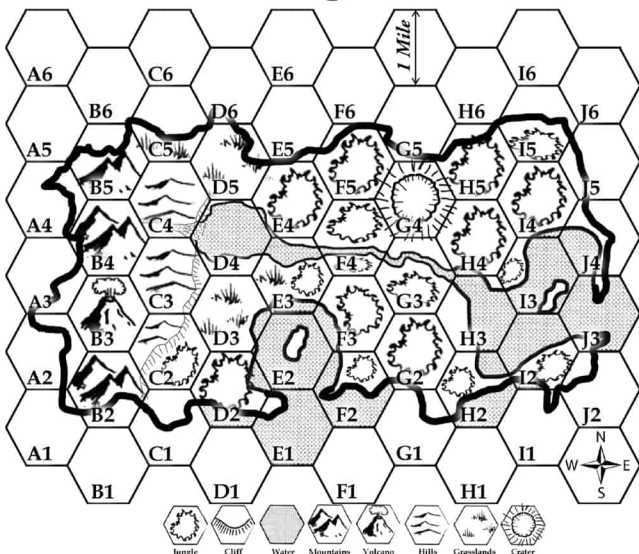
**Combat:** The GM can play Puck, or you can have one of the players play him during combat (perhaps a different player each session). He will remain close but invisible most of the time. He is not supposed to interfere, but can't help himself sometimes. On his turn, roll 1d6. On a 6 he will ready a help action so that when a PC next makes a melee attack, Puck tries to trip that PC's opponent with an contest check, Puck's DEX vs his opponent's STR. If Puck wins the contest, his opponent falls prone until the start of his next turn, but the PC's attack misses. The opponent will use half it's movement on its next round to stand up. If Puck loses the contest, the opponent is still standing, but the PC makes his attack with advantage as the opponent shakes off Puck, who is now visible until the start of his next turn.



# Aethelgard

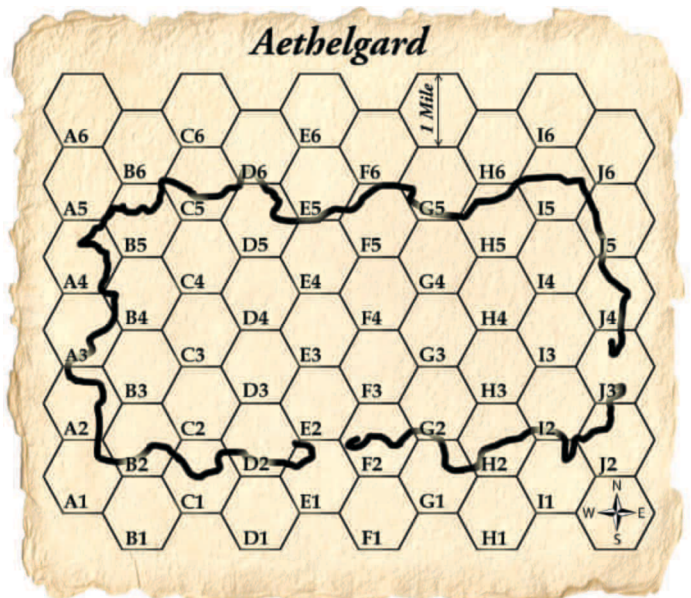


## Aethelgard



Aethelgard Island - Schematic

## Aethelgard



Aethelgard Island - Handout #1

# AETHELGARD ISLAND

## The Map

On page 5 are three different maps of the same island. The one in color is an overview for the GM. The one in black and white is also for the GM. It has symbols representing the terrain found in each Hex. The third one is a the map the sheriff gave to the PCs and only shows the island's outline. This Players Map is available as a handout on page 26. They can use it to track their movements and fill in the map to give to Sheriff Amelia. If they want to, they could use symbols similar to the ones shown on the black and white map.

## How to Read the Map

The following refers equally to all 3 maps.

Each Hex on the map represents an area that is one mile across.

The map uses a coordinate system to identify each Hex.

The letters across the bottom (A, B, C, etc.) designate the columns, while the numbers running up the side (1, 2, 3, etc.) designate the rows. Each Hex is identified by combining a letter and a number (e.g., A1, B2, C3).

Each Hex has 6 equal sides. Because north is up on the map, the top is the north side. Going clockwise around the Hex are the north-east side, the south-east side, the south side, the south west side, the north west side, and that brings us back to the north side.

The coastline is mainly sandy beach except on the west side of the island, which has a mountainous coastline.

There are several different terrains on the island. It is mostly jungle, but there is also grassland, hills and mountains.

There is also a volcano, a cliff, a waterfall, a river, a lake, and a crater that was left by the meteor explosion that was witnessed back in Saltport Cove.

### Terrain Types (listed alphabetically)

The terrain descriptions include a speed factor, i.e. (x2). See the *Running this Adventure* chapter in the *Speed Factor* section for information on this.

**Crater:** (x2) See the description of Hex G4 (on page 20).

**Grassland:** (x1) Rolling plains dominated by tall grasses swaying in the wind.

**Hills:** (x2) A series of steep, rocky inclines marking the transition from flat plains to towering mountains. These hills are weathered and worn, dotted with patches of scrubby vegetation clinging to the slopes.

**Jungle:** (x3) A dense and tangled rain forest teeming with life. Towering trees form a thick canopy overhead, filtering sunlight. Vines climb and twist between the trees, while lush foliage and exotic flowers fill the undergrowth. The air is thick with the calls of unseen creatures and the constant hum of insects.

**Mountains:** (x4) Steep, knife-edged peaks pierce the sky on the island's western flank. These imposing mountains rise abruptly from the sea, forming a narrow, jagged wall no more than a mile wide at their base. The constant battering of the ocean waves has carved sheer cliffs into the rock face, while the summits are often shrouded in mist.

**Volcano:** (x8) A hulking, conical mountain dominates the landscape. Its peak, perpetually shrouded in swirling smoke and flashes of red, pierces the sky. Jagged black rock crumbles down the slopes, contrasting with the vibrant green vegetation clinging to its lower flanks. The air carries a faint smell of sulfur.

### Natural Barriers (listed alphabetically)

**Bay:** A crescent-shaped indentation in the coastline, sheltered by land on three sides. In the center is a small island.

**Beach:** All shore lines (except for around the lake and along the river bank) are sandy beaches that extend from the water line 50 feet into the island except at Hex C1 where it is much larger.

**Cliff:** A 100-foot wall of weathered stone, its surface etched with the passage of time. It takes 40 min. to climb with a climber's kit, or 60 minutes without one.

**Mountainous coastline:** There are steep rocky cliffs rising directly out of the water at the base of the mountains behind them.

**River:** A ribbon of deep brown water snakes through the dense jungle, its surface is dappled with sunlight filtering through the thick canopy overhead. Vines hang low, dripping with moisture, while exotic birds call from the hidden depths of the foliage

**Waterfall:** A curtain of cascading water plunges 100 feet down the cliff face, thundering into the lake below.

### Terrains found in each hex.

Featured Locations (shown below in red) have additional descriptions starting on page 9.

A1: Mountains	C4: Hills	F3: Jungle	I1: Jungle
A2: Mountains	C5: Grassland	F4: Jungle	I2: Jungle
A3: Mountains	D2: Jungle.	F5: Jungle	I3: Jungle
A4: Mountains	D3: Grassland	G1: Jungle	I4: Jungle
A5: Mountains	D4: Grassland	G2: Jungle	I5: Jungle
B2: Mountains	D5: Grassland	G3: Jungle	J2: Jungle
B3: Volcano	E1: Jungle	G4: Crater	J3: Jungle
B4: Mountains	E2: Jungle, Grassland	G5: Crater	J4: Jungle
B5: Mountains	E3: Jungle, Grassland	H2: Jungle	J5: Jungle
C1: Beach	E4: Jungle	H3: Jungle	
C2: Jungle, Hills	E5: Jungle	H4: Jungle	
C3: Hills	F2: Jungle	H5: Jungle	



## Speed Factor

The terrains listed in the previous chapter include a speed factor. For example **Hills: (x2)**. This indicates that the “hills” terrain has a speed factor of x2.

In a Hex with a speed factor of x1, it will takes the characters 20 minutes to walk from one side of the Hex to the other (one mile). You can multiply 20 minutes by the speed factor of the terrain they are in, or refer to the “Hex Speed Factors” table.

On the table, “**Cross**” is how long it takes to walk from one side of the Hex to the opposite side. “**Search**” is how long it takes to quickly walk through all the area, criss crossing it about three times. This is enough to identify anything obvious in the area. Finding hidden or hard to notice items or traps requires twice this time if searching an entire Hex.

Hex Speed Factors					
	x1	x2	x3	x4	x8
Cross	20 min.	40 min.	1 hr.	1.5 hr.	3 hrs.
Search	1 hr.	2 hr.	3 hrs.	4.5 hrs.	9 hr.s

## Special cases

**Beach:** You can ignore the time it takes to cross a typical beach.

**Bay, Lake, River, Waterfall, and the water surrounding the island:** Swimming or rowing has a Hex speed factor of (x2).

**Mountainous coastlines** have no areas to step onto from a boat It is a shear climb directly up from the waterline.

## Hexes with Multiple Terrain

If the majority of a Hex is filled with a single terrain, apply the speed factor for that land type to the entire Hex.

If there are two terrains in one Hex, cut the times for each speed factor in half, and apply that when the party crosses that half, unless their path only takes them through a single terrain type.

## Circumnavigating the Island

One reasonable decision the PCs might make would be to circle the island first. This would verify the outline they were given and fill in the two gaps in the map. You can use this information for any time they venture into the sea around the island.

Rowing has a Hex speed factor of (x2) so it takes 40 minutes to row one mile, across one Hex. So, starting at Hex C1 and then rowing through Hexes D2, E1, F2, G1, H2, I1, J2, J3, J4, J5, I5, H6, G5, F6, E5, D6, C5, B6, A5, A4, A3, A2, A1, B2, and then back to C1 is a 25 mile trip, will take 16 hours and 40 minutes, or 2 days rowing for a standard 8 hour travel day. You would add to that the time they take to explore and map the two bays. They might even decide to row up the river to the inland lake.

## Random Encounters

The following Random Encounter Table may be different from ones you are used to. You roll a single die, but which die varies. The larger the die, the more likely the chance for a more difficult encounter.

### THE DICE CHAIN

The potential difficulty grows from d4 up to d12. We call this a “dice chain.” The dice chain we will be using for random encounters, in full, runs like so: **d4, d6, d8, d10, d12**

## When to check (and what die to roll)

These are the times you should roll on the random encounter table, which die you should roll, and a brief description.

**The start of a long rest (1d4):** You choose when during the rest the encounter should occur.

**The end of a long rest (1d12):** This is a once-a-day check. If it is a deadly encounter, have it be the first encounter of the day so the party will have the best chance to survive. Otherwise you decide when during the day the encounter occurs, use the terrain type they are in at the time of the encounter.

**On spending 12 hours in the same Hex (1d8):** The party won't avoid random encounters by staying in one place.

**On moving into a different Hex (1d8):** You decide when to run the encounter, if the Hex contains a fixed encounter decide if this random encounter should run before, or after the other one, or maybe they should both occur at the same time.

**On moving into a different terrain (1d6):** This is only for when the party moves from one terrain to another while still within the same Hex.

## Adjusting the Difficulty

These random encounters may be too difficult, or too easy, for your party. If your party has fewer than 4 characters, is only level 1, or the players are inexperienced, you may need to decrease the difficulty. If you have more than 4 PCs in your group, they are higher than 2nd level, or for whatever reason they are breezing through these encounters, you may want to increase the difficulty.

An easy way to decrease or increase the difficulty is to use one die smaller or larger on the dice chain.

Random Encounter Table	
Die roll	Encounter Difficulty
<b>1</b>	On a d12 no encounter, otherwise roll again, using the next higher die on the dice chain.
<b>2,3</b>	None (No combat encounter)
<b>4,5</b>	Easy
<b>6,7,8,9</b>	Medium
<b>10,11</b>	Hard
<b>12</b>	Deadly

## Encounters by Terrain

After rolling on the Random Encounter Table, refer to the following to find what the encounter actually is, depending on the terrain and the encounter difficulty.

