

Secret of the Shattered Temple

Adventure AT-03 in the campaign arc

About Time

by Ronny Hart

AN ADVENTURE FOR THIRD LEVEL CHARACTERS.



The characters are at the entrance to the ruined temple of Thanatos. A magical artifact known as the *Mithral Sphere* is thought to lie somewhere within. Our heroes, accompanied by a mischievous sprite named Puck, will pierce the unknown depths of this ancient temple, unlocking its secrets and braving its dangers. Should they survive, they may exit with riches and the key to preventing a future foretold as the rise of evil destroying all that is good.

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



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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.

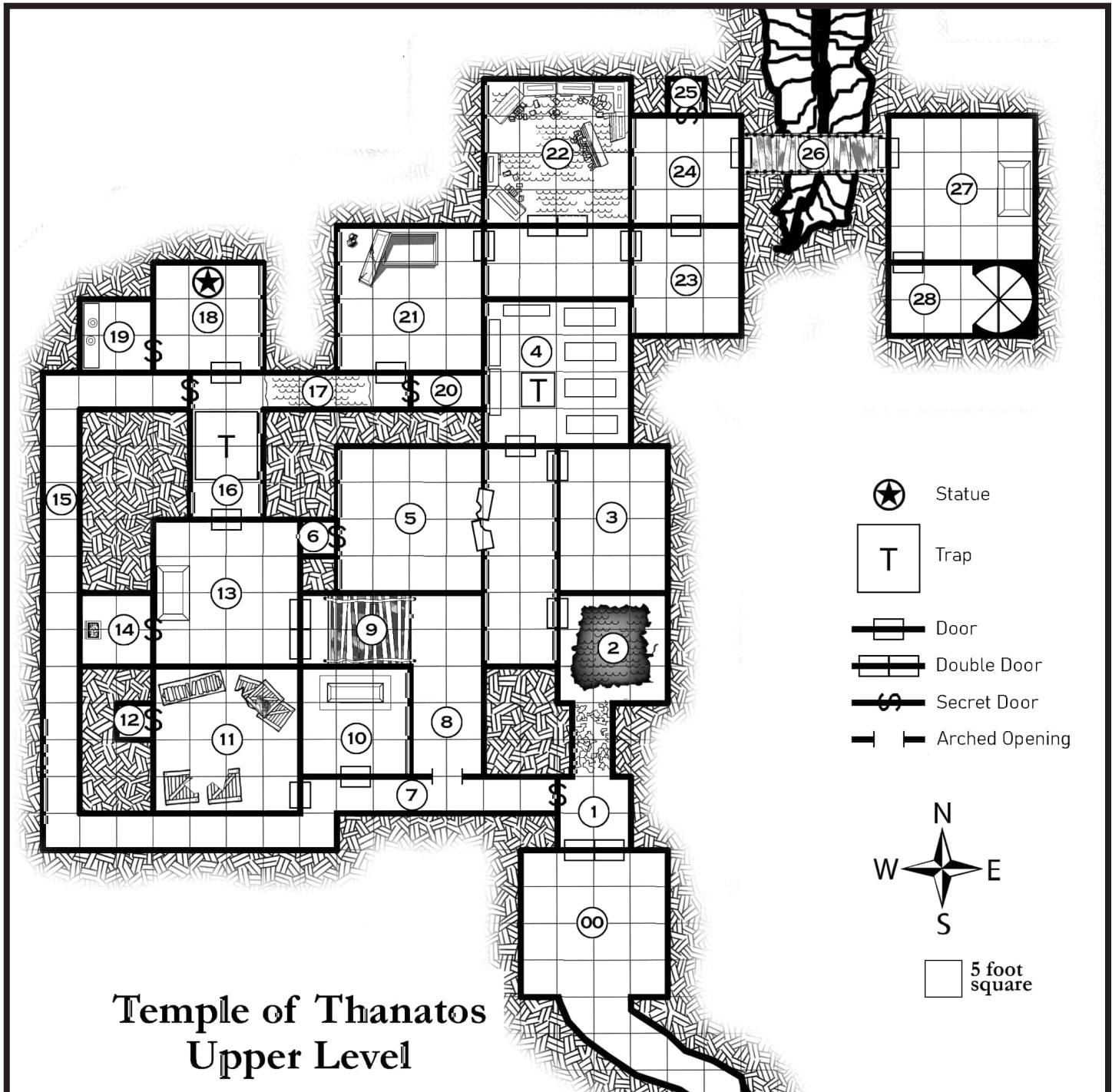
INTRODUCTION

This is Dungeon Module **AT-03 Secrets of the Shattered Temple**. It is a sequel to **AT-02 Quest for the Mithral Sphere** and the third 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 and AT-02.

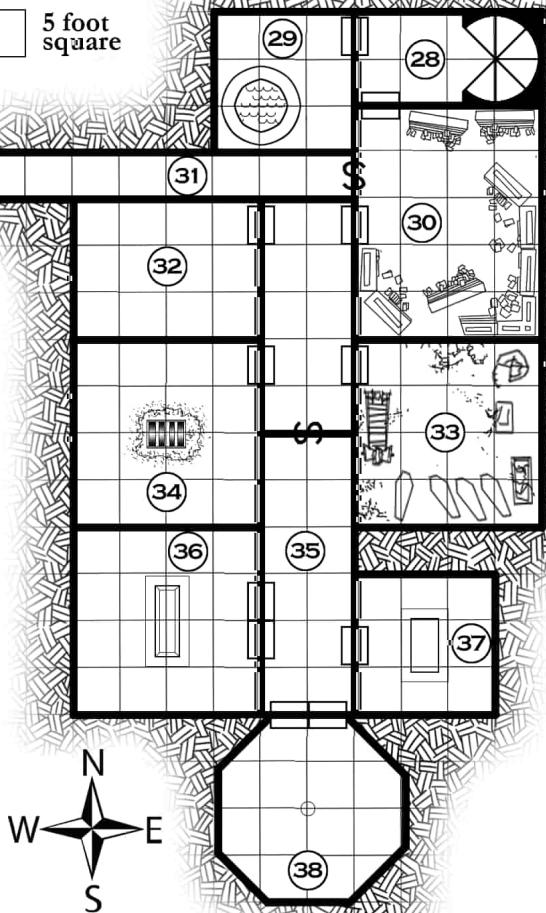
Secrets of the Shattered Temple is written for the rules light, D&D 5E compatible, RPG **Bold Against Monsters** (or **BAM**) available here: <https://www.drivethrurpg.com/en/product/527700/bold-against-monsters>). This can also be played using the **D&D fifth**

