The Cogs of Lost Time

Adventure AT-04 in the campaign arc
About Time

by Ronny Hart

AN ADVENTURE FOR FOURTH LEVEL CHARACTERS.

This adventure takes the party to the city of Chronopolis, the only city on a small remote Cog in the Clockwork Realm, an infinite expanse of interlocked, country-sized cogs and gears. This cog's connection to the other cogs was severed and the race of Cyberbots there became corrupted years ago due an ancient magical artifact. The fate of the future depends on the heroes finding this artifact and purging the corruption.

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

BAM!

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

Contents

Introduction

Running the Adventure

A Lost Cog on the Clockwork Realm

Saltport Cove

Metallic Plains

City of Chronopolis

Archives District

Industural District

Clocktower District

Archives District

Metallic Plains

Saltport Cove

AT-04 The Cogs of Lost Time © 2025 Ronald R. Hart

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-04 **The Cogs of Lost Time.*** It is a sequel to *AT-03 **Secrets of the Shattered Temple*** and the forth 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, AT-02 and AT-03.

The Cogs of Lost Time 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 where this adventure starts. It also contains information on the campaign world of Manoria regarding the counting of the years, the creation myth, the pantheon, time travel, 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/

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.

ENCOUNTER LEVELS

This adventure is designed for a party of **four 4th 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 encounter with monsters will 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

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

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.
STR +0 **DEX** +2 **CON** +2 **INT** -2 **WIS** -1 **CHA** -3
Resistant spells and other magical effects, poison | poisoned
Immune. Magical sleep
Fey Ancestry. Adv. on DEX checks.
Temporal Awareness. Puck always knows the current date and time.

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 targets one creature he can see within 30 ft. Until the end of its next turn, it attacks with disadv. The armor class of any other creatures of Puck's choice within 5 feet of the chosen target 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. He and all he is wearing or carrying turns invisible until he attacks or casts a spell, or until his concentration ends (**DC 12 INT check**, as if concentrating on a spell).

Set-Up #1:Stand-Alone Adventure

If you are bringing characters from another campaign into this adventure, the characters are in the small fishing village of Saltport Cove. They are in posession of a magical item they are calling the *Mithral Sphere*. They have learned that this can magically take them to other planes of existence and that it is currently tuned to the Lawful Neutral plane called the Clockwork Realm.

On hearing of this, a local wizard told them that he read in an old tome that an ancient magical artifact called the *Chronometer of Harmony* is said to exist somewhere on that plane. He doesn't know what it does, but he has offered to give their group 500 gold pieces if they will go to the Clockwork Realm and bring it back to him.

They have decided to do that. After all, how difficult could it be?

Set-Up #2: Background

If you are running this as a continuation of the About Time campaign series, here is a brief re-cap of the adventure so for.

The heroes journey started in the sleepy fishing village of Saltport Cove. Sheriff Amelia Waveshield tasked them with a seemingly mundane mission: map the nearby Aethelgard Island and report any potential dangers. Little did they know a single step on the island would propel them through the currents of time itself.

Transported to a distant era, they encountered Lander, a Flying Cyanea with potent magic, and Puck, his mischievous sprite companion. Here, they received their true calling – to prevent the world's future annihilation. Lander revealed the existence of a powerful artifact, the *Mithral Sphere*, rumored to be hidden on the island and crucial to averting this catastrophe.

Their journey resumed with their return to Aethelgard in its proper time. They soon found that Puck had joined them. With his help, among the ruins of an ancient temple, they unearthed the artifact they sought.

On returning with it to Saltport Cove, their discovery unveiled a far more complex truth. This artifact, along with others, belongs to a group of artifacts known as *Necrotic Anchors*. These anchors, scattered across time and space when the *Clock of Aeons* shattered, are instruments being used by Thanatos, the malevolent necromancer god, to cultivate discord and death throughout the world.

However, amidst this bleak revelation came a beacon of hope. Through trial and exploration, the heroes discovered a means to sever the *Necrotic Anchors* from Thanatos' grasp: a *Glowing Crystal Shard* needed to be brought near the artifact. Utilizing these shards, they successfully cleansed the *Mithral Sphere*, severing its connection to the evil god.