Crater	
Difficulty	Encounter
<b>None</b>	No Combat - Find 1d6 <b>Glowing Crystal Shards</b> (See page 21)
<b>Easy</b>	2 <b>Steam Mephits</b> (page 34)
<b>Medium</b>	4 <b>Skeletons</b> (page 34)
<b>Hard</b>	6 <b>Skeletons</b> (page 34)
<b>Deadly</b>	4 <b>Skeletons</b> (page 34) and 1 <b>Ghoul</b> (page 31)

Grassland	
Difficulty	Encounter
<b>None</b>	No combat - Either a Herd of <b>Grazing Aurochs</b> (indifferent unless spooked) -or- a <b>Flock of Songbirds</b> (pleasant melody)
<b>Easy</b>	2 <b>Skeletons</b> (page 34)
<b>Medium</b>	4 <b>Skeletons</b> (page 34)
<b>Hard</b>	2 <b>Skeletons</b> (page 34) and 1 <b>Ghoul</b> (page 31)
<b>Deadly</b>	4 <b>Mountain Goat Skeletons</b> (New Monster, page 33)

Hills	
Difficulty	Encounter
<b>None</b>	No combat - Either <b>Mountain Goats</b> (surefooted climbers) -or- <b>No Encounter</b>
<b>Easy</b>	4 <b>Cultist, Whisperers</b> (New Monster, page 23)
<b>Medium</b>	4 <b>Cultist, Acolytes</b> (New Monster, page 30)
<b>Hard</b>	1 <b>Young Griffon</b> (New Monster, page 36)
<b>Deadly</b>	1 <b>Wight</b> (page 35)

Jungle	
Difficulty	Encounter
<b>None</b>	No Combat - Either <b>Playful monkeys</b> -or- <b>Brightly Colored Birds</b> -or- a <b>Swarm of Mosquitoes</b> (minor annoyance)
<b>Easy</b>	2 <b>Skeletons</b> (page 34)
<b>Medium</b>	1 <b>Giant Spider</b> (page 32)
<b>Hard</b>	6 <b>Skeletons</b> (page 34)
<b>Deadly</b>	1 <b>Beach Hag</b> (page 30)

Mountains	
Difficulty	Encounter
<b>None</b>	No combat - Either <b>Mountain Goats</b> (surefooted climbers) -or- <b>No Encounter</b>
<b>Easy</b>	2 <b>Cultist, Acolytes</b> (New Monster, page 30)
<b>Medium</b>	1 <b>Ghoul</b> (page 31)
<b>Hard</b>	2 <b>Ghouls</b> (page 31)
<b>Deadly</b>	1 <b>Wight</b> (page 35)

Volcano	
Difficulty	Encounter
<b>None</b>	No Combat - Either <b>Volcanic Ash Cloud</b> (reduced visibility) -or- <b>No Encounter</b>
<b>Easy</b>	2 <b>Steam Mephits</b> (page 34)
<b>Medium</b>	4 <b>Zombies</b> (page 36)
<b>Hard</b>	1 <b>Cultist, Deathless</b> (New Monster, page 30)
<b>Deadly</b>	2 <b>Cultist, Deathless</b> (New Monster, page 30)

## Featured Locations

These are Hexes that need additional descriptions beyond the simple terrain descriptions already listed. Many also contain one or more fixed encounter area and/or areas that will only be found if the characters take the time to search the Hex. If a Hex isn't included here then a search will not find anything more than what is in the terrain description. There is also information regarding tracking time while in the Hex.

The Featured Locations are listed alphabetically.

### Start in Hex C1

Captain Silas drops them off in a rowboat about 100 feet from the beach in Hex C1. This is the spot on the island that is closest to Saltport Cove. It is also the place on the island that has the largest sandy beach, where the characters could see any potential dangers coming out of the jungle in time to prepare for it. So you can assume that the PCs start their exploration there. But players don't always do the expected.



## HEX B3: MAGMIN AND CINDERBATS

**Description:** The major feature of the island is this volcano. It dominates the western side of the island and fills this Hex.

**Tracking time:** It will take the characters 2 hours to cross from one side of the Hex to the other, practically all of it climbing up or down its steep slope. To quickly search all the faces of the volcano will take 6 hours. If they make a quick search, make an additional (1d8) roll on the *Random Encounter Table*. They won't find anything other than random encounters and the two encounters listed below.

The two following encounters below assume the characters decide to climb up to the rim.

### **Volcano Encounter 1:** The pathway up.

The characters find a path leading upwards.

You cautiously navigate the precarious slope of the volcano, the ground hot beneath your feet. The air is thick with volcanic ash, making visibility poor. Ahead, you see a narrow, twisting path leading upwards towards the peak

DC 15 WIS check to notice faint scorch marks on the volcanic rock near the path. When the characters approach the path, magmins erupt from behind volcanic rock formations.

**Creatures:**

2 **Magmin** (page 33)

### **Magmin** (Small CN Elemental)

**AC** 14 **HP** 9 **SPD** 30'

**Darkvision** 60'

**Languages:** Ignan

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

**Resistant:** bludgeon, pierce, slash from nonmagical attacks.

**Immune:** Fire

**Death Burst.** When it dies, it explodes., radius 10 ft. **2d6** fire damage or DC 11 DEX save for half.

**Touch.** +4, **2d6** fire damage and target ignites for **1d6** fire damage at the end of each of its turns until a creature takes an action to douse the fire.

### **Tactics:**

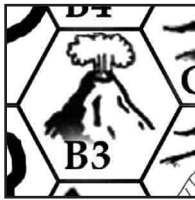
The Magmins use their advantage in the smoky environment to attempt to surprise the party. They focus on attacking characters who seem the most vulnerable.

### **After the Encounter:**

If the characters defeat the Magmins, they can safely navigate the path further. A DC 14 INT check reveals a small, heat-resistant pouch hidden within a crevice near the path. Inside is a collection of vials filled with a strange, glowing liquid.

### **Treasure:**

1 **Heat-resistant pouch** containing:  
3 **Potions of Fire Resistance**



## **Volcano Encounter 2:** Volcano Rim.

When they reach the top, they find themselves on the precarious ledge of a smoking volcano. Molten rock churns and bubbles below, casting an eerie red glow on the surrounding rock face. The air is thick with the stench of sulfur and ash.

The ground beneath your feet trembles as you cautiously navigate the narrow ledge of a smoking volcano. Molten rock churns and bubbles in the distance, casting an eerie red glow on the surrounding rock face. The air is thick with the stench of sulfur and ash, making it difficult to breathe. Ahead, you see a narrow tunnel that cuts into the side of the mountain.

Cinderbats use their Heatsense ability to detect the characters approaching the tunnel entrance. They erupt from the darkness within the tunnel, their bodies glowing with a faint red ember light.

**Creatures:**

3 **Cinderbats** (New Monster, page 30)



### **Cinderbat** (Medium monstrosity)

**AC** 12 **HP** 18 **SPD** 10', fly 40'

**Darkvision** 60'

**Languages:** Ignan

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

**Resistant:** fire damage.

**Heatsense.** Can sense warm or hot creatures within 60 feet through walls or other opaque barriers.

**Bite.** +3, **1d6+1** piercing

**Ember Spark.** Range 39 ft., +5, **1d6** fire damage

### **Tactics:**

The cinderbats use their Bite attack on characters in close range, and their Ember Spark attack on characters who try to maintain distance.

### **After the Encounter:**

If the characters defeat the cinderbats, they can safely explore the tunnel. A DC 10 INT check reveals a hidden chamber within the tunnel, partially blocked by volcanic ash. Inside is a small, locked metal chest. The chest is scorched and dented, but still functional.

### **Treasure:**

1 **Locked Metal Chest**, DC 15 DEX check with Thieves Tools to pick the lock. Containing a collection of:  
3d4 **Glowing Crystal Shards** (see Hex G4).

## HEX B4: MOUNTAIN GOAT SKELETONS

**Description:** Mountains fill this entire Hex.

**Tracking time:** It will take the characters one and one half hours to cross from one side of the Hex to the other, practically all of it climbing up or down its steep slope. To quickly search all sides of the mountains will take four and one half hours.



### Encounter:

A biting wind whips around you as you finally reach a rocky plateau near the summit of the tallest mountain. In the distance, a lone, skeletal pine tree stands sentinel against the harsh environment.

If the characters approach the skeletal pine tree, Mountain Goat Skeletons charge out from behind the tree, attempting to knock characters prone with their horns.

### Creatures:

3 **Mountain Goat Skeletons** (New Monster page. 33)



### Mountain Goat Skeleton (Medium LE Undead)

AC 13 HP 22 SPD 40'

Darkvision 60'

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

**Keen Smell.** Adv. on WIS (perception) checks

**Charge.** Move 15 feet straight toward target and hits with a ram attack, target takes extra **1d6** bludgeoning damage.

**Undead Fortitude.** If the skeleton has any hit points remaining at the start of its turn, it regains 2 hit points.

**Multiattack.** 2 ram attacks.

**Ram** - head butt. +7, **1d8+3** bludgeoning and DC 13 STR save or pushed 10 ft.

**Horns (Recharge 5-6).** +5, **2d8+4** piercing

### Tactics:

Mountain goat skeletons are nimble and relentless attackers. They use their *Keen Smell* to track prey and charge into them, dealing extra damage. Their Ram attack can knock a character prone, leaving them vulnerable to further attacks from the goat or its allies.

### After the Encounter:

If the characters defeat the Goats, they can explore the base of the skeletal pine tree. A DC 10 INT check reveals a small, hollowed-out space hidden beneath the tangled roots. Inside is a weathered leather satchel containing a gemstone and a crudely drawn map depicting a hidden crevice within the hills at the foot of the volcano leading to what is described as "*The Entrance to The Temple of Thanatos*" (see Hex C3). The map also depicts a small symbol resembling a mountain goat.



Temple Location - Handout #2

### Treasure:

1 **Weathered Leather Satchel** containing:

1 **Gemstone** (Amethyst, value 10 gp)

1 **Crudely Drawn Map**

**Note:** If you are playing this as a stand-alone adventure and/or do not intend to use AT-03 the satchel contains 4 gemstones and no map.



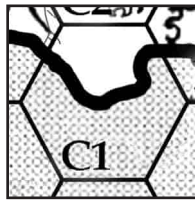
View Approaching island



## HEX C1: BEACH HAGS

This is where the PCs will most likely begin their adventure. They start on the beach and will need to decide what to do with their rowboat.

**Description:** The majority of this Hex is water. The north portion of the Hex is almost entirely beach. At its deepest, it extends about 2,000 feet from the water up to the north side of the Hex, where there is a wall of dense jungle. The jungle extends along the north-east side of the Hex. On the northern most portion of the north-west side of the Hex is a 100 foot high cliff face at the base of a mountain (see Natural Barriers, page 6).



This pristine stretch of golden sand slopes gently into the turquoise ocean. Lush palm trees sway in the breeze. The beach is backed by a dense tropical jungle.

To your left, beyond the tree line, rises a smoking volcano.

**Tracking time:** The beach fills less than half this Hex. It will take the characters only 10 minutes to walk from the shoreline to the tree line, but it will take them an hour to quickly search this entire beach.

### Encounter:

If they take the time to walk the whole beach they find a rocky outcrop that juts into the turquoise water.

Half-buried in the sand at the base of the rocks lies the bleached wreckage of a small ship, its broken mast pointing accusingly towards the sky.

Twin Beach Hags are residing in a hidden underwater cave beneath the rocky outcrop. Approaching the wreckage instigates the following encounter.

### Creatures:

2 **Beach Hags** (New Monster page. 2)



## Beach Hag (Medium CE Fey)

AC 16 HP 22 SPD 30 ft., swim 40 ft.

**Darkvision** 60'

**Languages:** Aquan, Common

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

**Slippery Skin.** Adv on DEX checks

**Spellcasting.** Cast the 2nd tier Arcane spell *Darkness* (Range: Self).

**Claws.** +5, 1d6+3 slashing

**Spiked Chain.** reach 10 ft. +5 1d6+3 piercing & grappled (escape DC 13) and the hag has Adv on attack rolls against the target.

**Dagger.** range.20/60, +5, 1d4+2 piercing

### Tactics:

When the characters approach the wreckage, one Hag steps out from behind the rocks and throws her dagger at the closest PC. On round 2, the other Hag emerges from the water behind the characters. Have the PCs each make a DC 14 WIS (perception) check. Any PCs who fail the check are surprised by the second Hag and can't act against her this round. Both hags attempt to grapple a character with their Spiked Chains. The Hags then attempt to drag their grappled prey towards the water, aiming to drown them in their underwater lair.

If the characters defeat the Hags, they can explore the wreckage.

### Treasure:

A DC 14 INT check reveals a hidden compartment within the wreckage, containing:

1 **Locked Chest.** DC 15 DEX check with Thieves Tools to pick the lock. Containing:

1 **Pouch** containing **25 gp**

5 **Flasks of Alchemist's Fire**

1 **Rolled up parchment** that contains a rough map with a big red X. On examination the players will probably be able to figure out that it is a map of this island (shown upside down). The X is Hex I5 on their map. What they don't know is that the pirate drew it to show where he buried a treasure chest. See Hex I5 for further information.