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 information on the campaign world of Manoria regarding the counting of the years, the creation myth, the pantheon, and the overarching story. You may want to refer to it throughout the *About Time* campaign. You can download a free PDF copy of that adventure here: <https://olddungeonmaster.com/2025/11/01/at-01-an-ancient-evil-free-pdf-of-published-version/>



5 foot square



Temple of Thanatos Lower Level

PREPARATION

The text in white boxes with rounded corners is meant to be read aloud or paraphrased to the players. The green shaded boxes (sidebars) contain additional information. The statistics (stat blocks) for monsters are included with each encounter.

ENCOUNTER LEVELS

This adventure is designed for a party of **four 3rd 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 charters 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.

STAT BLOCKS

Each numbered area on the map has a separate entry in this adventure. Those that contain an encounter with monsters will also contain the full stat block for each monster. In the 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.)

PLAYING PUCK

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 do something to “help” the PCs, although this will not typically be an attack. This might be in the form of advice to a character, misdirection, or putting some obstacle in the way of an opponent.

Puck *Tiny LG fey (sprite)*

Armor Class 15 (natural armor)

Hit Points 32

Speed 30 ft., fly 40 ft.

Darkvision 60 ft.

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

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

Resistant spells and other magical effects, poison | poisoned

Fey Ancestry. Advantage on DEX checks. Magic can't put Puck to sleep.



ACTIONS

Multiaction. 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.

Set-Up #1:Stand-Alone Adventure

If you are bringing characters from an existing campaign into this adventure, the characters, seeking treasure and adventure, have followed a map to the hidden entrance to the ruined temple of Thanatos located at the base of a volcano. The map suggests that the temple contains vast treasure, including a magical artifact called the *Mithral Sphere*.

A mischievous sprite named Puck has decided to “help” and insists on tagging along.

Set-Up #2:Continuing from AT-02

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

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

They are accompanied by a mischievous sprite named Puck.

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

Running the Adventure

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

Time & Resources:

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

THE RUINED TEMPLE OF THANATOS

Temple Features

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

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

Light: Unless otherwise noted, the chambers are dark.

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

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

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

Resting:

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

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

Dungeon Exploration:

Finding Secret Doors (Optional Rule): You may want to use this optional rule to speed up the game. The rule is simply that if you are searching for a secret door and there is one, you will automatically find it.

The player must say where and how the character is searching. Saying “I am always searching for secret doors” is not allowed. This also means that if there is some kind of trap there, you will activate it. Sometimes the PC must make an INT check to determine how to open the door.

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

Random Encounters:

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

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

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

Secret Doors: Characters must make a DC 20 WIS check to find the doors, and DC 15 INT check to determine how to open them. (Or you can use the optional rule for finding secret doors presented in the “Running the Adventure” section above.)

The Glowing Crystal Shards

If you played the previous adventures, the characters should possess several *Glowing Chrystal Shards*. Anywhere within the temple, when 6 or more of the shards are placed touching each other on a relatively level surface the light points towards the *Mithral Sphere* in area 38. Refer to module "AT-02 Quest for the *Mithral Sphere*" for more information on the *Glowing Crystal Shards*.

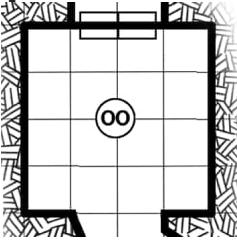
Upper Level

See the full Upper Level map on page 3.

00. Entrance to the Temple

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

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



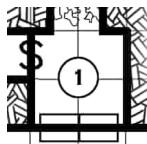
If running this as a Stand-Alone adventure

You find a tunnel and travel to the end where you find 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.

These are locked and require a DC 15 DEX check with thieves tools to open, or a DC 20 STR check to force them open.

1. Collapsed Entry

Environment: Dusty, Silence



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

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

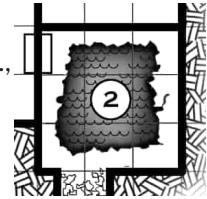
The only exit appears to be a 5 foot wide corridor directly ahead, but it is completely blocked by rubble.

As they push aside heavy debris, they reveal the narrow opening leading deeper into the darkness. The air is thick with dust and the oppressive silence hangs heavy.

For finding the secret door, refer to "Secret Doors" in the Temple Features section above. This will be typical for all secret doors in the temple. Note that this particular secret door must be found and opened for this adventure to continue. If necessary, you could let Puck help in some way.

2. Collapsed Chamber

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



The floor has fallen in, leaving only a section of floor 2 feet wide around the perimeter, requiring a DC 12 DEX check to avoid falling 10 feet down into the pit, taking **1d6** bludgeoning damage.

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

There is a door on the west wall that leads to a dark, 10 foot wide, corridor.

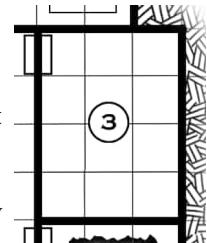
You enter a chamber where the floor has given way, revealing a gaping hole below. The air is damp and the sound of dripping water echoes through the chamber.

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

Treasure:
1 Longsword

3. Skeleton Guardians

Environment: Dark, Cold Stone, Faint Scent of Incense



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

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

Creatures:
2 Skeletons

Skeleton Medium LE undead CR 1/4



Armor Class 13 (natural armor)

Hit Points 13

Speed 30 ft.

Darkvision 60 ft.

Languages understands Common but can't speak

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

Vulnerable bludgeoning

Immune poison | exhaustion, poisoned

ACTIONS

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

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

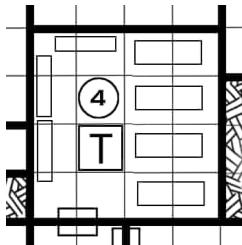
Treasure:
1 Silver holy symbol (worth 25 gp)
2 Short swords

4. Embalming Room

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

Environment: Scent of Embalming Fluids, Buzzing Flies

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



Opening the door to a chamber dimly lit by fluorescent fungus on the ceiling, you are met with the pungent odor of embalming fluids and the buzzing of persistent flies. Spider webs adorn the walls. Stone tables line the room, upon which rest the desiccated remains of long-dead figures.