The *Mithral Sphere*, now a vessel of hope, offered a vital clue as to the identity and location of the next *Necrotic Anchor*: "*The Chronometer of Harmony resides within the Clockwork World*". Alana Sunray, the cheerful priestess of the Dawnbringer Chapel, shed light on the Clockwork World – it could be synonymous with the lawful Clockwork Realm.

Now hardened fourth level adventurers, our heroes delve deeper into the secrets of the *Mithral Sphere*, seeking guidance through the metallic labyrinth of the Clockwork Realm. The fate of the future rests on their shoulders, and their resolve remains unwavering.

Running the Adventure

Using Theater of the Mind

This adventure is written to be ran as a **theater of the mind** (or TotM) adventure. In a Bold Against Monsters (BAM) game a TotM adventure relies on your imagination and the GM's descriptions to visualize the world and encounters. There are **no maps or miniatures** used to represent locations or creatures.

In this adventure each of the major encounter areas is presented as a separate numbered scene. They are numbered in the order that they will most likely be encountered by the PCs, but can be re-ordered as necessary if the PCs go off in an unanticipated direction, so it is recommended that you read the entire adventure before running it for your group.

Here's a breakdown of what a TotM experience is like:
- **Description is Key:** The Game Master (GM) paints a vivid picture with their words. They describe the environment, the creatures you encounter, the sounds you hear, and the smells that fill the air.
- **Imagination Takes Center Stage:** As a player, you rely on your imagination to visualize the scene described by the GM. This encourages creativity and personalization of the encounter.
- **Focus on Narrative:** The focus in TotM is on the story and the characters' actions. Combat encounters are still exciting, but the emphasis is on describing attacks, movements, and outcomes rather than precise grids and movement distances.
- **Flexibility and Flow:** Without a map, the GM has more flexibility to adapt the encounter based on player choices and actions. This can lead to a more dynamic and unpredictable game.

Here are some of the benefits of using TotM:
- **Enhances Imagination:** It encourages players to use their creativity to visualize the world created by the GM.
- **Focuses on Storytelling:** The focus shifts from tactical combat maneuvering to the narrative and characters' interactions.
- **Fast Pacing:** Without the need to move miniatures around a map, combat can flow more quickly.
- **Less Preparation:** The GM doesn't need to spend time creating detailed maps or encounter setups.

Here are some things to keep in mind for TotM adventures:
- **Clear Communication:** Clear communication between the GM and players is essential. The GM needs to provide enough detail for players to visualize the scene, and players need to clearly communicate their actions.
- **Setting Expectations:** Let your players know upfront that the adventure will be a TotM experience. This helps them adjust their expectations and approach the game with a more imaginative mindset.

Using Maps and Minis

Overall, TotM adventures can be a great way to experience BAM in a more narrative-focused and flexible way. But if you prefer to use maps and minis, that's okay. There are no maps included with this adventure but you can easily play with minis on a 1" grid. You can sketch any walls, tables, doorways, etc. that feel appropriate for the situation.

The adventure includes many illustrations of the places and monsters. I recommend showing these to your players as they are encountered whether or not you are playing TotM. These are all available as separate image files in the VTT Pack which also includes tokens, all of which you could print for use at your table.

A LOST COG ON THE CLOCKWORK REALM

Clockwork Realm and Cyberbots

This adventure is located in the Clockwork Realm. Have you ever felt the satisfying click of a gear perfectly interlocking? Envision an entire plane of existence built upon that principle, a realm of order and unwavering logic: that's the Clockwork Realm, an infinite expanse of interlocked, country-sized cogs and gears, all turning in perfect synchronicity. Gravity is objective and oriented to each cog's surface, making travel between them a dizzying challenge. Here, colossal clockwork gears turn eternally, dictating the very flow of time.

The Lawful Embrace:

The Clockwork Realm is a realm of Lawful Neutral alignment where every action is planned and measured. Emotions and individuality are seen as flaws, and predictability is valued above all else. The very foundation of this plane is logic and rigid hierarchy.