Pirate's Map - Handout #3

## HEX C2: CULTIST AMBUSH

**Description:** A 100 foot cliff (see Natural Barriers, page 6) divides this Hex in two from the south-west corner to the north east-corner. South of the cliff is jungle terrain and north of the cliff is hills terrain.



**Tracking time - Jungle:** It will take the characters 40 minutes to cross from Hex C1 to D3 or visa-versa, but only 1 hour to quickly search the area because it only occupies half the Hex.

**Tracking time -Hills:** It will take the characters 1 hour to cross from Hex B2 to C3 or visa-versa, but only 1 1/2 hour to quickly search the area because it only occupies half the Hex.

### Jungle Encounter:

Run this encounter the first time the characters cross this Hex through the **jungle**. Unknown to the characters, a group of Deathbringer cultists have been tracking them for some time, hidden amongst the foliage.

Pushing through the thick canopy, you emerge into a sun-dappled clearing. Towering trees, their bark slick with moisture, give way to a carpet of ferns and tangled vines that writhe underfoot.

As the characters reach a clearing, the cultists spring their ambush.

#### Creatures:

6 **Cultist, Whisperers** (New Monster page. 31)



**Cultist, Whisperer** (Medium LE Human)

AC 12 HP 8 SPD 30'

Darkvision 60'

Languages: Common

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

**Deception Expertise.** Adv on Deception checks

**Spellcasting.** Casts one of the following Arcane spells.

**Cantrips:** *minor illusion, message*

**Dagger.** +4, 1d4+3 piercing

**Chant of the Dead (Recharge 5-6).** range 30'. 3d6 necrotic & Disadv on next attack roll or DC 12 WIS save for half damage and no other effect.

### Tactics:

The cultists charge from the undergrowth, attacking with their daggers. Have each character make a DC 12 WIS (perception) check or be surprised.

### Treasure:

The *Cultists Whisperers* have no treasure other than their daggers.

### Hills Encounter:

Run this encounter the first time the characters cross this Hex through the **hills**.

As you crest the next rise, the wind whips around you, carrying with it the sharp scent of ozone and... something else, musky and primal. The weathered hills sprawl before you, dotted with patches of scrubby vegetation that clings tenaciously to the wind-battered slopes. Suddenly, a flicker of movement catches your eye - a flash of gray fur disappearing over a rocky outcrop a short distance away. A low, guttural growl carries on the wind.

It's a pack of wolves, their forms lean and muscular, their eyes glinting with a predatory hunger. They spot the characters and attack.

#### Creatures:

4 **Wolves** (page 36)

**Wolf** (Medium beast)

AC 13 HP 11 SPD 40'

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

**Keen Hearing and Smell.** Adv on WIS (perception) checks based on hearing or smell.

**Pack Tactics.** Adv on attack rolls if wolf ally within 5 feet

**Bite.** +4, 2d4+2 piercing & DC 11 STR save or prone

**Tactics:** The wolves fight as a coordinated unit. They may use flanking maneuvers to surround a character, taking advantage of their Pack Tactics feature.

If the characters search the area they will find the wolves den, a shallow cave in the side of a nearby hill. DC 12 INT check in the northern half of the den to turn up an old leather backpack half-buried under a pile of humanoid bones. The backpack contains:

### Treasure:

1 **Miner's pick**

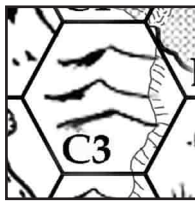
1 **Hunting trap**

1 **Chain** (10 feet)



## HEX C3: ENTRANCE TO THE ANCIENT TEMPLE

**Description:** This Hex is entirely hills with a 100 foot cliff (see Natural Barriers, page 6) falling off to grassland on the east, mountains to the north-west and the volcano to the south-west.



**Tracking time:** The time to cross and/or search this Hex is typical for the “Hills” terrain type.

### Important Note Regarding Hex C3

This Hex contains the hidden entrance to The Ruined Temple of Thanatos. This temple will be in *AT-03 Secrets of the Shattered Temple*, the following episode of the *About Time* campaign series .

If you are playing this as a stand-alone adventure and/or do not intend to use AT-03 you can use your own underground temple or ignore this entire featured location and treat Hex-C3 as a typical “Hills” terrain type.

### Concealed Entrance:

There is a difficult to see crevice located where the south-west side and the north-west side of a hexagon meet at the westmost corner.

The weathered hills at the volcano's foot are a maze of loose scree and jagged rocks.

**Searching for the entrance:** DC 13 WIS (survival) check recalls stories or legends about hidden entrances often disguised by natural features and grants them advantage on the following perception check.

A DC 15 WIS check (perception) spots a subtle disturbance in the pattern of the scree piles, hinting at an opening beneath.

### If the PCs fail to find the entrance

Puck flits around the party, giggling and zipping between them, before landing with a flourish right in front of the crevice.

**Puck** What do we have here? A perfectly good secret passage just begging to be explored! Although, knowing you lot, you'd probably walk right by a talking door if it didn't have a giant blinking arrow pointing at it.”

**He winks, his voice laced with amusement.**

“So, what are you waiting for? An invitation? Off you go, on your grand adventure! Just don't come crying to me if you get lost in the belly of the beast.”

Read or paraphrase the following to the players.

Nestled amidst these slopes, near the base of the volcano itself, lies a hidden crevice. This narrow opening, barely wide enough for a single person to squeeze through, cuts deep into the hillside, its entrance concealed by a curtain of thorny vines and thick, low-hanging scrub.

This hidden crevice opens to a tunnel sloping downward at a gentle incline, offering easy passage. The rough-hewn stone walls are cool and damp, with occasional patches of phosphorescent fungus providing dim illumination. The tunnel is roughly 10 feet wide and maintains this width for its entire length of about a quarter-mile (400 ft.).

### Encounter 1:

Halfway down the tunnel, a couple of Giant Bats have taken roost.

**Creatures:**

2 **Giant Bats** (page 31)

### Giant Bat (Large beast)

AC 12 HP 22 SPD 10', fly 60'

**Blindsight** 60'

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

**Echolocation.** Can't use blindsight while deafened.

**Keen Hearing.** Adv on WIS (hearing) checks

**Bite.** +4, 1d6+2 piercing

**Tactics:** The bats are startled by the intrusion and attack the party if they don't take steps to avoid disturbing them (such as by using torches or making loud noises).

### Encounter 2:

At the end of the tunnel is a dark chamber roughly 30 feet square and 20 feet high. The air is stale and carries a faint scent of mildew. In the center of the back wall are the two massive, ancient stone doors.

The tunnel opens into a large chamber. In the center of the chamber stands a lone figure, its skeletal form draped in tattered robes. Its hollow eyes burn with an unnatural green light. On the wall behind it are a large pair of stone doors.

**Creatures:**

1 **Wight** (page 35) An undead guardian.

### Wight (Medium NE undead)

AC 14 HP 45 SPD 30'

**Darkvision** 60'

**Languages:** Common

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

**Resistant.** necrotic ; bludgeoning, piercing, slashing from nonmagical attacks not made with silvered weapons

**Immune.** poison, exhaustion

**Sunlight Sensitivity.** In sunlight, Disadv. on attack rolls, & WIS (perception) checks that rely on sight.

**Multiattack.** 2 longsword -or- 2 longbow -or- 1 longsword & 1 Life Drain

**Life Drain.** +4, 1d6+2 necrotic & DC 13 CON save or HP maximum is reduced by like amount, lasts until long rest. Dies if HP maximum reduced to 0 (see full stat block).

**Longsword.** +4, 1d10+2 slashing (uses two hands)

**Longbow.** range 150/600 ft., +4, 1d8+2 piercing

**Tactics:** The wight attacks anyone other than a deathbringer cultist who enters the chamber.



The only things of value that they find on the wight are his weapons.

**Treasure:**

- 1 Longsword
- 1 Longbow
- 3 Arrows

Read or paraphrase the following when the characters approach the doors.

At the rear of the chamber stand two imposing stone doors. Each massive door has a series of recessed panels lining its surface. The back of each recess is carved with a different animal – a serpent, a ram, and an owl, to name a few.

Opening the doors requires solving a puzzle.

**The Puzzle:**

Each door has a series of recessed panels. The back of each recess is carved with a different animal. Above the doors, an inscription in a forgotten language. Neither Puck nor any of the PCs recognize the language. The carvings in the recesses are: Crab, Hawk, Fox, Rabbit, Boar, Deer, Wolf, Bat, Monkey, Frog, Serpent, Cat, Owl, Goat, Bear, and Fish.

**The Solution:**

A *Comprehend Languages* spell can reveal the meaning of the text above the door. It reads: “***Only the worthy follower of Thanatos can pass. Present your symbol - your god’s preferred sacrificial animal.***”

A DC 15 INT (religion) check reveals that the symbols represent various offerings made to Thanatos. One symbol depicts a goat, which the PCs may not know was the preferred sacrificial animal associated with the deity. When a character places a physical representation of a goat (carving, figurine, etc.) in this indentation a clicking sound is heard, and the doors grind open slightly.

The PCs may have a small stone image of a mountain goat that they can use if they interrupted the ritual in Hex C4. There is also a hint in Hex B4 where they may have found a map that directed them to this spot. It contains a small symbol resembling a mountain goat.

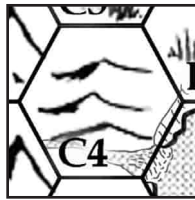
If the players are stumped, have Puck give them a couple of hints.

What is beyond the doors will be revealed in the next adventure in the *About Time* campaign series, ***AT-03 Secrets of the Shattered Temple***. For now, go to “Concluding the Adventure” on page 25.



## HEX C4: INTERRUPT A CULTIST RITUAL

**Description:** This Hex is entirely hills with a 100 foot cliff falling off to the lake on the south-east, mountains to the west and a river running across the south of the Hex from the mountains to the waterfall into the lake.



**Waterfall & Cliff:** See Natural Barriers, page 6.

**Tracking time:** The time to cross and/or search this Hex is typical for the "Hills" terrain type.

**Somewhere near the center of the Hex:** The characters emerge from a dense undergrowth into a hidden clearing revealing a disturbing scene.

In the center of the clearing stands a crude stone altar, adorned with grotesque carvings and dripping with a viscous black liquid. Around the altar, a group of cultists chant in a guttural tongue, their voices laced with a disturbing fervor.



The characters have stumbled upon the ritual in progress, and the cultists are currently unaware of their presence. This allows the characters a moment to assess the situation and determine their course of action.

**Creatures:**

4 **Cultist, Whisperers** (New Monster page 31)

1 **Cultist, Deathless** (New Monster page 30)

### **Cultist, Whisperer** (Medium LE Human)

AC 12 HP 8 SPD 30'

Darkvision 60'

Languages: Common

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

**Deception Expertise.** Adv on Deception checks

**Spellcasting.** Casts one of the following Arcane spells.

**Cantrips:** *minor illusion, message*

**Dagger.** +4, 1d4+3 piercing

### **Cultist, Deathless** (Medium LE undead)

AC 16 HP 45 SPD 30'

Darkvision 60'

Languages: Common

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

**Multiattack.** 2 claw attacks.

**Claws.** +4, 1d8+2 slashing, & once per turn 2 necrotic.

**Shadow Step** (*Recharge 5-6*). In dim light or darkness. teleport 30 ft.

The Whisperers wear tattered robes and wield bone daggers. Their eyes are glazed over with fanaticism as they participate in the ritual.

The Deathless one stands near the altar, its hulking form a grim testament to the cult's dark magic. He is wearing a black hooded robe over his armor that he sheds if he engages in combat.

#### **The Ritual:**

A central symbol of Thanatos (a dark skull) is etched into the top of an altar. Upon the symbol lies a writhing mass of dark energy. As the chanting reaches a crescendo, the deathless one steps forward, brandishing a dark slime covered weapon. The ritual will continue for a couple of minutes, or the cultists rush to complete it in 4 rounds after initiative is rolled if it is interrupted.

#### **Unseen Arrival:**

The characters have arrived undetected. Describe the scene in a way that emphasizes the unsettling nature of the ritual: the chanting, the pulsing darkness, the stench of decay emanating from the deathless one.

#### **Choices and Consequences:**

**Do Nothing:** The characters can choose to observe the ritual from the shadows. This will give them valuable intel on the cult's activities but may allow the ritual to complete with unknown consequences. If they wait too long, the ritual could be nearing completion, making it more difficult to disrupt.

**Direct Intervention:** The characters burst out of the undergrowth, charging towards the cultists. This will likely result in a fierce combat encounter (see below).

**Stealthy Approach:** More cautious characters may attempt to sneak closer to gain a better understanding of the ritual before deciding how to proceed. DC 15 DEX (stealth) check to get closer to the action without being noticed.

#### **Encounter (if the characters attack):**

##### **Actions:**

**Initiative:** The characters and the cultists roll for initiative. The cultists are momentarily surprised by the characters' sudden appearance so if the characters choose to attack directly the cultists get no movement or actions until round 2.