Trap: Pressure Plate - A pressure plate on the floor 5 feet from the door triggers a cloud of noxious gas. DC 14 WIS check to notice and avoid or everyone in the room must make a DC 13 DEX save or take **2d4** poison damage.

After the characters pass the trap, two giant spiders jump out from behind the tables and attack.

Creatures:

2 Giant Spiders

Giant Spider *Large beast*

CR 1

Armor Class 15 (natural armor)

Hit Points 40

Speed 30 ft., climb 30 ft.

Darkvision 60 ft. **Keensense** 10 ft.



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

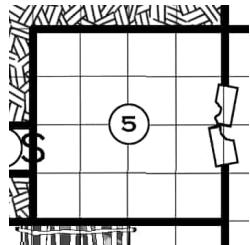
Bite. +5 to hit, for 7 (**1d8+3**) piercing damage, and the target must make a DC 13 CON save, taking 10 (**3d6**) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 HP, the target is stable but poisoned for 1 hour, even after regaining HP, and is paralyzed while poisoned in this way.

Web (Recharge 4-6). range 30/60 ft., target makes a DC 12 DEX save or is restrained. 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).

5. Treasury (Empty)

Environment: Dark, Musty, Silence

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

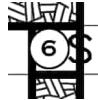


Massive double doors stand broken open, revealing a bare and dusty vault. Scratches mark the stone walls, hinting at a previous attempt to plunder this chamber.

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

6. Hidden Alcove

Environment: Dark, Musty, Silence



Read or paraphrase the following if the party finds the secret alcove (treat it as a secret door):

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

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

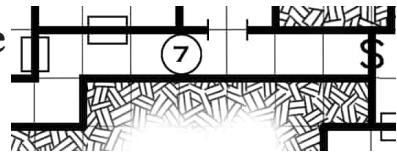
Treasure:

1 **Scroll** (*Cure Wounds*)

1 **Flask** (*Holly Water*)

7. Secret Passage

Environment: Dark, Musty, Damp Earth



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

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

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

Creatures:

1 **Animated Armor** (See stat block on next page)

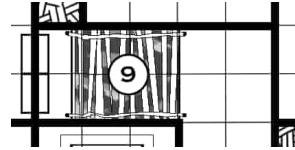
Tactics: The Animated Armor remains motionless until it is attacked or anyone moves to within 15 feet of it. It will then move up and attack. When combat starts, roll for initiative for the Animated Armor and also (secretly) for the Skeletal Archer in area 8. The Skeletal Archer on its turn will fire an arrow at any target that moves into sight. If no one steps in front of the archway for 2 rounds after defeating the Animated Armor, end the combat and start it back up when they do. It is okay if the players know something is waiting for them around the corner, but they may not know what it is.

Animated Armor Medium construct

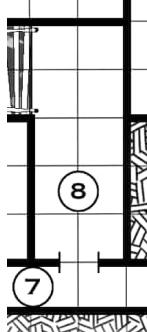
CR 1

Armor Class 18 (natural armor)**Hit Points** 33**Speed** 25 ft.**Blindsight** 60 ft. (blind beyond this radius).**Languages** -**STR +2 DEX +0 CON +1 INT -5 WIS -5 CHA -5****Immune** poison, psychic | blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned**Antimagic Susceptibility**. The armor is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, it must make a DC 12 CON save or fall unconscious for 1 minute.**False Appearance**. While the armor remains motionless, it is indistinguishable from a normal suit of armor.**ACTIONS****Multiattack**. The armor makes two melee attacks.**Slam**. +4 to hit, for 5 (1d6+2) bludgeoning damage.**Treasure:**10 **Arrows** (less the arrows the Skeleton fired during combat)**3 Everburning Torches** Note: The PCs may not know that these are magical if no one examines them.**Everburning Torch***Wondrous item, uncommon*

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

9. Collapsed Bridge**Light:** Torch in area 8.**Environment:** Musty, Damp

A wooden bridge spanning a chasm has all but collapsed.

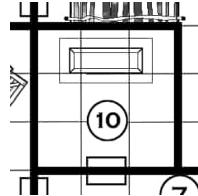
8. Guarded Corridor**Light:** Flickering Torches in sconces**Environment:** Cold Stone, Damp, Faint Scent of Incense

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

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

Creatures:1 **Skeleton** - Archer**Skeleton** Medium LE undead

CR 1/4

Armor Class 13 (natural armor)**Hit Points** 13**Speed** 30 ft.**Darkvision** 60 ft.**Languages** understands Common but can't speak**STR +0 DEX +2 CON +2 INT -2 WIS -1 CHA -3****Vulnerable** bludgeoning**Immune** poison | exhaustion, poisoned**ACTIONS****Shortbow**. range 80/320, +4 to hit for 5 (1d6+2) piercing damage.**10. Sacrificial Altar****Environment:** Dark, Musty, Silence

A raised sacrificial alter stained dark with blood sits along the far wall of this chamber.

The players may not realize it yet, but this is a puzzle (refer to Puzzle below).

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

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

"An offering of life pleases Thanatos."

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

Treasure:1 **Magic item (Sanguine Vial)**If they solve the puzzle: 1 **Large brass key** (to room 36)

Sanguine Vial

Wondrous item, uncommon

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



The vial holds up to 1 ounce of liquid. Once per day, at midnight, if the vial is not completely full of fresh blood anything within it vanishes and the vial is filled with fresh blood. This new blood is identical to the type of blood previously held within the vial (human, orcish, etc.).

Puzzle:

The Characters may connect the word “life” in the inscription with the blood in the vile and understand that it is instructing them to pour it onto the alter. But they will (most likely) be uninterested in pleasing Thanatos.

Be that as it may, if some blood from the vile, or fresh blood from any source, is poured onto the alter a large brass key appears on the alter, lying in the puddle of blood. That key will disappear from existence after 24 hours. If the PCs wait too long and it disappears. They can get it back by returning here and performing another “life” offering.