The Inhabitants: Cyberbots

Cogs in the Machine: The Clockwork Realm is populated by the Cyberbots, a race of living constructs. They come in various shapes, each with a specific role in maintaining the plane's order. Imagine beings made almost entirely of metal.

The Hierarchy: Cyberbot society is a strict hierarchy. Lower-ranked Cyberbots blindly obey those above them, with little to no understanding of the grander scheme. This creates a fascinating (and sometimes frustrating) dynamic for outsiders.

Disintegration: When a Cyberbot dies, its body disintegrates into dust, leaving behind everything it was carrying.

Corrupted Cyberbots: Most of the time when the PCs encounter corrupted Cyberbots they will be friendly, but as a result of their corruption they sometime attack for no apparent reason. If the PCs sever Thanatos' connection to the *Chronometer of Harmony*, all the corrupted Cyberbots will become normal Cyberbots and you should then disregard the "Corrupted" feature in their stat block.

The Cyberbots in this adventure:

Rank 1 - Unibot: The lowest rank of Cyberbot. Can only perform one simple task at a time and relay short messages.

Rank 2 - Bibot: Supervise units of Unibots and perform the more specialized labor.

Rank 3 - Tribot: Meticulously check and double-check the work of Cyberbots beneath them,

Rank 4 - Quatrabot: Fill the role of advanced specialists within the Clockwork Realm, rapidly deploying to sites of malfunctions.

Rank 5 - Pentabot: Tasked with firm and consistent enforcement of the laws of the Clockwork Realm upon unwary interlopers.

Rank 6 - Heptabot: Belong to a hidden faction within Chronopolis dedicated to preserving the Cog's order and history.

Corruption of a Cog

A thousand years ago fragments of the *Clock of Aeons* was scattered across the timestream. One of these fragments, the *Chronometer of Harmony*, ended up in the city of Chronopolis, the only city on a small remote Cog in the Clockwork Realm.

This artifact exploded into four parts shortly after it arrived which were sent to hidden locations and they began corrupting this cog and all of its creatures.

The entire cog became "lost" to the other cogs and its connection to them was severed. And all the Cyberbots became corrupted due to Thanatos' influence.

Transition Between Scenes

This adventure unfolds as a series of interconnected scenes. While this adventure presents key scenes, it's not a rigid script. Feel free to explore and improvise within the framework provided.

When the players conclude an encounter you, as the Game Master, can simply move the action to the next scene, or provide choices for your players to drive the narrative forward.

Food and Water

Should your characters ask about food and water, they'll receive a curious answer. Cyberbots themselves have no need for sustenance. But they'll be directed to the Cogwell Lubrication Refinery, in the industrial district.

Just outside the main building lie three holding ponds. One contains purified water. The other two hold Slagmeal, a refined oil that Cyberbots have no use for but can provide a "fuel" source for non-Cyberbot lifeforms. This oil is safe for humanoid consumption, but if it is palatable is a question only your characters can answer.

The Glowing Crystal Shards

When 6 or more of the shards (refer to *AT-02 Quest for the Mithral Sphere* for information regarding the crystal shards) are placed touching each other on a relatively level surface the light points towards the next fragment of the *Chronometer of Harmony*. However, moving a shard near to one of the fragments will not sever its connection to Thanatos. This can only be done after the *Chronometer of Harmony* has been restored and re-activated.

> **If running this as a Stand-Alone adventure**
>
> The PCs don't have any *Glowing Christal Shards*. They can still find the *Chronometer of Harmony*'s fragments without them.

Tracking Time

Puck always knows the local date and time (see the Temporal Awareness feature on his stat block). When the PCs arrive in the Clockwork Realm, Puck can tell them that it is the same day and time as it was when they left Saltport Cove, but the year is now 200 AD (800 years earlier than when they left in 1000 AD).

Random Encounters

Encounter Frequency: Whenever the PCs move between numbered scenes roll 1d6. A 6 indicates a random encounter. Then roll on one of the three random encounter tables below based on the characters location.

Encounter Repetition: Encounters can be repeated. If you roll one that you ran previously, change the description.