**Cultist Actions:** On the second round of combat, the Cultist Deathless drops his black slime covered weapon, some item he has in his other hand, throws off his robe revealing his rusty armor, roars and attacks the nearest character. The whisperers scramble, some fumbling for

their weapons, others continuing the chant in a panicked frenzy.

### Playing the Cultists:

The cultists are concentrating on the ritual and unprepared for a fight. They will prioritize defending the ritual over attacking the characters. The whisperers will likely attack recklessly, while the deathless one focuses on grappling and inflicting raw damage.

The ritual is nearing completion, describe the dark energy on the altar becoming more intense and unstable.

If the PCs attack, the cultists become even more frenzied, desperate to finish before the characters disrupt them.

### Aftermath:

The outcome of the encounter depends on the characters' actions.

**Victory:** If the characters defeat the cultists, they can examine the incomplete ritual and its components. This could provide valuable clues about the cult's goals and the nature of Thanatos' power.

**Failure:** If the ritual completes, the black liquids on the alter coalesce to form a powerful undead in the form of a Skeleton Soldier. It remains unconscious for the first two rounds, then it will follow the directions of any remaining cultist. If there are no remaining cultists, it simply attacks the closest character.

### Creatures:

1 **Skeleton Soldier** (New Monster page 34)



Skeleton soldier

### Skeleton Soldier (Medium LE undead)

AC 14 HP 84 SPD 30'

**Darkvision** 60'

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

**Vulnerable** bludgeoning

**Immune** poison | exhaustion, poisoned

**Undead Fortitude.** Unless at 0, regains 4 hit points at the start of its turn.

**Multiattack.** Two claw attacks.

**Claw.** +5, 1d8+3 slashing

**Shove.** STR contested by STR or DEX, pushed 5 feet

**Legendary Actions:** 3 from list. 1 at a time at the end of another's turn. Regains all at the start of its turn.

**Attack.** Makes 1 claw attack.

**Move.** Moves up to its speed.

The Deathless' plate armor falls apart when he dies and is worthless, otherwise he has no treasure. If the skeleton soldier appeared, he has no treasure.

After removing the slime they find that the Deathless one dropped a magical sword and a roughly carved image of a mountain goat. Each cultist whisperer had a dagger, and most of them has a few gold pieces and some Glowing Christal Shards.

### Treasure:

1 **small stone image** of a mountain goat (value 1 gp)

4d4 **Glowing Christal Shards** (see Hex G4)

3d6 **gold pieces**

4 **daggers** (each Cultist Whisperer has 1)

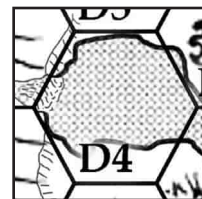
1 **longsword**, +1 (the slime covered weapon)

### HEX D4: GIANT WOLF SKELETON

**Description:** A crystal-clear lake, perhaps a mile across. Rolling grasslands border the lake to the north and south. To the north-east is a jungle. To the west rises a sheer cliff where a plume of mist rises at the base of a waterfall. The lake itself appears calm. To the east, a winding river exits its way through the jungle.

**Waterfall & Cliff:** See Natural Barriers, page 6.

**Tracking time:** This Hex is almost completely water. Whether the characters swim or row, it will take them 40 minutes to cross from one side to the other, or 2 hours to quickly search all the lake bank's.





A crystal-clear lake, vast and still, reflects the azure sky. Rolling grasslands border the shore to the north and the south. To the west, the grasslands bleed into a sheer cliff face where a 100-foot waterfall spills into the lake, creating a swirling mist. A winding river snakes out into the jungle to the east.

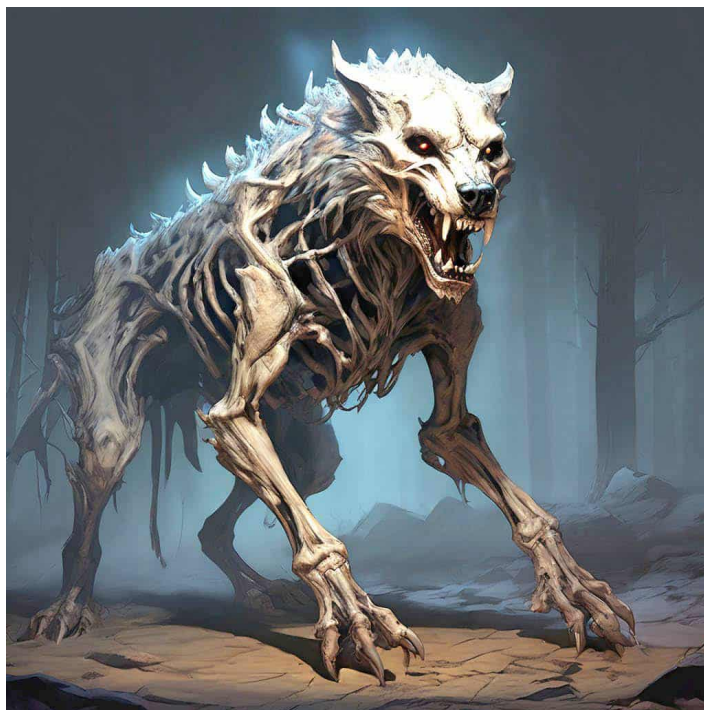
### Grassland Encounter:

Run this encounter the first time the characters near the lake's bank on the north or south side of the Hex.

As you wander the tall grass, the once vibrant green blades seem dulled, and an unnatural stillness hangs in the air. Suddenly, a low moan ripples from the tall grass ahead. Two skeletal figures, their bones bleached white by the sun, emerge from the foliage, wielding crude bone weapons. Behind them, a larger skeletal monstrosity in the form of a giant wolf, lumbers into view, its empty eye sockets gleaming with an unnatural light.

#### Creatures:

- 1 **Giant Wolf Skeleton** (New Monster page. 32)
- 2 **Skeletons** (page. 34)



### Giant Wolf Skeleton (Large undead)

**AC 16 HP 45 SPD 40'**

**Darkvision 60'**

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

**Undead Fortitude.** Unless at 0 or max, regains 1 hit point at the start of its turn.

**Multiattack.** 1 bite and 1 claw.

**Bite.** +7, 2d8+4 piercing

**Claw.** +7, 2d6+4 slashing

### Skeleton (Medium LE undead)

**AC 13 HP 13 SPD 30'**

**Darkvision 60'**

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

**Vulnerable** bludgeoning

**Immune** poison | exhaustion, poisoned

**Languages** - can't speak

**Shortsword.** +4, 1d6+2 piercing

**Shortbow.** range 80/320' +4, 1d6+2 piercing

#### Tactics:

The skeletons attempt to surprise the party using the tall grass for cover. Roll initiative with advantage for the skeletons.

The skeletons have no valuables on them, but scattered amongst the tall grass, the PCs can find a single, rusty weapon that belonged to a past traveler who met their demise here.

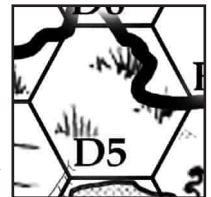
#### Treasure:

1 **weapon** (shortsword, mace, or axe)

2 **shortswords**

2 **shortbows** & 6 **arrows**

### HEX D5: DIRE WOLVES



**Description:** A series of rolling plains dotted with ancient burial mounds, some overgrown with vegetation, others partially crumbled and exposed.

A gentle breeze rustles the tall grass as you crest a small hill. Before you stretches a landscape of rolling plains, dotted with numerous mounds of earth and stone. Some mounds are overgrown with wildflowers and scrub brush, while others have partially collapsed, revealing dark openings within. An unsettling silence hangs in the air, broken only by the occasional cry of a distant bird.

DC 10 WIS (perception) check to notice faint animal tracks leading towards a particularly large, weathered mound in the distance.

#### Encounter:

**Trap:** Pit Trap (x2)

Two pit traps (10 ft. square x 10 ft. deep) are hidden beneath a thin layer of grass near the base of the large mound, DC 12 INT (investigation) check (each) to locate. The first pit is 20 feet from the mound, and the second is 5 feet from the mound. DC 12 DEX check when moving within 5 feet of a hidden pit or fall prone in the pit and take 1d6 bludgeoning damage from the fall.

#### Creatures:

2 **Dire Wolves** (page 31)

**Dire Wolf** (Large beast, unaligned)

**AC 14 HP 37 SPD 50'**

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

**Keen Hearing and Smell.** Adv on WIS (perception) checks

**Pack Tactics.** Adv on attack rolls if wolf ally within 5 feet

**Bite.** +5, 2d6+3 piercing & DC 13 STR save or prone

### Tactics:

The Dire Wolves lair within the large mound, using natural tunnels to emerge and ambush prey. When the characters approach the mound, both Dire Wolves use their superior Stealth to remain hidden until the first character triggers one of the pit traps. The Wolves then erupt from the mound. They focus on flanking characters and bringing them down quickly.

### After the Encounter:

If the characters defeat the Dire Wolves, they can explore the large mound. DC 14 INT (investigation) check to reveal a hidden entrance within the mound, leading to a small cavern. Inside the cavern lies a pile of gnawed bones and a weathered chest partially hidden in the shadows. The chest is unlocked and contains a collection of hunting trophies - a set of wolf fangs, a set of bear claws, and a single, polished boar tusk. DC 12 INT check to identify the boar tusk as belonging to a rare and legendary boar.

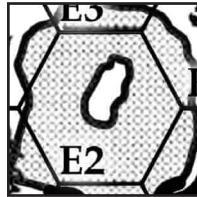
### Treasure:

1 **Weathered Chest** containing:

1 Collection of **Hunting Trophies** (value depends on the GM - could be trophies for hunters or interesting crafting materials)

## HEX E2: WILL-O'-WISPS

**Description:** A natural salt-water bay, a little over a mile across fills this Hex. it is surrounded by sandy beaches with dense jungle behind the beach except to the north-west where grassland comes up to the beach. In the center of the bay is a desert island about half a mile long and 1/4 mile wide.



### The Island:

A gentle breeze ruffles the water in the bay, creating shimmering ripples. In the center, a small, densely wooded island rises from the water, its trees shrouded in mist.

### Encounter:

The characters notice strange, shimmering lights moving around amongst the trees on the island.

### Creatures:

2 **Will-o'-Wisps** (page 35)

### Will-o'-Wisps (Tiny CE undead)

AC 19 HP 22 SPD fly 50 ft. (hover)

**Darkvision** 120'

**Languages:** the languages it knew in life (Common)

**STR** -5 **DEX** +9 **CON** +0 **INT** +1 **WIS** +2 **CHA** +0

**Immune** lightning, exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

**Resistant** acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical att.

**Ephemeral.** Can't wear or carry anything.

**Incorporeal Movement.** Moves through other creatures and objects (difficult terrain). Takes 1d10 force damage if it ends turn inside object.

**Variable Illumination.** Bright 5 to 20 ft. radius + same dim light. Can alter the radius as a bonus action.

**Shock.** +4, 2d8 lightning damage.

**Invisibility.** Become invisible until it attacks or uses its Consume Life, or until its concentration ends.

**Consume Life** (Bonus Action). Range 5 ft., one creature it can see that has 0 HP & still alive. The target makes a DC 10 CON save or dies and the will-o'-wisp regains 3d6 hit points.

The Will-o'-wisps flit amongst the trees on the island, their flickering lights appearing almost playful. However, they are drawn to living creatures and will attempt to lure the characters onto the island with their enticing lights. The Will-o'-wisps will avoid attacking characters who seem unwilling to follow them.

### After the Encounter:

If the characters defeat the Will-o'-wisps, they can safely explore the island. They find a small clearing in the center of the island. In the center of the clearing stands a weathered stone statue depicting a blindfolded woman holding a set of scales. Behind the statue, partially obscured by vines, is a hidden compartment. A DC 14 DEX check is required to squeeze through a narrow opening to reach the compartment. Inside is a small, ornately carved wooden box.

**Nature Check:** A DC 16 WIS check recognizes the statue as a symbol of blind justice and may ponder its connection to the strange lights they encountered.

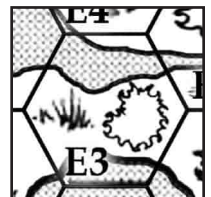
### Treasure:

1 **Wooden Box**, DC 12 DEX check with Thieves Tools to pick the lock. Containing:

1 A set of finely crafted **jeweler's scales** (worth 25 gp)

## HEX E3: BURIAL GROUND

**Description:** The west (left) side of this Hex is grassland, the east (right) is jungle. There is a beach on the south side, and a 1/2 mile wide river crosses the Hex across the north side.