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

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

11. Collapsed Storeroom

Environment: Dark, Musty, Rodent Scents

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

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

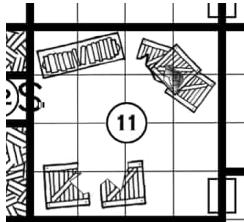
Read or paraphrase the following when the party opens the door:

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

A pack of hungry rats scurries amongst the debris.

Creatures:

6 **Swarms of Rats**



Swarm of Rats Medium swarm of Tiny beasts CR 1/4

Armor Class 10

Hit Points 24

Speed 30 ft.

Darkvision 30 ft.

Languages -



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

Resistant. bludgeoning, piercing, slashing

Immune. frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Keen Smell. The swarm has advantage on perception checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny rat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. reach 0 ft., **+2** to hit one target in the swarm's space for 7 (**2d6**) piercing damage, or 3 (**1d6**) piercing damage if the swarm has half of its hit points or fewer.

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

Treasure:

1 **Silver tankard** (worth 10 gp)



12. Secret Niche

Environment: Dark, Musty, Silence

A shallow alcove concealed behind a loose brick.

Read or paraphrase the following if the party finds the secret niche (treat it as a secret door):

Prying loose a brick from the wall, you reveal a shallow niche. Inside, a skeletal hand clutches a dusty pouch.

The pouch contains silver pieces and a small, tarnished silver holy symbol depicting a forgotten god.

Treasure:

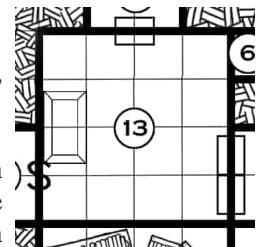
1 **Pouch**, containing:

25 **Silver pieces**

1 **Silver holy symbol** (worth 5 gp)

13. Crypt Vestibule

Environment: Dark, Cold Stone, Musty



Cobwebs and dust shroud an ornately carved sarcophagus. There is a single door centered on the north wall and a pair of double doors on the east wall. Across from the double doors is a secret door to area 14.

The heavy stone door opens to a dark chamber adorned with an elaborate stone sarcophagus. Cobwebs hang from the ceiling, and the air is thick with dust.

Suddenly, a pair of figures shamble forth from the shadows, their moans echoing through the chamber.

Creatures:

2 Zombies

Zombie	Medium LE undead	CR 1/4
---------------	------------------	--------

Armor Class 8

Hit Points 16

Speed 20 ft.

Darkvision 60 ft.

Languages understands Common but can't speak



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

Immune poison | exhaustion, 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

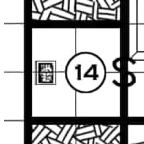
Slam. +4 to hit for 5 (**1d6+2**) bludgeoning damage. The target is grappled (escape DC 12) if it is a Medium or smaller creature, and the zombie doesn't already have a creature grappled.

Rotten Hold. Gnaws idly on creature it is grappling. Make a DC 12 CON save or take 2 (**1d4**) poison damage. Humanoids slain by this rise 24 hours later as a zombie, unless restored to life or its body is destroyed.

14. Hidden Chamber

Environment: Dark, Musty, Silence

A hidden chamber containing a dusty tome.



Read or paraphrase the following if the party finds the secret door:

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

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

A PC can make a DC 15 INT check to reveal a hidden compartment within the pedestal containing a vial of alchemist's fire.

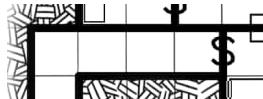
Treasure:

1 **Book** (*Tome of Temple History*)

1 **Vial** (*Alchemist's Fire*)

15. Secret Passage

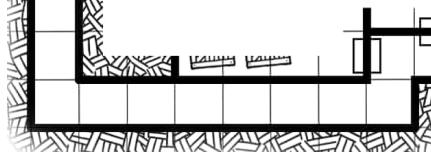
Environment: Dark, Musty, Damp



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

Read or paraphrase the following if the party enters from the south, or finds the secret door and enters from the north:

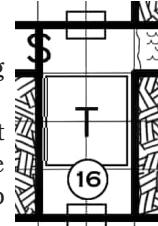
A narrow tunnel stretches into the darkness.



16. Collapsing Corridor

Environment: Dark, Musty, Crumbling Stone

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



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

Trap: Pit Trap - DC 14 DEX save or fall 20 feet and take **1d8** bludgeoning damage + an additional **1d4** poison damage for every minute spent in the water.

17. Flooded Passage

Environment: Musty, the air hangs heavy with a foul odor

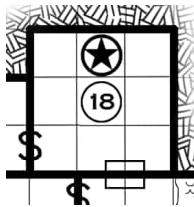


A 15 foot long section of this passage is filled with 3 ft. deep stagnant water. Consider this difficult terrain. Any creature that is under 4 feet tall, or who swims in the water, or who walks through the water and fails a DC 15 DEX save to avoid slipping into the water, must make a DC 18 CON save or take 2d6 poison damage from the putrid water.

18. Gargoyle Guardian

Environment: Dark, Cold Stone, Dust

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



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

If any PC fails a DC 12 DEX check to move silently the creature awakens and attacks.

Creatures:

1 Gargoyle

Gargoyle Medium CE elemental

CR 2

Armor Class 15 (natural armor)

Hit Points 52

Speed 30 ft., fly 60 ft.

Darkvision 60 ft.

Languages Terran



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

Resistant. bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantine

Immune. poison, exhaustion, petrified, poisoned

False Appearance. While the Gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

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

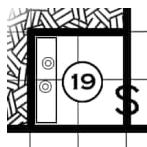
Bite. +4 to hit for 5 (1d6 + 2) piercing damage.

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

19. Hidden Chamber

Environment: Dark, Musty, Silence

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



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

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

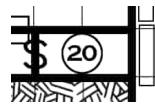
Treasure:

1 **Potion of Healing**

1 **Potion of Invisibility**

20. Secret Passage

Environment: Dark, Musty, Silence



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

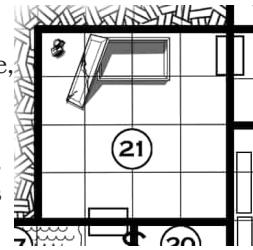
Read or paraphrase the following if the party finds the secret door:

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

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

21. Empty Crypt

Environment: Dark, Cold Stone, Musty



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

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

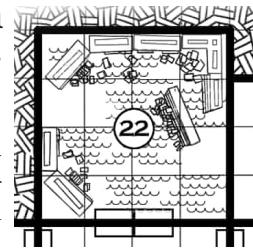
Make a DC 12 INT check to reveal a hidden compartment within the chest, containing a single ruby.