On the Metallic Plains	
1d4	**Encounter**
1	**Clockwork Rats** (Easy Combat)
2	**Corrupted Cyberbot** (Medium Combat)
3	**Discover a Hidden Cache**
4	**Corrupted Cyberbots** (Medium Combat)

1. Clockwork Rats

> A pair of clockwork rats scuttle across the plains, scavenging for scrap metal.

2 **Clockwork Rats** (stat block on page 16)
They attack if the party gets too close or shows aggression.

2. Corrupted Cyberbot

> You are walking past a shimmering distortion field.

1 **Corrupted Quatrabot** (stat block on page 11)
A corrupted Quatrabot appears and attacks.

3. Discover a Hidden Cache

> You discover a hidden compartment within a rocky outcropping.

Treasure:
1 **Gear item** (each) Each player can select one item of Adventuring Gear with a cost of 15 GP or less.
1 **Schematic for a Minor Clockwork Device.** A small wind-up metallic device. A PC with tinkering skill could create this given appropriate time, materials, and tools.

4. Corrupted Cyberbots

> You encounter a group of Cyberbots diligently performing maintenance on a massive gear.

4 **Corrupted Bibots** (stat block on page 8)
They are indifferent to the party's presence unless the PCs disrupt their work or attack first.

On a Street	
1d4	**Encounter**
1	**Cyberbot Enforcer Patrol** (Medium Combat)
2	**Chase**
3	**Cyberbot Shopkeeper**
4	**Malfunctioning Service Hatch**

1. Cyberbot Enforcer Patrol

> Two imposing Cyberbots patrolling the streets.

2 **Corrupted Bibots** (stat block on page 8)
They are keeping order and enforcing Chronopolis's strict laws. They question the party's business and may detain them if suspicious activity is detected.

2. Chase

> You dodge a runaway gear carriage careening down the street, pulled by a panicking clockwork horse.

The party must use their skills to avoid being crushed or help stop the runaway carriage (potential for reward from a grateful owner).

3. Cyberbot Shopkeeper

> The party encounters a Cyberbot shopkeeper.

1 **Corrupted Tribot** (stat block on page 21)

He is hawking unique clockwork trinkets and offering minor repairs to their gear (at a reasonable price).

4. Malfunctioning Service Hatch

> A malfunctioning service hatch is spewing sparks and emitting a loud grinding noise.

Making a **DC 14 INT check** allows the party to disable it and potentially discover a hidden passage below (destination at GM's discretion).

Inside a Building	
1d4	**Encounter**
1	**Brass Guardian** (Medium Combat)
2	**Deactivated Security Checkpoint**
3	**Clockwork Rats** (Easy Combat)
4	**Leaking Power Core**

1. Brass Guardian

> An inactive brass Cyberbot is standing against the wall.

1 **Brass Guardian** (stat block on page 20)
A poorly-maintained brass guardian, programmed to guard the building awakens upon detecting the party. It relentlessly attacks any intruders.

2. Deactivated Security Checkpoint

> The party stumbles upon what appears to be a security checkpoint. It is a mas of gears, buttons and levers blocking a doorway.

This is a deactivated security checkpoint. Make a **DC 14 INT check** to bypass it and access a restricted area (GM determines contents).

3. Clockwork Rats

> A pack of 3 clockwork rats is scurrying through the building.

Creatures: Attracted by the sound of the party, they attack if they are threatened.
3 **Clockwork Rats** (stat block on page 16)

4. Leaking Power Core

> You must pass a damaged power core that is emitting a faint hum and sparks.

Make a **DC 10 DEX check** to avoid a jolt of electricity causing 4 (**2d4**) lightning damage when approaching it.

Saltport Cove

The Adventure Begins

In Saltport Cove, the player characters have placed the *Mithral Sphere* on a table and are standing around it. They are wearing their armor and have all their weapons and gear strapped on and ready, just in case the artifact decides to send them somewhere. When one of the heroes touches it, sure enough, the world vanishes around them - leaving the *Mithral Sphere* behind.