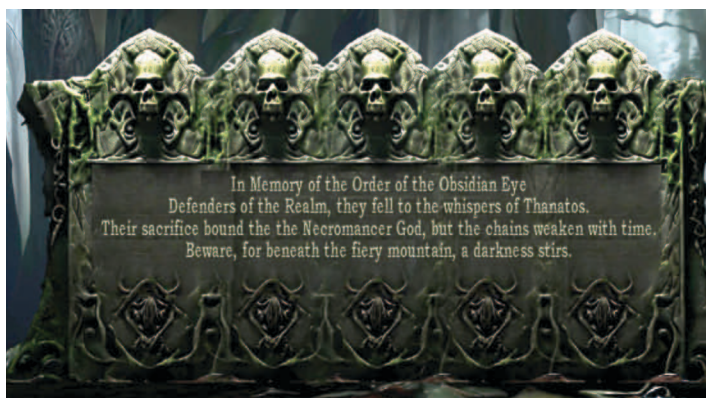
### Jungle Encounter:

The party stumbles upon a hidden burial ground deep within the jungle. The spirits of wronged villagers, awakened by the curse, rise as Skeletons seeking revenge on any living soul.

The dense foliage parts before you, revealing a hidden clearing. Sunlight struggles to penetrate the thick canopy overhead, casting long, distorted shadows across a forgotten graveyard. Moss-covered stones and crumbling statues stand sentinel over weathered gravestones, their inscriptions faded and cryptic.

A hidden inscription on a gravestone provides a clue to the source of the curse (an ancient evil buried in a temple beneath the volcano).





#### Gravestone - Handout #4

If the characters examine the old gravestones, they will find this inscription:

*In Memory of the Order of the Obsidian Eye  
Defenders of the Realm, they fell  
to the whispers of Thanatos.  
Their sacrifice bound the Necromancer  
God, but the chains weaken with time.  
Beware, for beneath the fiery  
mountain, a darkness stirs.*

### HEX E4: MONKEY SKELETONS

**Description:** This entire Hex is jungle. It has a beach across its north side and its south-west side is the bank of the inland lake.



#### Encounter:

As the heroes first cross this Hex:

A flurry of movement erupts from the dense foliage above! Four skeletal figures, their forms twisted mockeries of simian anatomy, descend from the trees with a bone chilling screech. These are no ordinary monkeys. They land with a clatter on fallen branches and moss-covered stones, surrounding you with a circle of bared teeth and hollow rage.

#### Creatures:

4 **Monkey Skeletons** (New Monster page. 33)

#### Monkey Skeleton (Small NE undead)

**AC** 12 **HP** 13 **SPD** 40' climb 40'

**Darkvision** 60'

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

**Keen Smell.** Adv on WIS (Perception) checks

**Spider Climb.** Can climb difficult surfaces, including upside down, without needing to make an ability check.

**Undead Fortitude.** Unless at 0 or max, regains 1 hit point at the start of its turn.

**Multiattack.** 2 claw attacks.

**Claw.** +5, 1d6+3 piercing

**Bite (Recharge 5-6).** +5 & grappled and restrained (escape DC 11).



#### After the Encounter:

The monkey skeletons crumble to dust. As the dust settles, there is a lingering scent of decay and an unsettling quiet.

A close inspection of the area reveals a small, moss-covered shrine nestled amongst the roots of a massive tree. Inside, a weathered wooden chest lies hidden. Prying it open reveals a collection of semi-precious stones (amethyst). Etched onto the inner lid is a crude symbol – a stylized monkey skull with fiery eyes.

#### Treasure:

1 **Small Chess** containing:

2d4 **gems**, amethyst (valued at 25 gp each)

### HEX F4: STIRGES

A narrow, rickety wooden bridge connects across the banks of the river.

**Perception Check:** A DC 13 WIS check notices strange symbols carved into one of the bridge's supports. The symbols resemble swirling vines and leaves.

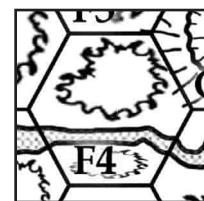
**Trap:** *Glyph of Warding* (Sleep)

The bridge is protected by a magical *Glyph of Warding* inscribed on one of the supports, disguised as the strange symbols. The glyph is set to trigger when a creature steps on a specific pressure plate hidden beneath a loose floorboard 5 feet from the support. When triggered, the glyph releases a *sleep* spell that puts that creature to sleep, unless it has more than 20 hit points.

**Disabling the Trap:** A DC 14 INT check can identify the magical nature of the symbols and locate the pressure plate. Disabling the pressure plate requires a DC 12 DEX check.

#### Creatures:

2 **Stirges** (page 35)



### Stirge (Tiny beast)

AC 14 HP 2 SPD 19', fly 40'

Darkvision 60'

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

**Blood Drain.** +5, 1d4+3 piercing & attaches. While attached, at the start of each of the stirge's turns, 1d4+3 due to blood loss.

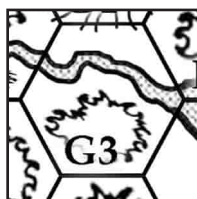
Detaches after it drains 10 hit points of blood or the target dies. A creature, including the target, can use its action to detach the stirge.

#### Tactics:

The stirges are in the trees over the bridge. When someone attempts to cross the bridge they quickly fly down to the bridge and attack.

## HEX G3: GIANT TOADS

**Description:** This entire Hex is jungle with a slow moving river crossing it between Hex F4 and Hex H3. The center of the area south of the river is mostly filled by a swamp (not shown on the map). There is no bridge over the river, but there is one over the swamp.



#### Crossing the river:

The river is 30 feet across and appears to be shallow and slow moving. The river is deeper than expected, requiring a DC10 STR save to cross safely.

Giant Toads lurks in the river, attempting to ambush the party for food.

#### Crossing the swamp:

A narrow, rickety wooden, 5 foot wide, bridge spans a deep water area of the murky swamp. The air is thick with the buzzing of insects and the stench of decay. Willows with gnarled branches weep into the stagnant water below. Across the bridge, a faint path leads into the dense swamp forest.

You cautiously approach a rickety wooden bridge spanning a murky swamp. The air is thick with the buzzing of insects and the stench of decay. Willow trees with gnarled branches weep into the stagnant water below. Across the bridge, a faint path leads deeper into the dense swamp forest.

A character on a DC 13 WIS check notices strange claw marks on the bridge planks, leading from the far side towards you.

#### Creatures:

2 Giant Toads (page 32)

### Giant Toad (Large beast)

AC 11 HP 39 SPD 20', swim', climb 30'

Darkvision 30'

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

**Amphibious.** Can breathe air and water.

**Standing Leap.** Long jump 20' High jump 10'

**Bite.** +4, 1d10+2 piercing + 1d10 poison, grappled & restrained (escape DC 13). It can't bite another 'till grapple ends.

**Swallow.** If bite hits grappled target, it is swallowed (ending grapple), blinded, restrained, has total cover, & takes 3d6 acid damage at the start of each of the toad's turns. Only one target swallowed at a time. If toad dies, swallowed creature not restrained. Can escape with 5 feet of movement.

When the characters first enter the bridge one toad on each side try to grapple characters who are on the bridge.

#### After the Encounter:

If the characters defeat the Toads, they can safely cross the bridge. DC 14 INT (investigation) check to find a small pouch hidden beneath a loose floorboard near the center of the bridge. Inside is a pouch containing 5 gp.

#### Treasure:

1 Pouch containing 5 gold pieces

## HEX G4: CRATER, CULTISTS

The citizens of Saltport Cove witnessed the a meteor fly overhead and strike this island. This is the crater that formed when it hit the ground and exploded.



You come upon a mile wide crater of jagged black earth, devoid of life. The air is thick and acrid with the stench of burnt vegetation. Charred tree trunks surround it like fallen soldiers, pointing outwards as if flung back by an invisible giant. The southern rim is choked by the blackened remnants of the once vibrant jungle, but to the north, the crater breaches the treeline, revealing a stark, white beach that seems out of place. Smoke still rises from the crater's depths, hinting at the unknown power that carved this horrifying scar into the landscape.

**Description:** The crater fills this Hex.

**Tracking time:** It will take the characters 40 minutes to walk across the width of the crater. It will take the PCs 2 hours to walk all around the crater, quickly searching it.

**Search:** Have the PCs make an INT (perception) check. The character with the highest result notices a crystal shard faintly glowing in the shadow of a black rock. Each PC will discover 1d4 shards for each hour they spend searching the crater, with a maximum party total of 16 *Glowing Crystal Shards*, regardless of time spent.

#### Encounter:

The heroes spot a group of hooded men searching the ground. They are Deathbringer cultists gathering *Glowing Crystal Shards*. As soon as they spot the PCs the *Cultists Acolyte* yells "Thanatos hungers... and soon, all shall feel his cold embrace!" as they attack.

Refer to "The Overarching Story" in **AT-01 An Ancient Evil** for additional information on the Deathbringers.



**Creatures:**

4 **Cultist Whisperers** (New Monster page. 31)

1 **Cultist Acolyte** (New Monster page. 30)

**Cultist, Whisperer** (Medium LE Human)

AC 12 HP 8 SPD 30'

**Darkvision** 60'

**Languages:** Common

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

**Deception Expertise.** Adv on Deception checks

**Spellcasting.** Casts one of the following Arcane spells.

**Cantrips:** *minor illusion, message*

**Dagger.** +4, 1d4+2 piercing

**Cultist Acolyte** (Medium LE Human)

AC 14 HP 11 SPD 30'

**Darkvision** 60'

**Languages:** Common

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

**Spellcasting.** Casts one of the following Divine spells.

**Cantrips:** *Sacred Flame, Thaumaturgy*

**1st Tier Spells:** *Guiding Bolt, Inflict Wounds*

**Dagger.** +4, 1d4+3 piercing

**Chant of the Dead (Recharge 5-6).** range 30'. 3d6 necrotic damage and Disadv on next attack roll or DC 12 WIS save for half damage and no other effect.

The cultists all have some glowing crystal shards and a dagger. The acolyte's dagger is ceremonial.

**Treasure:**

1d4 **Glowing Crystal Shards**

4 **daggers**

1 **ceremonial dagger** (normal dagger specs)

**GLOWING CRYSTAL SHARDS**



These curious fragments are scattered throughout the crater.

**Appearance:** Small and faintly luminous (sheds dim light in a 5-foot radius), they are easily missed in bright light, as their glow is overwhelmed.

**Magical Detection:** A *detect magic* spell reveals their magical nature, though its type remains unidentified.

**Identification:** An *identify* spell confirms they are magical, with two key properties: they glow and they shatter with a loud bang. A thrown shard that forcefully hits a hard surface, or takes at least 5 points of bludgeoning damage in a single blow, explodes in a loud bang audible for 300 feet. The resulting fragments are no longer magical and they don't glow. This shattering causes no additional damage. The spell also reveals that the shard has additional magical features that it cannot identify.

**CRYSTAL SHARD SECRETS**

**Note:** Ignore the following if playing this as a stand-alone adventure.

**The Truth:** The Glowing Crystal Shards are crystallized tears shed by Xythan at the moment of his Sundering. These tears hold fragments of Xythan's past benevolence and his deep regret for succumbing to Thanatos' corruption.

**Party Discovery:** A DC 15 INT check (religion) will recognize the shards' faint connection to the life energy and sorrow inherent within. Speaking to a priest or cleric familiar with Xythan's lore (such as Alana Sunray) can reveal the origin of the shards.

**Campaign Impact:** The shards have many secret features which will be revealed from time to time during the campaign. In this adventure the heroes will learn these two:

1. The shards, when brought together, act as a compass, guiding the party towards the remaining Necrotic Anchors.
2. The Deathbringers, with their connection to Thanatos, are also drawn to the shards, potentially leading the party to hidden Deathbringer cults or rituals.

**LEARNING ABOUT THE COMPASS**

Experimenting with the crystals reveals an intriguing feature. (If the PCs don't do this Puck will suggest it, or do it himself.)

When 2 shards are touching the lights within appear to move slightly. And when 6 or more are arraigned on a fairly flat surface and all of them are touching, their lights merge and hover a few inches above the tops of the shards. For a few minutes the light moves around over the shards, appearing to be searching for something. Eventually they form the rough shape of an arrow and point in a specific direction.

This process takes 10 minutes. If the shards are moved or disturbed they return to their original state.

Wherever the PCs are when they do this, the arrow points directly to the hidden crevice (in Hex C3). If inside the tunnel it points down the tunnel towards the chamber at the end, or directly at the doors if in the chamber in front of the doors.

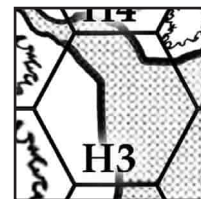
They will learn more about this feature in future adventures.

**HEX H3: ZOMBIES**

**Description:** See Hex I3 for information regarding the bay that occupies most of this Hex. The rest of the Hex is beach.