Treasure:

1 **Ruby** (worth 50 gp)

22. Flooded Storeroom

Environment: Musty, Damp Earth, stagnant water



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

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

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

Creatures:

1 **Giant Spider** (See stat block on next page)

2 **Giant Rats** (See stat block on next page)

Giant Spider *Large beast*

CR 1/4

Armor Class 15 (natural armor)**Hit Points** 40**Speed** 30 ft., climb 30 ft.**Darkvision** 60 ft. **Keensense** 10 ft.**STR +2 DEX +3 CON +1 INT -4 WIS +0 CHA -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 the target must make a DC 13 CON save, taking 10 (**3d6**) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 HP, the target is stable but poisoned for 1 hour, even after regaining HP, and is paralyzed while poisoned in this way.**Web** (**Recharge 4-6**). range 30/60 ft., target makes a DC 12 DEX save or is restrained. 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).**Giant Rat** *Small beast*

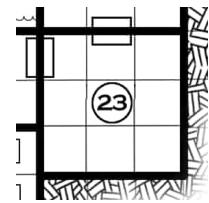
CR 1/8

Armor Class 12 (natural armor)**Hit Points** 7**Speed** 30 ft.**Darkvision** 60 ft.**Languages** -**STR +2 DEX +2 CON +0 INT -4 WIS +0 CHA -3****Keen Smell.** The rat has advantage on perception checks that rely on smell.**Pack Tactics.** The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.**ACTIONS****Bite.** **+4** to hit for 4 (**1d4 + 2**) piercing damage.

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

Treasure:

1 Key (to room 32)

23. Ghast Guardian**Environment:** Dark, Cold Stone, Eerie Cold, Foul smell

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

As you open the door to this chamber, the bone-chilling stench of death washes over you. An undead creature, its mournful wail echoing through the room, seems is approaching you from the far side of the room.

Creatures:

1 Ghast

Ghast *Medium CE undead*

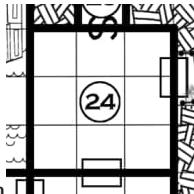
CR2

Armor Class 13**Hit Points** 36**Speed** 30 ft.**Darkvision** 60 ft.**Languages** Common**STR +3 DEX +3 CON +0 INT +0 WIS +0 CHA -1****Resistant.** necrotic**Immunity.** poison | charmed, exhaustion, poisoned**Stench.** Any creature that starts its turn within 5 feet of the ghast is poisoned until the start of its next turn unless it makes a DC 10 CON save and becomes immune to the ghast's Stench now and for 24 hours.**Turning Defiance.** The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.**ACTIONS****Bite.** **+3** to hit for 12 (**2d8 +3**) piercing damage.**Claws.** **+5** to hit for 10 (**2d6+3**) slashing damage. If the target is a creature other than an undead, it must make a DC 10 CON save or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.**Tactics:**

The ghast will not pursue the characters if they retreat through the west door, but if they try to escape through the north door it will chase them, busting through closed doors as required.

24. Animated Armor Guardian

Light: One flickering torch
Environment: Cold Stone, Faint Scent of Oil



A suit of rusted armor stands guard in this chamber, animated by dark magic. A single flickering torchlight glints off its metal surface. The torch is another *Everburning Torch*.

There is a door on the south wall and on the east wall. The secret door on the north wall conceals hidden alcove number 25.

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

Creatures:

1 Animated Armor

Animated Armor Medium construct

CR 1

Armor Class 18 (natural armor)

Hit Points 33

Speed 25 ft.

Blindsight 60 ft. (blind beyond this radius).

Languages -



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

Immune. poison, psychic | blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Antimagic Susceptibility. The armor is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, it must make a DC 12 CON save or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The armor makes two melee attacks.

Slam. +4 to hit, for 5 (**1d6+2**) bludgeoning damage.

Treasure:

1 **Everburning Torch** (See sidebar on page 8)

25. Hidden Alcove

Environment: Dark, Musty, Silence



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

Read or paraphrase the following if the party finds the hidden alcove (treat it as a secret door):

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

A chipped gem glimmers in the center, hinting at forgotten grandeur.

When they crack open the aged tome, its vellum pages are filled with beautiful, but mysterious, calligraphy.

A golden holy symbol depicting a radiant sun rests on a dusty pedestal. An ornately carved prayer book detailing ancient rites of purification lies open beside it. After studying the book for one hour, and then making a DC 15 INT check they learn how to cast the *Blessing Ritual* spell.

Treasure:

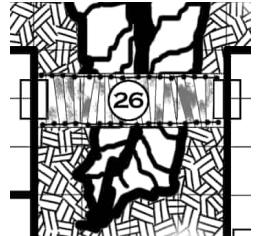
1 **Golden Holy Symbol** (worth 100 gp)

1 **Prayer Book** (details ancient rites of purification and contains the following spell.) [The **Blessing Ritual** spell: Once a day, you can perform this ritual (taking 1 minute) to cast the *Bless* spell by reading it directly from the book.]

26. Bridge over Chasm

Light: A faint red glow from the lava below the bridge.

Environment: Hot, Musty



A rickety wooden bridge spans a deep chasm with a door on both the west and east end. A DC 12 DEX check is required to cross safely. Those who fail plunge into the darkness below landing on a ledge 20 feet below, taking 2d6 bludgeoning damage.

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

27. Wight Guardian

Environment: Dark, Cold Stone, Faint Scent of Incense

An undead wight, former priest twisted by Thanatos' magic, rises from its sarcophagus along the east wall to defend the deeper parts of the temple. There is a door in the west and south walls.

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

Creatures:

1 Wight

Wight Medium NE undead

CR 3

Armor Class 14 (studded leather armor)

Hit Points 45

Speed 30 ft.

Darkvision 60 ft.