> A featureless void swallows you whole. Below, a silver river stretches out. You're hurtling upstream, the river shrinking into a mere glimmer in the endless dark. You begin to see not one, but countless other silver rivers weaving around you. A moment later, you're inexplicably drawn towards one, yanked like a puppet on a string. The chosen river looms larger, its destination a terrifying unknown. Then, with a jolt, consciousness slams back into you.
>
> A wave of nausea washes over you as you struggle to open your eyes. Blurry shapes come into focus – a metallic expanse stretching out endlessly before you, the horizon dominated by colossal gears that turn with a ceaseless, rhythmic churn. The rhythmic clicks and groans of these mechanical giants echo across the barren landscape, an oppressive silence punctuated only by the rhythmic clang.
>
> As the world sharpens, you take in the alien surroundings. The ground beneath your feet is covered with a rusty dust. You are surrounded by gigantic broken metal cogs and parts of huge broken machines.

> Looking closer, you notice a sense of order amidst the mechanical chaos. The gears on the horizon, though colossal, mesh together with perfect precision. This is no random wasteland, but a world governed by a rigid and unyielding sense of order.
>
> A memory surfaces. Your quest, the *Chronometer of Harmony*, the whispered rumors of a lost artifact on the lawful plane. A wave of realization washes over you – you've been flung far from your own world, deposited on the very plane where the *Chronometer* is said to reside: the Clockwork Realm. The realm of order and neutrality.

Puck is the first to speak:

> **Puck:** "*Wow! Do you know what we just saw? Those were timelines from different plains of existence! We are obviously now on a different plain. The good news is, they say that on the Clockwork Realm time passes at the same speed as it does back in Manoria.*"

Metallic Plains

01. a Bibot

Location: Metallic Plains.

As our heroes are getting their bearings and trying to decide where to go from here:

> You notice a metal cube, about 3 ft. wide, walking unsteady toward you on two metallic legs. It has two metal arms and some other metal appendages you can't quite identify. As it gets closer you see its one red glowing eye is pulsing erratically. Arcane symbols writhe across its metallic body, and sparks fly from within.

The Metallic Plains
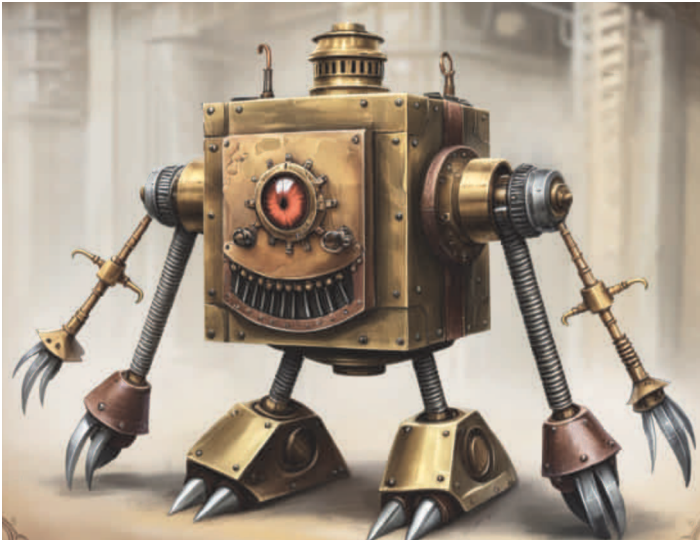
Creatures:
1 **Bibot**, corrupted

Bibot *Medium LN construct (Cyberbot)*	CR 1/2

Armor Class 15 (natural armor)
Hit Points 16
Speed 30 ft.
Truesight 120 ft.
Languages Cyber and Common

STR +0 **DEX** +1 **CON** +1 **INT** -2 **WIS** +0 **CHA** -2
Vulnerable. radiant
Resistant. slashing
Immune. poison, disease, sleep, paralysis, stunning, exhaustion, charm, fear
Corrupted. While corrupted, the bibot makes all attacks with disadvantage.
Disintegration. If dies, its body disintegrates into dust, leaving behind anything it may have been carrying.

ACTIONS
Muitiattack: Two slam attacks.
Slam. +4 to hit for 9 (**2d6+2**) bludgeoning damage.
Temporal Distortion (*Recharge5-6*): Unleashes a burst of temporal energy in a 15-foot cube centered on itself. Each creature in the cube makes a **DC 12 DEX save** or takes 7 (**2d6**) force damage.