**Encounter:**

Run this encounter the first time the characters approach any jungle on any side of this Hex.



Suddenly, a guttural moan erupts from behind a thick veil of vines! Four grotesque figures, their flesh a sickly green and hanging in tatters from their decaying bones, shamle into view. With a chorus of rasping moans, they charge towards you, their outstretched arms ending in ragged claws.

**Creatures:**

3 **Zombies** (page 36)

**Zombie** (Medium LE undead)

**AC** 8 **HP** 22 **SPD** 20'

**Darkvision** 60'

**Languages:** Can't speak

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

**Undead Fortitude.** At 0 HP (if the damage wasn't radiant or a critical hit) make a CON save (DC = 5 + damage taken) to drop to 1 HP instead.

**Slam.** +3, **1d6** + 1 bludgeoning

**After the Encounter:**

The stench of decay intensifies as the lifeless bodies of the Zombies slump to the ground. Their moans fade into an unsettling silence.

The Zombies have remnants of their former lives clinging to their decomposing forms. These include bits of tattered clothing and rusty tools. On one of them the characters find a tarnished silver locket containing a faded portrait – a melancholic reminder of the person who once inhabited this decaying body.

**Treasure:**

1 **silver locket** (value: 5 sp)

## HEX I3: GIANT FROG & SNAPPING TURTLES

**Description:** A salt-water bay occupies parts of several Hexes. White sandy beaches backed by dense jungles border the bay on all sides. There is a small island in the south-east corner of Hex I3.

**Tracking time:** This Hex is almost completely water. Whether the characters swim or row, it will take them 40 minutes to cross from one side to the other of any of the Hexes. or 3 hours to quickly search all the beaches of the entire bay. It will take them 20 minutes to cross from the beach to the small island, or visa-versa. Add to this any time spent on the island or for other encounters.



Sunlight filters through the leaves of towering trees, dappling the calm surface of this bay. A lone island, shrouded in mist, sits near the center. The air is still and silent, broken only by the occasional chirp of a bird.

**Encounter:**

Run this encounter the first time the characters cross the bay to the island.



As you draw closer to the small island, the silence is broken only by the rhythmic lap of water against the shore. The island itself appears unremarkable - a low, rocky outcropping covered in a thick carpet of emerald moss. Only a few scraggly trees claw their way skyward their branches gnarled and windswept.

As the characters reach the island they are attacked by the unseen creatures that have been observing their approach. The turtles try to attack them before they leave the water.

**Creatures:**

1 **Giant Frog** (page 31)

2 **Giant Snapping Turtles** (New Monster page 32)



**Giant Snapping Turtle**



### **Giant Frog** (Medium beast)

**AC** 11 **HP** 18 **SPD** 30', swim 30'

**Darkvision** 60'

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

**Amphibious.** Can breathe air and water.

**Standing Leap.** Long jump 20' High jump 10'

**Bite.** +3, **1d6+1** piercing + **1d10** poison, grappled & restrained (escape DC 11). It can't bite another 'till grapple ends.

**Swallow.** If bite hits a small or smaller grappled target, it is swallowed (ending grapple), blinded, restrained, has total cover, & takes **2d4** acid damage at the start of each of the toad's turns. Only one target swallowed at a time. If frog dies, swallowed creature not restrained. Can escape with 5 feet of movement.

### **Giant Snapping Turtle** (Medium beast)

**AC** 14 **HP** 18 **SPD** 10', swim 20'

**Darkvision** 60'

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

**Amphibious.** Can breathe air and water.

**Shell Defense.** +2 to AC while underwater.

**Bite.** +4, **1d6+2** piercing & (if Small) grappled (escape DC 10) and restrained. It can't bite again until the grapple ends.

**Tail Snap.** +4, **1d4+2** bludgeoning

#### **Tactics:**

Giant snapping turtles use their amphibious nature to their advantage, attacking from the water or dragging prey underwater with their bite attack. While the frog leaps from the bushes and attempts to bite and then swallow a small character.

#### **Aftermath:**

After the combat, the characters are free to explore the island.

They find a small stone circle at the center of the island. Within the circle lies a weathered chest partially covered in moss. The chest is unlocked and contains a collection of polished stones engraved with swirling vine and leaf symbols. DC 12 INT (nature) check to identify the stones as druidic symbols associated with plant growth and protection.

#### **Treasure:**

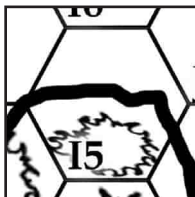
1 **Weathered Chest** containing:

3d4 **polished stones** (value: 1 sp each)

## **HEX 15: UNDEAD PIRATE, GIANT SPIDERS**

**Description:** Only the south half of this Hex is jungle.

**Tracking time:** The jungle on the east side will only take 1 hour to cross from G3 to H2 or visa-versa, and only one additional hour to do a quick search of the entire jungle area.



#### **Encounter:**

Run this encounter the first time the characters enter the jungle in this Hex.

You emerge into a clearing bathed in dappled sunlight. Lush ferns carpet the ground, and towering vines snake through the ancient trees overhead. In the center of the clearing stands a gnarled banyan tree, its sprawling branches forming a natural canopy. At its base, nestled amongst exposed roots, lies a weathered wooden chest, its brass fittings glinting in the sun.

As soon as the characters enter the clearing, a skeleton dressed like a very tattered pirate steps into the clearing on the far side and points a pistol at the party. They don't recognize it for what it is because they have never seen one before.

#### **Creatures:**

2 **Giant Spiders** (page 32)

1 **Undead Pirate** (New Monster page 35)



### **Undead Pirate** (Medium CE undead)

**AC** 16 **HP** 58 **SPD** 30'

**Darkvision** 60'

**Languages:** Common (understands but doesn't speak)

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

**Immune** poison | exhaustion, poisoned

**Undead Fortitude.** Unless at 0 or max, regains 1 hit point at the start of its turn.

**Scimitar** +5, **1d8+3** slashing

**Parry** (as a Reaction). +2 to its AC vs. 1 melee weapon attack it can see.

### **Giant Spider** (Large beast)

**AC** 14 **HP** 16 **SPD** 30', climb 30'

**Darkvision** 60' **Blindsight** 10'

**STR** +2 **DEX** +7 **CON** +1 **INT** -4 **WIS** +0 **CHA** -3

**Spider Climb.** Climb surfaces, including upside down on ceilings.

**Web Sense.** Knows the location of any creature in contact with web it's in.

**Web Walker.** Ignores restrictions caused by webbing.

**Bite.** +5, 1d8+3 piercing and 2d8 poison or DC 11 CON save for half damage. At 0 HP, stable but poisoned & paralyzed for 1 hour. .

**Web (Recharge 5–6).** range30/60 ft., restrained, DC 12 STR check to burst free. Webbing AC 10; HP 5; vulnerable to fire; immune to bludgeoning, poison, and psychic

#### Tactics:

**Spiders.** The spiders will position themselves on either side of the banyan tree, attempting to ensnare characters as they approach the chest. They will use their webs to try and restrain characters, making them easier targets for the undead pirate's attacks.

**Pirate.** The undead pirate steps out into the clearing and fires his pistol at the character that he perceives to be the heaviest armored. The pistol explodes when fired (causing 1d10 points of damage to the undead pirate). He drops the useless weapon, draws his scimitar, and charges the PCs.

**The pistol** cannot be fixed and the last of the gunpowder was used. The undead pirate captain's hat with a Jolly Roger emblem is filthy, but still in good condition. Inside the chest, the characters find a pouch containing gold pieces, a handful of assorted gemstones, and a rolled-up scroll. The scroll is a fragment of the pirate captain's log, detailing his final days and clues to the location of another treasure.

The fragment of the log provides the characters with a clue to the location of the entrance to the Ruined Temple of Thanatos

*hidden on this very island! Some salty dogs point their fingers towards the fiery belly of the volcano, but shiver me timbers, I got the lowdown from a fella who swore he saw the entrance to this legendary loot locker. Didn't want to share the secret at first, the scurvy landlubber, but let's just say a persuasive glint of my cutlass loosened his tongue. He spilled the beans, sayin' the entrance lies nestled near the base of that fire-spittin' mountain. Aye, a hidden crevice within the hills at the volcano's foot supposedly leads to the treasure's guarded doors. But mark my words, this bounty ain't fer the faint of heart! The entrance be protected by ...*" The rest has been torn away.

#### Treasure:

1 pirate's hat

1 weathered wooden chest containing:

4d4 assorted gemstones (value: 10 gp each)

1 scroll (fragment of the pirate captain's log)

1 pouch containing:

100 gold pieces

#### What happened here?

Puck can explain,

**Puck** "Listen closely, because time gets a bit tangled here."

"Imagine a fearsome pirate named Blackheart Billy, a right scoundrel with a heart blacker than a moonless night! Sailed the seas two hundred years from now, in the future this Billy did, until one stormy night his ship got caught in a swirling time whirlpool!"

"He and his vessel were tossed back two hundred years, right here to this very spot!"

"Seems this buccaneer stashed his treasure in this very clearing, planning to grab it later. But fate, that fickle wench, had other plans. A nasty spider with a grudge sent poor Billy belly-up. After that he was stuck here, a skeleton guardian of his gold, forever grumbling about the unfairness of it all."

*Yarns fly faster than gulls on the wind about a treasure chest overflowing with gold doubloons hidden on this very island! Some salty dogs point their fingers towards the fiery belly of the volcano, but shiver me timbers, I got the lowdown from a fella who swore he saw the entrance to this legendary loot locker. Didn't want to share the secret at first, the scurvy landlubber, but let's just say a persuasive glint of my cutlass loosened his tongue. He spilled the beans, sayin' the entrance lies nestled near the base of that fire-spittin' mountain. Aye, a hidden crevice within the hills at the volcano's foot supposedly leads to the treasure's guarded doors. But mark my words, this bounty ain't fer the faint of heart! The entrance be protected b*

#### Blackheart's Note - Handout #5

*"Yarns fly faster than gulls on the wind about a treasure chest overflowing with gold doubloons*



# RETURNING TO SALTPORT COVE

## Refer to *AT-01 An Ancient Evil*.

The PCs can return there as often as they want. They may want to rest, restock supplies, or seek information. Here are how some of the NPCs there might help:

**Sheriff Amelia Waveshield:** She is eager to hear what they have learned about the island. If they give her the finished map of the island she will gladly give each of them the 20 gp as she promised.

**Jingle Silverstring:** She is eager to hear about their adventures. She will sell them anything they need if she has it. If she doesn't she will send to the nearest big city for it, but it will take 7 days. There is no maximum cost limit, but she will require pre-payment for any item with a cost of 50 gp or higher and the items must be in the BAM's core rule book (or the D&D Players Handbook). The Glowing Crystal Shard she has in her glass-fronted display case is identical to the ones the party found on the island.

She doesn't know where it came from. It was here when she acquired the shop last year. She will sell it to them for 10 gp (can be persuaded to part with it for 5 gp).

**Alana Sunray:** She will provide healing to the characters (with an appropriate donation). She is very familiar with Xythan's lore and can reveal the origin of the shards, but she doesn't know anything about their abilities. She can also translate the inscription above the doors to Thanatos temple if the PCs can provide her with a faithful copy of it, and can identify the animal images on the doors as the only sacrifices he accepts, (other than humanoids) and that the one he likes best is the goat. She thinks it has something to do with a mountain goat who once wronged him somehow.

# CONCLUDING THE ADVENTURE

.....

When the heroes open the doors to Thanatos' temple (in Hex C3) they should be ready level up (to character level 3) and start *AT-03 Secrets of the Shattered Temple*, the next adventure in the *About Time* campaign series.

But, if they aren't ready or simply wish to return to Saltport Cove for a bit, they have earned a break, so some time to kick back with friends in Saltport Cove might be appreciated.

Also, if they haven't completed at least 6 encounters of medium difficulty or higher they rally need more experience before advancing to the next level.

So they may want to finish exploring the island. By the time they have finished mapping the island, they should be ready to continue the fight against Thanatos.