Languages Common



STR +2 DEX +2 CON +3 INT +0 WIS +1 CHA +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 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 7 (**1d10+2**) slashing damage (using two hands).

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

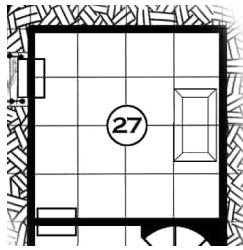
Life Drain. +4 to hit for 5 (**1d6+2**) necrotic damage and DC 13 CON save or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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.

Tactics:

If the PCs attack before the wight exits the coffin, it rolls for initiative with disadvantage. If it attacks before the PCs it first fires its bow. On the second round it drops the bow and uses Longsword and Life Drain.

The wight will pursue the characters if they flee. If slain, the wight crumbles to dust, along with its weapons.



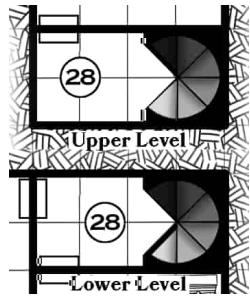
28. Staircase

Upper Level: Descending

Lower Level: Ascending

Environment: Dark, Cold, Musty

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



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

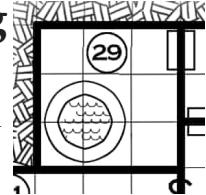
Lower Level

See the full Lower Level map on page 4.

29. Corrupted Well

Environment: Dark, Damp, Musty

A once-sacred well now spews forth dark, brackish water.



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

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

The fetid water teems with Leeches which attach themselves to any creature that enters or places any body part into the water.

Creatures:

4 Leeches (New Monster)

Leech Tiny monstrosity

CR 1



Armor Class 12 (natural armor)

Hit Points 3

Speed 10 ft., swim 20 ft.

Darkvision 60 ft.

Languages -

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

Keen Smell. The leech has advantage on perception checks that rely on smell.

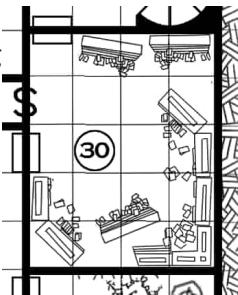
ACTIONS

Bloodsucker. +4 to hit for 1 piercing damage. If the leech hits a creature that has blood, the leech attaches itself to the creature (no action required). While attached, the leech deals 1 piercing damage to the creature at the start of each of the leech's turns. The leech can detach itself willingly (no action required) and does so if the creature dies. A creature can use an action and make a DC 12 STR or DEX check to detach the leech. On success, the leech detaches itself.

30. Rotting Storeroom

Environment: Dark, Musty, Rotting Food

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



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

Stirges lurk within.

Creatures:

6 Stirges

Stirge Tiny beast CR 1/8

Armor Class 14 (natural armor)

Hit Points 2

Speed 10 ft., fly 40 ft.

Darkvision 60 ft.

Languages -



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

The secret door on the west wall leads to area 31, the secret passage.

The door on the north wall leads to area 28, the staircase.

The door on the west wall opens to a 10 foot wide dark passage that stretches 25 feet to the south. See areas 32, 33, and 34 for the description of the doors to those rooms. There is a secret door in the center of the south wall of this passage that leads to area 35, the hidden passage. The secret door appears to be a typical wall unless a character searches it for secret doors. See "Doors" in "Temple Features" on page 5.

31. Secret Passage



Environment: Dark, Chilly, Musty

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

Read or paraphrase the following if the party finds the secret door:

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

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

Creatures:

2 Specters

Specter Medium CE undead CR 1

Armor Class 12

Hit Points 22

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

Darkvision 60 ft.

Languages understands Common but can't speak

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

Resistant. acid, cold, fire, lightning, thunder | bludgeoning, piercing, and slashing from nonmagical attacks

Immune. necrotic, poison | charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Incorporeal Movement. The specter 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.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on perception checks that rely on sight.

ACTIONS

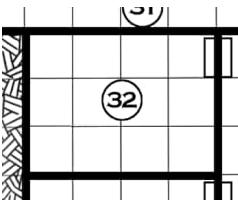
Life Drain. +4 to hit for 10 (**3d6**) necrotic damage. The target must make a DC 10 CON save or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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

32. Ghouls

Environment: Dark, Cold Stone, Foul Scent of Decay

The door to this chamber is locked.



Read or paraphrase this when they attempt to open it:

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

The key to this chamber is in area 22. If the party doesn't have the key, they can go back and try to find it, or attempt to pick the lock, or destroy the door. See "Doors" in "Temple Features" on page 5.

Read or paraphrase the following when the party opens the door:

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

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

Creatures:

3 Ghouls

Ghoul Medium CE undead

CR 1

Armor Class 12

Hit Points 22

Speed 30 ft.

Darkvision 60 ft.

Languages Common



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

Immune. 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 the target is a creature other than an elf or undead, it makes a DC 10 CON save or is paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Treasure:

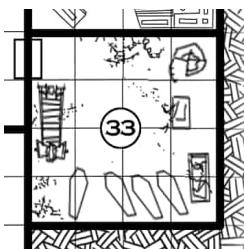
1 Signet Ring (value 25 gp)

1 Magic Dagger +1

33. Torture Chamber

Environment: Dark, Cold Stone, Bloodstains, Stench of Decay

The door to this chamber is not locked.



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

If the PCs search the room, a DC 15 WIS check will reveal a hidden compartment within a torture rack, containing a single obsidian dagger.

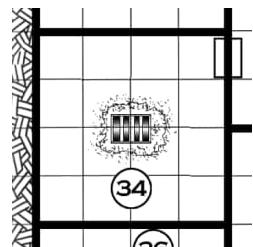
Treasure:

1 Obsidian Dagger (worth 25 gp)

34. False Treasure Room

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

The door to this chamber is locked.



Read or paraphrase the following when they attempt to open the door:

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

The there is no key. The room is intended as a trap for potential robbers. The lock can be picked or the door can be destroyed in any normal manor. See "Doors" in "Temple Features" on page 5.

Read or paraphrase the following when they have succeeded in opening the door:

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

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

It appears to be a treasure vault with a chest overflowing with gold and jewels. However, it is all an illusion, except for the chest and the treasure that is in it, which is a mimic. Making a DC 13 INT check reveals the illusory nature of the coins on the floor, but the chest and the treasure is contains is a not an illusion, it is a mimic. It requires approaching within 5 feet of the mimic (which will provoke an attack) to see it for what it truly is.