The Bibot approaches the party cautiously, its single eye scanning them with suspicion.

In a monotone voice, it speaks:

Bibot: "*Identification and Purpose.*"

If the party attempts to attack, the Bibot will defend itself but will prioritize capturing them for questioning.

● A PC that makes a **DC 12 CHA check** allows the party to explain their situation. The Bibot reveals that Chronopolis, once a grand city, fell into ruin due to a temporal catastrophe. It has little knowledge of the *Chronometer* but directs them to The City of Chronopolis. He says they should go to the Grand Archives located in the Archivist District, where information on the city's history can be found.

● An unsuccessful persuasion check or a hostile action will result in the Bibot calling for reinforcements with a loud shrill whistle (1d4 Corrupt Bibots, arrive in 1d4 rounds).

After the encounter:
The Bibot, turns and walks away in the direction opposite from the one he said the PCs should take. He will not accompany them on their quest. He has other tasks to do.

Corrupted Cyberbots

This will be the parties first contact with a corrupted Cyberbot. This one is a corrupted Bibot.

The pulsing of its eye, the arcane symbols and sparks are a result of the corruption, reflecting the conflicting temporal energies coursing through it. It is also causing some malfunctioning of its internal mechanisms. These afflictions are typical of all corrupted Cyberbots.

If Thanatos's evil connection to the *Chronometer of Harmony* is severed the Cyberbots will no longer be corrupted.

---

02. a Time Vortex
Location: Metallic Plains.

Gears continue to grind in the distance, their rhythmic clicks echoing across the barren landscape.

As you traverse the metallic plains, the rhythmic clicks of the colossal gears seem to distort and waver. The air shimmers before you, coalescing into a swirling vortex of vibrant colors and fragmented images. Flickering glimpses of the past, present, and future flash within the vortex – a bustling marketplace, a crumbling clocktower, a battlefield choked with smoke.

Suddenly, monstrous figures materialize from the swirling chaos. A hulking warrior clad in rusted armor brandishes a spectral blade. A cloaked figure with glowing eyes gestures towards the vortex, its mouth agape in a silent scream. Moments later the anomaly and the creatures vanish.

- A PC that makes a **DC 14 INT check** can decipher the fragmented visions and cryptic whispers emanating from the anomaly. The whispers speak of a place where "*time is bound in ink and paper*," a veiled reference to the Grand Archives of Chronopolis.
- An unsuccessful check reveals only confusing and disorienting images, offering no clear direction. The party may need to explore further or seek out another source of information.

City of Chronopolis

03. Unibots & an Automaton

Location: Streets of Chronopoli

The City of Chronopolis

Before you stretches a city unlike any other.

Towering structures of burnished metal pierce the sky, their surfaces intricately etched with strange geometric patterns and symbols that seem to writhe and shift in your peripheral vision. Large gears grind and turn at the base of these structures, their rhythmic symphony filling the air.

Narrow walkways snake along the sides of these metallic giants, occasionally bridged by filigree struts that defy gravity with impossible angles. On these walkways, strange, metallic beings scuttle about, their boxy forms moving with a rigid precision.

The PCs need to find the Archivist District.

The only markings on the buildings are intricate symbols that flicker with a faint, cold light. You try deciphering them, searching for a familiar pattern, a word, anything that might offer a clue. But the symbols remain a mystery, an alien language that speaks only to the inhabitants of this clockwork realm.

How do the PCs navigate a city where even the signs are a riddle? They may glance around, hoping to spot a Cyberbot – perhaps one with a less intimidating form – who might be willing to offer some guidance. But the Cyberbots that pass by seem oblivious to their presence, their movements dictated by an unseen schedule.

As you navigate the maze of metal structures, a rhythmic clanking sound draws your attention. Rounding a corner, you see 8 Cyberbots. They are 2 ft. balls of dented brass with 2 wings, 2 metal arms, and 2 metal legs, their single eyes flickering with an unusual curiosity. They stand before a large, deactivated automaton, its metallic form imposing even in its current state. Wires dangle from exposed ports, and gears hang askew within its partially open chest cavity.