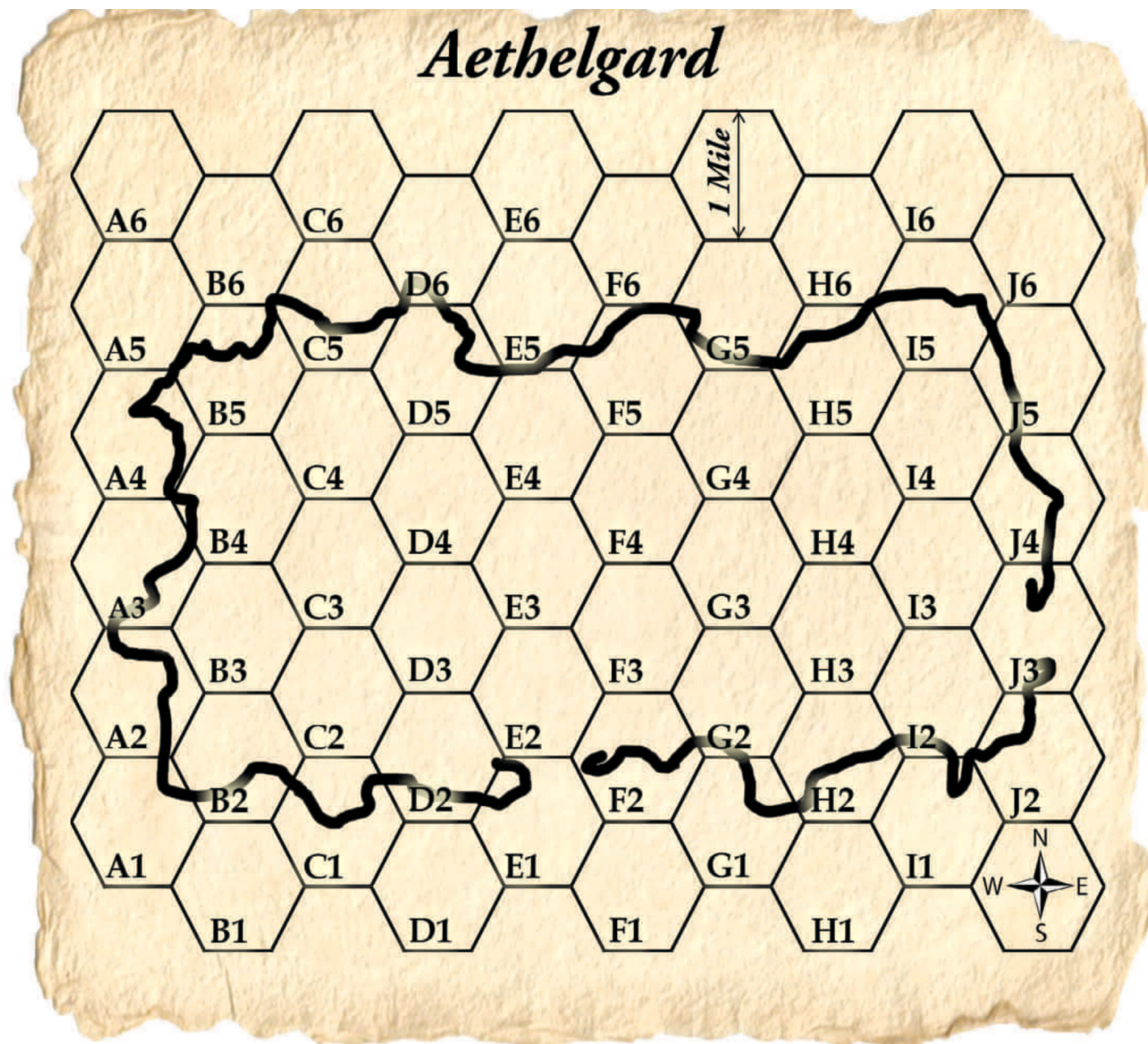
### If running this as a Stand-Alone adventure

After 7 days on the island, the PCs can catch the ship back to Saltport Cove. Or they can return on their rowboat any time they are through with the island, or just want to rest up and replenish their supplies.

If the players run all the fixed encounters in the featured locations they should have acquired enough experience to advance to level 3.

Remember, they are still looking for the *Mithral Sphere*. Perhaps they will find it in the Shattered Temple. Only time will tell!

## Appendix A: Player Handouts



AETHELGARD ISLAND - HANDOUT #1



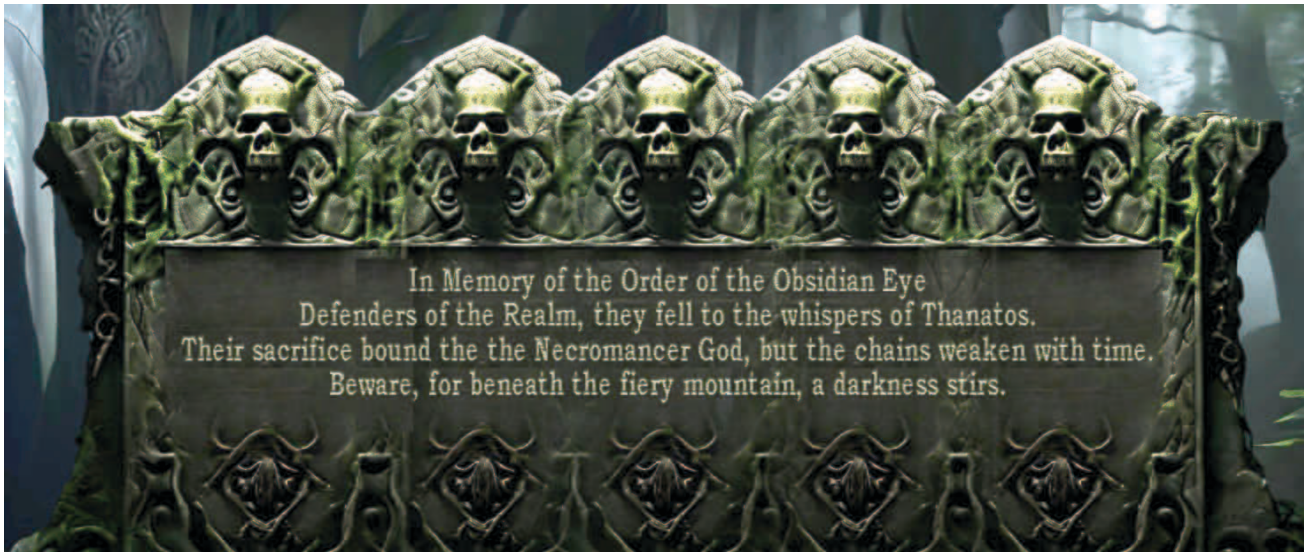


TEMPLE LOCATION - HANDOUT #2



PIRATE'S MAP - HANDOUT #3





**GRAVESTONE - HANDOUT #4**

*Yarns fly faster than gulls on the wind about a treasure chest overflowing with gold doubloons hidden on this very island! Some salty dogs point their fingers towards the fiery belly of the volcano, but shiver me timbers, I got the lowdown from a fella who swore he saw the entrance to this legendary loot locker. Didn't want to share the secret at first, the scurvy landlubber, but let's just say a persuasive glint of my cutlass loosened his tongue. He spilled the beans, sayin' the entrance lies nestled near the base of that fire-spittin' mountain. Aye, a hidden crevice within hills at the volcano's foot supposedly leads to the treasure's guarded doors.*

*But mark my words, this bounty ain't fer the faint of heart! The entrance be protected b*

**BLACKHEART'S NOTE - HANDOUT #5**



# Appendix B: Monsters & 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.)

## BEACH HAG

CR 2

Medium fey, chaotic evil

Armor Class 16 (natural armor)

Hit Points 22

Speed 30' ft. swim 40 ft.

Darkvision 60 ft.

Languages Aquan, Common



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

**Slippery Skin.** The hag has advantage on Dexterity (acrobatics) checks.

### ACTIONS

**Spellcasting.** Casts the **2nd tier** Arcane spell *Darkness* (Range: Self).

**Claws.** +5 to hit, 6 (1d6+3) slashing damage.

**Spiked Chain.** reach 10 ft. +5 to hit for 6 (1d6+3) piercing damage. If the target is a creature, it is grappled (escape DC 13). Until the grapple ends, the target can't move more than 5 feet away from the hag, and the hag has advantage on attack rolls against the target.

**Dagger.** reach 5 ft. or range 20/60 ft., +5 to hit for 4 (1d4+2) piercing damage.

## CINDERBAT

CR 1/4

Medium monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 18

Speed 10 ft., fly 40ft.

Darkvision 60 ft.

Languages -



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

**Molten Resilience.** A Cinderbat has resistance to fire damage.

**Heatsense.** Cinderbats can sense warm or hot creatures within 60 feet of them through walls or other opaque barriers.

### ACTIONS

**Bite.** +3 to hit for 4 (1d6+1) piercing damage

**Ember Spark.** Range 30 ft., +5 to hit for 3 (1d6) fire damage.

## CULTIST, ACOLYTE

CR 1/4

Medium humanoid (Human), lawful evil

Armor Class 14 (leather armor)

Hit Points 11

Speed 30 ft.

Languages Common



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

### ACTIONS

**Spellcasting.** Casts one of the following Divine spells.

**Cantrips:** *Sacred Flame*, *Thaumaturgy*

**1st Tier Spells:** *Guiding Bolt*, *Infect Wounds*

**Dagger.** reach 5 ft. or range 20/60 ft., +4 to hit for 5 (1d4+3) piercing damage.

**Chant of the Dead (Recharge 5-6).** The Acolyte chants a dark prayer and gestures towards a creature it can see within 30 feet of it. The target takes **3d6** necrotic damage and has disadvantage on its next attack roll until the end of its next turn unless it makes a DC 12 WIS save, in which case it takes half as much damage and suffers no other effect.

**Acolytes** are those who have fully embraced the Deathbringer ideology. They see the end of all things as inevitable and seek to hasten Thanatos' rise. Their favor lies entirely with Thanatos, and they crave power and influence in the coming oblivion.

## CULTIST, DEATHLESS

CR 2

Medium undead, lawful evil

Armor Class 16 (plate armor)

Hit Points 45

Speed 30 ft.

Languages Common



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

**Shadow Step (Recharge 5-6).** As it's movement, the Deathless magically jumps short distances through the Shadowfell. It disappears from its current location and reappears up to 40 feet away in dim light or darkness. This movement doesn't provoke opportunity attacks.

### ACTIONS

**Multiattack.** The Deathless makes two claw attacks.

**Claw.** +4 to hit for 6 (1d8+2) slashing damage. Once per turn it does an extra 2 necrotic damage.

**Deathless** were once powerful Acolytes who volunteered (or were forced) to undergo a horrific ritual that binds them to Thanatos' will. They are utterly devoted to Thanatos, driven by a warped sense of immortality and a desire to spread Thanatos' dominion.



## CULTIST, WHISPERER

CR 1/8

Medium humanoid (any ancestry), any evil alignment

**Armor Class** 12 (leather armor)

**Hit Points** 8

**Speed** 30 ft.

**Darkvision** 60 ft.

**Languages** Common and any other based on ancestry

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

**Deception Expertise.** The Whisperer has advantage on deception checks.

### ACTIONS

**Spellcasting.** Casts one of the following Arcane spells.

**Cantrips:** *minor illusion*, *message*

**Dagger.** reach 5 ft. or range 20/60 ft., +4 to hit for 4 (1d4+2) piercing damage.

The **Cultist Whisperer** is a cunning member of the Deathbringer cult who uses deception and stealth to further their agenda. They spread misinformation, sow discord, and gather information for the cult.



## DIRE WOLF

CR 1

Large beast

**Armor Class** 14 (natural armor)

**Hit Points** 37

**Speed** 50 ft.

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

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on 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.

### ACTIONS

**Bite.** +5 to hit for 10 (2d6+3) piercing damage. If the target is a creature, it must make on a DC 13 STR save or be knocked prone.



## GIANT BAT

CR 1/4

Large beast

**Armor Class** 12 (natural armor)

**Hit Points** 22

**Speed** 10 ft., fly 60 ft.

**Blindsight** 60 ft.

**Languages** -

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

**Echolocation.** Can't use its blindsight while deafened.



**Keen Hearing.** The bat has advantage on WIS (perception) checks that rely on hearing.

### ACTIONS

**Bite.** +4 to hit for 5 (1d6+2) piercing damage.

## GHOUL

CR 1

Medium undead, chaotic evil

**Armor Class** 12 (natural armor)

**Hit Points** 22

**Speed** 30 ft.

**Darkvision** 60 ft.

**Languages** - Common

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

**Immunity** poison | charmed, exhaustion, poisoned

### ACTIONS

**Bite.** +2 to hit for 9 (2d6+2) piercing damage.

**Claws.** +4 to hit for 7 (2d4+2) slashing damage. If not elf or undead, DC 10 CON save or paralyzed for 1 minute. Can repeat save at the end of each of its turns to end the effect.



## GIANT FROG

CR 1/4

Medium beast

**Armor Class** 11 (natural armor)

**Hit Points** 18

**Speed** 30 ft., swim 30 ft.

**Darkvision** 30 ft.

**Languages** -

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

**Amphibious.** The frog can breathe air and water.

**Standing Leap.** The frog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

### ACTIONS

**Bite.** +3 to hit for 4 (1d6+1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target.

**Swallow.** The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time.

If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.