Creatures:
1 Mimic

Mimic Medium N monstrosity (shapechanger) CR 2

Armor Class 12 (natural armor)

Hit Points 58

Speed 15 ft.

Darkvision 60 ft.

Languages -



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

Immune acid | prone

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it. Make a DC 13 STR or DEX check with disadvantage to escape the grapple.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. +5 to hit for 7 (1d8+3) bludgeoning damage.

If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. +5 to hit for 7 (1d8+3) piercing damage plus 4 (1d8) acid damage.

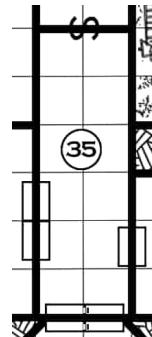
Tactics: The mimic simply waits patiently for someone to get within 5 feet of it. Or, if someone attempts to pick up an illusionary coin from the floor the mimic moves forward and attacks.

Treasure:

4 **Everburning Torches** (See sidebar on page 8)

35. Hidden Passage

Environment: Dark, Musty, Silence



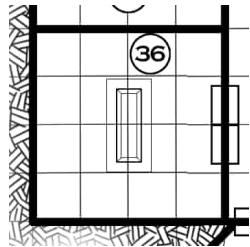
Read or paraphrase the following when the party opens the secret door:

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

See areas 36, 37, and 38 for the description of the doors to those rooms.

36. Thanatos' Fang

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



The large pair of stone doors to this room bear intricate carvings of hooded priests performing human sacrifices at a blood stained alter. The heavy doors are not locked.

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

Read or paraphrase the following when the party opens the doors:

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

This is Thanatos' Fang, a powerful undead priest reanimated by Thanatos' dark magic. He serves as the guardian of the inner sanctum and will unleash his unholy power to defend it.

Creatures:

1 Thanatos' Fang (New Monster, see stat block on next page)

Tactics: A glowing longsword appears in each hand when combat begins. Thanatos' Fang simply attacks whomever is closest and continues until they are all down. If the party retreats, he pursues them relentlessly. His weapons disappear when he dies, as quickly as they appeared.

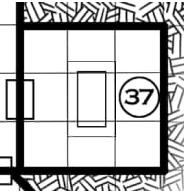


Thanatos' Fang Medium LE undead

CR 3

Armor Class 16 (studded leather armor)**Hit Points** 84**Speed** 30 ft.**Darkvision** 60 ft.**Languages** Common, telepathy 60 ft.**STR +3 DEX +2 CON +2 INT +1 WIS +0 CHA +1****Age of Dread Aura.** Any creature hostile to Thanatos's Fang that starts its turn within 10 feet of it takes 8 (**2d6**) psychic damage or makes a DC 12 WIS save to take only half as much damage**ACTIONS****Multiattack.** Thanatos' Fang makes two attacks: one with its warblade and one with its psionic blade.**Warblade.** +5 to hit for 8 (**1d8+3**) piercing damage.**Psionic Blade.** +5 to hit for 6 (**1d6+3**) psychic damage.**Mental Assault (Recharge 5-6)** Thanatos' Fang makes a ranged weapon attack against one creature that it can see within 30 feet. On a hit, the target takes 13 (**3d8**) psychic damage and is frightened of him until the end of its next turn or makes a DC 12 WIS save to take half as much damage and isn't frightened.**REACTION****Shield Block.** When a creature hits Thanatos' Fang with a melee attack, it can use its reaction to reduce the damage it takes by 2.

37. Treasure Vault

Environment: Dark, Musty, Silence

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

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

As the characters approach the intricately carved stone door:

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

"Those who please Thanatos may enter."

The key can be obtained in room 10.

Help:

If the PCs don't have the key from room 10 and don't yet get the connection, they may need some help solving the puzzle:

1) If they haven't been to room 10, **Puck** will suggest, "Maybe the key is somewhere in the temple where we haven't explored."2) If they have been to room 10, but didn't get the key, **Puck** will suggest, "Maybe if we went back and made that blood offering, Thanatos would be pleased and let us in."

When they insert the large brass key into the door:

The door swings open, revealing a treasure vault. A very large stone chest rests upon a pedestal in the center of the chamber, its surface shows battles between evil and good.



The stone chest is not locked or trapped. When the characters open it they find it filled with a collection of treasure. The assumption is that any who enter here will add treasure to the collection. However there is nothing to prevent someone from taking them.

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

The chest is 4 ft. long, 2 ft. wide and 2 ft. tall. The sides, bottom and lid are all 2 1/2" thick stone. The chest (empty) weighs 1,200 lbs. The lid alone weighs 120 lbs. There is no hinge, it is just sitting on the top.

In the chest they find, in addition to hundreds of loose gold pieces and thousands of silver and copper pieces, the chest also contains a finely made leather bag, a pair of elvish boots, a shiny black leather hooded cloak, a pair of spectacles crafted from bird bone, a shimmering blue potion, 8 shimmering red potions, and a light gold ring.

Treasure:250 **gold pieces** (1 Gear Slot)2,250 **silver pieces** (9 Gear Slots)2,000 **copper pieces** (8 Gear Slots)1 **Leather Bag, Bag of Holding** (1 Gear Slot)1 **Pair of boots, Boots of Elvenkind** (1 Gear Slot)1 **Hooded cloak, Cloak of the Manta Ray** (1 Gear Slot)1 **Spectacles, Eyes of the Eagle** (free to carry)1 **Gold ring, Ring of Swimming** (free to carry)1 **Potion of Animal Friendship** (free to carry)8 **Potions of Healing** (free to carry)

38. The Mithral Sphere

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

Environment: Silent and still

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

The doors are unlocked. When they are opened:

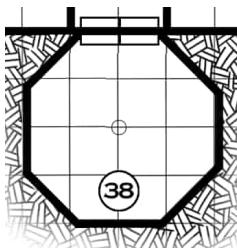
You push open the heavy stone doors, revealing an octagonal stone chamber.