Creatures:
 8 **Unibots**, corrupted
 1 **Automaton**, deactivated

Unibot

The Cyberbots, upon noticing you, cease their tinkering and turn their single eyes towards the party. One extends a clicking appendage in a gesture that could be interpreted as both greeting and inquiry.

The Unibots can speak common, but they have a limited vocabulary which is interspersed heavily with clicks, whistles and lots of hand waving.

- Making a **DC 12 WIS check** reveals that the corrupted Unibots are cogsmith apprentices, tasked with maintaining order within the city. However, their limited authority restricts them from repairing complex systems like the deactivated Automaton. They are curious about the party's arrival and their knowledge of the outside world.
- Making a **DC 12 CHA check** allows the party to fabricate a story about being skilled mechanics sent to restore Chronopolis. The corrupted Unibots, eager to impress their superiors, readily accept the party's help.

Offering Assistance:

If the party convinces the corrupted Unibots of their good intentions (through persuasion or deception), they are

willing to assist in reactivating the Automaton. This involves a collaborative effort:

The corrupted Unibots can provide access to spare parts and tools within their maintenance cache.

The party can use their skills, This will require three checks:

1. A **DC 10 INT check** to diagnose the Automata's malfunction.
2. A **DC 12 INT check** to determine how to fix it.
3. A **DC 15 DEX check** to do the work with the tools provided by the Unibots, or guide the Unibots in making the repairs.

Once operational, the Automata whirs back to life, its eyes glowing with a renewed light. The Unibots express their gratitude with a series of clicking sounds, then point the Automata towards the party. It will help them find their way around the city. It will follow them and tell them what any sign they point to says, in Common.

Unibot *Medium LN construct (Cyberbot)*   CR 1/4

Armor Class 15 (natural armor)
Hit Points 11
Speed 30 ft., fly 30 ft.
Truesight 120 ft.
Languages Cyber and limited Common

STR +1 **DEX** +0 **CON** +2 **INT** -4 **WIS** +0 **CHA** -2
Vulnerable. radiant
Resistant. slashing
Immune. poison, disease, sleep, paralysis, stunning, exhaustion, charm, fear
Corrupted. While corrupted, the unibot makes all attacks with disadvantage.
Disintegration. If dies, its body disintegrates into dust, leaving behind anything it may have been carrying.

ACTIONS
Slam. +1 to hit for 5 (**1d6+2**) bludgeoning damage.
Temporal Bolt. range 10 ft., **+2** to hit for 3 (**1d6**) force damage.

Automaton

AUTOMATON *Large construct, unaligned*   CR 1/8

Armor Class 13 (natural armor)
Hit Points 13
Speed 30 ft.
Truesight 120 ft.
Languages Cyber and Common

STR +1 **DEX** +1 **CON** +2 **INT** +2 **WIS** +0 **CHA** +0
Vulnerable. lightning
Resistant. slashing
Immune. poison, disease, sleep, paralysis, stunning, exhaustion, charm, fear
Lightning Susceptibility. When the automaton takes lightning damage, it must make a **DC 14 CON save** or be stunned until the end of its next turn.

ACTIONS
Slam. **+3** to hit for 3 (**1d4+1**) bludgeoning damage.

The Automaton is about the size of a large horse, but it interprets placing a hand on it, putting anything on its back, or any attempt to sit on it, as a signal for it to stand still. The primary purpose of the Automaton is to decipher codes etched into metallic walls and panels throughout Chronopolis. These cryptic markings, previously meaningless, now reveal themselves to be directional guides.

Additional Notes:
● Describe the corrupted Unibots' movements as erratic but methodical, their single eyes conveying a sense of both curiosity and apprehension.
● You can play up the contrast between the large, deactivated Automaton and the diminutive corrupted Unibots struggling to repair it.
● Consider incorporating the corrupted Unibots' limited vocabulary into their interactions with the party. Their clicks and whistles can be translated with **DC 12 INT checks**.

04. a Quatrabot
Location: Streets of Chronopolis.