## GIANT SNAPPING TURTLE

CR 1/4

Medium beast

**Armor Class** 14 (natural armor)

**Hit Points** 18

**Speed** 10 ft., swim 20 ft.

**Darkvision** 60 ft.

**Languages** –



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

**Amphibious.** The turtle can breathe air and water.

**Shell Defense.** While the turtle is underwater, it has a +2 bonus to AC.

### ACTIONS

**Bite.** +5 to hit for 5 (1d6+2) piercing damage, and if the target is a creature of Small size, it is grappled (escape DC 10). Until this grapple ends, the target is restrained, and the turtle can't bite another target.

**Tail Snap.** +4 to hit for 4 (1d4+2) bludgeoning damage.

**Giant snapping turtles** are monstrous reptiles with thick, leathery skin and powerful jaws. Their shells are covered in algae and barnacles, and their eyes gleam with a reptilian intelligence. These territorial predators lurk in the water, ambushing prey with their lightning-fast bites.

Giant snapping turtles use their Amphibious nature to their advantage, attacking from the water or dragging prey underwater with their Bite attack.

## GIANT SPIDER

CR 1/4

Large beast

**Armor Class** 14 (natural armor)

**Hit Points** 16

**Speed** 30 ft., swim 30 ft., climb 30 ft.

**Darkvision** 30 ft. **Blindsight** 10 ft.



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

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

### ACTIONS

**Bite.** +5 to hit for 7 (1d8 + 3) piercing damage, and 9 (2d8) poison damage or DC 11 CON save for half as much damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Web (Recharge 5–6).** range 30/60 ft., +5 to hit for the webbing to restrain the target. As an action, DC 12 STR check will burst the webbing. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerable to fire

damage; immune to bludgeoning, poison, and psychic damage).

To snare its prey, a **giant spider** spins elaborate webs or shoots sticky strands of webbing from its abdomen. Giant spiders are most commonly found underground, making their lairs on ceilings or in dark, web filled crevices. Such lairs are often festooned with web cocoons holding past victims.

## GIANT TOAD

CR 1

Large beast

**Armor Class** 11 (natural armor)

**Hit Points** 39

**Speed** 20 ft., swim 40 ft., climb 30 ft.

**Darkvision** 30 ft.



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

**Amphibious.** The toad can breathe air and water.

**Standing Leap.** Its long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

### ACTIONS

**Bite.** +4 to hit for 7 (1d10+2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

**Swallow.** The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.



## GIANT WOLF SKELETON

CR 2

*Large undead, unaligned*  
**Armor Class** 16 (natural armor)  
**Hit Points** 45  
**Speed** 40 ft.  
**Darkvision** 60 ft.



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

**Undead Fortitude.** If the giant wolf skeleton has fewer than its hit point maximum, it regains 1 hit point at the start of its turn. This trait ends if the giant wolf skeleton is destroyed.

### ACTIONS

**Mutiattack.** The giant wolf skeleton can make two attacks: one bite attack and one claw attack.

**Bite.** +7 to hit for 13 (2d8+4) piercing damage.

**Claw.** +7 to hit for 11 (2d6+4) slashing damage.

**Giant wolf skeletons** are the animated remains of monstrous wolves, imbued with a dark and vengeful spirit. Their once mighty bodies are now a twisted collection of bones, held together by necromantic energy. They roam desolate lands, driven by an insatiable hunger to rend the living.

## MAGMIN

CR 1/2

*Small elemental, chaotic neutral*  
**Armor Class** 14 (natural armor)  
**Hit Points** 9  
**Speed** 30 ft.  
**Darkvision** 60 ft.  
**Languages** Ignan



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

**Death Burst.** When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it takes 7 (2d6) fire damage or makes a DC 11 DEX save for half as much damage. Flammable objects that aren't being worn or carried in that area are ignited.

### ACTIONS

**Touch.** +4 to hit for 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the end of each of its turns.

### BONUS ACTION

**Ignited Illumination.** As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

## MONKEY SKELETON

CR 1/4

*Small undead, neutral evil*  
**Armor Class** 12 (natural armor)  
**Hit Points** 13  
**Speed** 40 ft., climb 40 ft.  
**Darkvision** 60 ft.



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

**Keen Smell.** The monkey skeleton has advantage on WIS (perception) checks that rely on smell.

**Spider Climb.** The monkey skeleton can climb difficult surfaces, including upside down, without needing to make an ability check.

**Undead Fortitude.** If it has any hit points remaining at the start of its turn, it regains 1 hit point.

### ACTIONS

**Mutiattack.** The monkey skeleton makes two claw attacks.

**Claw.** +5 to hit for 6 (1d6+3) piercing damage.

**Bite (Recharge 5-6).** +5 to hit to grapple the target (escape DC 11). until the grapple ends, the target is restrained, and the monkey skeleton can't use this attack again.

**Monkey skeletons** are the animated remains of monkeys twisted by dark magic. Their nimble bodies hang from crumbling ruins and dense jungle foliage, their empty sockets glowing with an eerie light. Monkey skeletons often lurk in groups, using their agility and climbing skills to ambush unsuspecting prey.

## MOUNTAIN GOAT SKELETON

CR 1/2

*Medium undead, lawful evil*  
**Armor Class** 13 (natural armor)  
**Hit Points** 22  
**Speed** 40 ft.  
**Darkvision** 60 ft.



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

**Keen Smell.** The mountain goat skeleton has advantage on WIS (perception) checks that rely on smell.

**Charge.** If the skeleton moves at least 15 feet straight toward a creature and hits it with a ram attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage.

**Undead Fortitude.** If the skeleton has any hit points remaining at the start of its turn it regains 2 hit points.

### ACTIONS

**Mutiattack.** The goat skeleton makes two ram attacks.

**Ram** - head-butt. +5 to hit for 7 (1d8+3) bludgeoning damage and DC 13 STR save or be pushed 10 feet away from the goat skeleton.

**Horns (Recharge 5-6).** +5 to hit for 13 (2d8+4) piercing damage.

## 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 checks. Magic can't put Puck to sleep.

### ACTIONS

**Multiattack.** Puck makes two scimitar attacks.

**Scimitar.** +10 to hit for 5 (1d4+3) piercing damage.

**Shortbow.** range 80/320 ft., +10 to hit for 8 (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.

### BONUS ACTION

**Invisibility.** Puck can turn 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.



## SKELETON SOLDIER

CR 4

*Medium undead, lawful evil*

**Armor Class** 14 (natural armor)

**Hit Points** 84

**Speed** 30 ft.

**Darkvision** 60 ft.

**Languages** understands all languages it knew in life but can't speak

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

**Vulnerable** bludgeoning

**Immune** poison | exhaustion, poisoned

**Undead Fortitude.** If the skeleton soldier has any hit points remaining at the start of its turn, it regains 4 hit points.

### ACTIONS

**Mutiattack.** The skeleton soldier makes two claw attacks.

**Claw.** +5 to hit for 7 (1d8+3) piercing damage.

**Shove.** The skeleton soldier shoves one creature within 5 feet of it. On a successful shove (STR contest contested by the target's STR or DEX), the target is pushed 5 feet away.

### LEGENDARY ACTIONS

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

**Attack.** The skeleton soldier makes one claw attack.

**Move.** The skeleton soldier moves up to its speed.



## SKELETON

CR 1/4

*Medium undead, lawful evil*

**Armor Class** 13 (natural armor)

**Hit Points** 13

**Speed** 30 ft.

**Darkvision** 60 ft.

**Languages** understands all languages it knew in life but can't speak

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

**Vulnerable** bludgeoning

**Immune** poison | exhaustion, poisoned

### ACTIONS

**Shortsword.** +4 to hit for 5 (1d6+2) piercing damage.

**Shortbow.** range 80/320 ft., +4 to hit for 5 (1d6+2) piercing damage.



## STEAM MEPHIT

CR 1/4

*Small elemental, neutral evil*

**Armor Class** 10

**Hit Points** 21

**Speed** 30 ft., fly 30 ft.

**Darkvision** 60 ft.

**Languages** Aquan, Ignan

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

**Immune** fire, poison | poisoned

**Death Burst.** When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit makes a DC 10 DEX save or take 4 (1d8) fire damage.

### ACTIONS

**Spellcasting.** Casts the 2nd tier Arcane spell *blur*.

**Claws.** +2 to hit for 2 (1d4) slashing damage plus 2 (1d4) fire damage.

**Steam Breath (Recharge 6).** Exhales a 15-foot cone of scalding steam. Each creature in that area takes 4 (1d8) fire damage or makes a DC 10 DEX save for half as much damage.





## STIRGE

CR 1/8

*Tiny beast*

**Armor Class** 14 (natural armor)

**Hit Points** 2

**Speed** 10 ft., fly 40 ft.

**Darkvision** 60 ft.



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

### ACTIONS

**Blood Drain.** +5 to hit for 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

## UNDEAD PIRATE

CR 2

*Medium undead, chaotic evil*

**Armor Class** 16 (leather armor)

**Hit Points** 58

**Speed** 30 ft.

**Darkvision** 60 ft.

**Languages** Common (understands but doesn't speak)



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

**Immune** poison | exhaustion, poisoned

**Undead Fortitude.** If the undead pirate has any hit points remaining at the start of its turn, it regains 1 hit point.

### ACTIONS

**Scimitar.** +5 to hit for 7 (1d8+3) slashing damage.

**Pistol.** range 30/120 ft., +4 to hit for 6 (1d10+1) piercing damage.

### REACTION

**Parry.** The undead pirate can add 2 to its AC against one melee weapon attack that it can see coming on its turn.

## WIGHT

CR 3

*Medium undead, neutral evil*

**Armor Class** 14 (studded leather armor)

**Hit Points** 45

**Speed** 30 ft.

**Darkvision** 60 ft.

**Languages** the languages it knew in life



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

**Resistant** necrotic | bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Immune** poison | exhaustion, poisoned

**Sunlight Sensitivity.** While in sunlight, the wight has disadvantage on attack rolls, as well as on WIS (perception) checks that rely on sight.

### ACTIONS

**Multiattack.** The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

**Longsword.** +4 to hit for 6 (1d8+2) slashing damage, or 7 (1d10+2) slashing damage if used with two hands.

**Longbow.** range 150/600 ft., +4 to hit for 6 (1d8+2) piercing damage.

**Life Drain.** +4 to hit for 5 (1d6+2) necrotic damage and DC 13 CON save or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

## WILL-O'-WISP

CR 2

*Tiny undead, chaotic evil*

**Armor Class** 19

**Hit Points** 22

**Speed** 0 ft., fly 50 ft. (hover)

**Darkvision** 120 ft.

**Languages** the languages it knew in life



STR	DEX	CON	INT	WIS	CHA
-5	+9	+0	+1	+2	+0

**Immune** lightning, poison | exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

**Resistant** acid, cold, fire, necrotic, thunder | bludgeoning, piercing, and slashing from nonmagical attacks

**Ephemeral.** The will-o'-wisp can't wear or carry anything.

**Incorporeal Movement.** The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Variable Illumination.** The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

### ACTIONS

**Shock.** +4 to hit for 9 (2d8) lightning damage.

**Invisibility.** The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

### BONUS ACTION

**Consume Life.** As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. DC 10 CON save or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

## WOLF

CR 1/4

Medium Beast

**Armor Class** 13 (natural armor)

**Hit Points** 14

**Speed** 40 ft.



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

**Heightened Hearing and Smell.** The wolf adds +3 to perception checks while perceiving by hearing or smell.

**Pack Tactics.** The wolf has advantage on attack rolls 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

**Bite.** +4 to hit for 6 (1d8+2) piercing damage. If the target is a creature, DC 12 STR save or knocked prone.

## YOUNG GRIFFON

CR 2

Medium Monstrosity, Unaligned

**Armor Class** 12 (natural armor)

**Hit Points** 52

**Speed** 30ft., fly 60ft..

**Darkvision** 60 ft.



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

**Keen Sight.** The griffon has advantage on WIS (perception) checks that rely on sight.

**Pounce.** If the griffon moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that creature is grappled (escape DC 12). Until the grapple ends, the target is restrained.

**Fiyby.** The griffon can move through a creature's space without provoking an opportunity attack on that turn.

### ACTIONS

**Mutiattack.** The griffon makes two attacks: one with its beak and one with its claws.

**Beak.** +4 to hit for 5 (1d6+2) piercing damage.

**Claws.** +4 to hit for 5 (1d6+2) slashing damage.

## ZOMBIE

CR 1/4

Medium undead, lawful evil

**Armor Class** 8

**Hit Points** 22

**Speed** 20 ft.

**Darkvision** 60 ft.

**Languages** understands all languages it knew in life but can't speak



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

**Immune** poison | poisoned

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a CON save with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### ACTIONS

**Slam.** +3 to hit for 4 (1d6+1) bludgeoning damage.