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

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

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

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



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

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

The Stone Doorway: This is 3 ft. wide and 7 ft. tall. A *detect magic* spell will identify it as magical. An *identify* spell will reveal "It is a *time portal*. The sigil sequence above the portal is the name of this portal. You can activate it by standing in front of it and speaking the name of another portal. It will then open a gateway to the other portal that will remain open for 2 rounds." Making a DC 15 INT check interprets the sigil to reveal that the name of this portal is "THANATOS' SANCTUM." You can commit this sigil sequence to memory after studying it for a minute.

Puck knows all of this and will tell the PCs if they ask.

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

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

A *detect magic* spell will identify it as magical. An *identify* spell requires that the caster touch the item.



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

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

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

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

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

Creatures:
6 Cultist Devotees (New Monster)

Cultist Devotee	<i>Medium LE monstrosity</i>	CR 1/2
Armor Class	16 (natural armor)	
Hit Points	22	
Speed	30 ft.	
Darkvision	60 ft.	
Languages	Common	
STR +2 DEX +1 CON +3 INT +0 WIS +1 CHA +2		
ACTIONS		
Spellcasting. Casts one of the following Divine spells.		
Cantrips: <i>Thaumaturgy</i>		
1st Tier Spells: <i>Inflict Wounds</i>		
2nd Tier Spells: <i>Blindness/Deafness</i>		
Bone Blade. +5 to hit, for 7 (1d8+3) piercing damage.		
Chant of Oblivion (Recharge 5-6). The Devotee chants a dark prayer and unleashes a wave of necrotic energy. Each creature within 10 feet of it that is hostile to the cultist takes 3d6 necrotic damage and has disadvantage on its next attack roll until the end of its next turn or makes a DC 15 WIS save for half damage and suffers no other effect.		



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

After Combat:

One round after the last cultist falls:

Another group of cultists rush in. Attracted by the sound of battle, these eight cultists, like the ones you just fought, are followed by a tall bald-headed human his black hood thrown back and a wand in his hand.

See the following page for what happens as this group is rushing into the room.



Before the next round starts:

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

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

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

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

The PCs return to a point in time exactly 6 seconds (one round) after they left. Their current hit points and conditions are exactly as they were at the end of the battle. If anyone was at 0 HP and making death saves, those continue. They are in the same locations and holding the same items as when the combat ended. If, while they were in the past, they happened to drop anything they were carrying, it is returned to the present time, on the floor next to them. If they picked up anything while in the past (such as a bone blade or an amulet from a fallen cultist) they still have it. If they picked up anything that existed then and would still exist at the current time, such as the mithral sphere, it is left behind because there can't exist two exact versions of the same item at the same time. (Refer to "Appendix A: Time Travel - Infinite Loops" in *AT-01 An Ancient Evil*.)

Mithral Sphere

Wondrous item, Artifact

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



Primary Feature:

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

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

Secondary Feature:

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

Destroying the *Mithral Sphere*:

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

Who is controlling the Sphere?

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



CONCLUDING THE ADVENTURE

If running this as a Stand-Alone adventure

If you don't intend to run the next adventure in the "It's About Time" campaign arc you can ignore the rest of this adventure and your PCs leave the temple with their well earned loot. You may want to delete the secondary feature from the *Mithral Sphere* if this doesn't fit in with your campaign.

If the players ran all the encounters they should have acquired enough experience to advance to level 4.

Wrapping up loose ends

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

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

When someone touches it again, this time it displays a rotating hologram. And, as if an *identify spell* had been cast, all the information contained in the "*Mithral Sphere*" sidebar is revealed to the party.

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

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

After studying the holograph symbols surrounding the *Mithral Sphere* a DC 10 INT check reveals:

the *Mithral Sphere* symbols say "***The item you seek is the Chronometer of Harmony. It resides in the Clockwork World.***"

(Refer to the primary feature in the *Mithral Sphere*'s description.)

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

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

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

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

Secrets of Necrotic Anchors

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

Thanatos' Influence:

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

Releasing a Necrotic Anchor from Thanatos' Influence:

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

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

As you inch the shard closer to the *Mithral Sphere*, a loud disturbing sound emanates from it. Imagine the wail of an ancient entity forcefully expelled. In the same instant, the shard erupts in a blinding flash, then crumbles to dust in your grasp, leaving only a fine powder that settles silently to the floor.

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

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

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

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

Back in Saltport Cove

Interaction with local NPCs.

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

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

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

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

Attempted extortion

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

"Toss down your valuables and we may decide to let your live."

Creatures:

4 Thugs

Thug	Medium NE human	CR 1/2
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Armor Class 11 (leather armor)

Hit Points 32

Speed 30 ft.

Languages Common

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

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

ACTIONS

Multiattack. The thug makes two mace attacks.

Mace. +4 to hit for 5 (**1d6+2**) bludgeoning damage.

Heavy Crossbow. range 100/400 ft., +2 to hit for 5 (**1d10**) piercing damage.

The next adventure begins.

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

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

They have the *Mithral Sphere*, but it is only the first piece of the shattered *Clock of Aeons*. Perhaps they will find a second piece when they travel to the Clockwork Realm.



the Clockwork Realm

Secret of the Shattered Temple

by Ronny Hart

Secret of the Shattered Temple, written for 4 third level characters, can be played alone or as the third adventure in a series of adventures that make up the *About Time* campaign arc.

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

They were told about an artifact called the *Mithral Sphere*. They must find the artifact to prevent the future destruction of the world. Everything points to the artifact being in this temple.

Also included:

- ⇒ This is an old fashion dungeon crawl. The ancient temple consists of two levels, with a total of 39 numbered areas, with secret doors, traps and puzzles.
- ⇒ There are tips for running a dungeon crawl.
- ⇒ The entry for each area includes everything you need to run that encounter including: a separate map of just that area, how to handle any encounters, the full stat block for any monster and how it should act, and a simple list of all treasure that the PCs may have found.
- ⇒ It has 18 monsters (3 of them new), all complete with full stat blocks and tokens.
- ⇒ For each encountered monster, that monsters full stat block is included on the page with the encounter.

+ Free VTT Pack with high quality Battle Maps and Tokens.



BAM!

Requires the use of the
Bold Against Monsters
Core Rule Book or the
D&D fifth edition
Player's Handbook
or the *Tales of the Valiant*
Player's Guide.