The rhythmic clicks of the colossal gears falter as you venture further into the city. Sparks fly from malfunctioning sections, and the air hums with a strange, discordant energy. A shimmering sphere of temporal energy pulsates erratically near the malfunctioning section. Suddenly, four metallic creatures with 4 ft. wide boxy bodies emerge from the churning metal. Their two eyes glow with a blue light, and their metallic bodies crackle with chaotic energy.

Temporal Anomaly: A **DC 12 WIS check** reveals that the temporal anomaly sphere is causing the hostile behavior of the Quatrabots and that it can be destroyed with Holy Water or any spell that deals radiant damage.

Creatures:
   2 **Quatrabots**, corrupted

Quatrabot *Medium LN construct (Cyberbot)*	CR 2

Armor Class 16 (natural armor)
Hit Points 32
Speed 30 ft., fly 30 ft.
Truesight 120 ft.
Languages Cyber and Common

STR +1 **DEX** +2 **CON** +1 **INT** +0 **WIS** +0 **CHA** +0
Vulnerable. radiant
Resistant. slashing
Immune. poison, disease, sleep, paralysis, stunning, exhaustion, charm, fear
Corrupted. While corrupted, the quatrabot makes all attacks with disadvantage.
Disintegration. If dies, its body disintegrates into dust, leaving behind anything it may have been carrying.

ACTIONS
Multiattack: Four attacks, two slams and two temporal bolts.
Slam. reach 10 ft., **+4** to hit for 11 (**2d6+4**) bludgeoning damage.
Temporal Bolt. range 15 ft., **+2** to hit for 7 (**2d6**) force damage.
Temporal Distortion (*Recharge 6*). The quatrabot warps the flow of time in a 25-foot cube centered on itself. Each creature in the area makes a **DC 15 DEX save** or takes 13 (**3d8**) force damage and for 1 round after failing the save can only take half its movement speed on its turn.

Tactics:
The corrupted Quatrabots attack the party relentlessly, their movements erratic and unpredictable. They prioritize staying close to the temporal anomaly, drawing power from it, so if the party runs away, they will not pursue.

The corrupted Quatrabots become friendly and apologetic if the anomaly is destroyed. They won't escort the party because they just remembered another task they were supposed to be doing in the opposite direction, but if asked they will give the party directions, as best they can, to the Grand Archives building.

After the encounter:
Searching the area around where the anomaly was, the party finds scattered tools that can be considered a set of tinker's tools.

   Treasure:
   1 **Tinker Tools** (worth 50 gp)

Archives District

05. Meeting Lorian
   Location: Grand Archives Building, the Main Hall

The following assumes that the party is accompanied by the Automaton who is translating the signs and inscriptions on the buildings as they try to find the Grand Archives. If they failed to activate it, or to accept its assistance, they will have to rely on the *Comprehend Languages* spell, or the directions they received from the friendly corrupted Quatrabots, or other ways that the players may come up with. In that case change the descriptions below to reflect those differences.

> The metallic city of Chronopolis hums with a symphony of clockwork whirring and gears grinding. Towering structures of burnished brass and polished steel pierce the endless, metallic sky. Your automaton companion, its metallic limbs gleaming in the artificial sunlight, trundles beside you, its eyes scanning its surroundings.

The party finds themselves at a bustling crossroads. Streets teem with a diverse mix of beings: clockwork servants scuttle on errands, and cloaked figures hurry past, their faces obscured by shadows.

The friendly automaton that is accompanying the PCs points a metallic finger towards a towering clockwork sign with intricate gears forming symbols. It speaks in a monotone but helpful voice.

> **Automaton**: "*This intersection marks the convergence of the District of Commerce, the Foundry Quarter, and the Manufactorum. The Archives District lies to the northeast, indicated by the symbol of the open scroll.*"

If the PCs follow the automaton's guidance, they navigate the Manufactorum, a district filled with the rhythmic clang of hammers and the hiss of steam. Here, towering forges belch smoke, and metal figures weld and assemble intricate clockwork contraptions.

The automaton pauses, its eyes flickering as it scans a series of glyphs etched above a towering gate.

> **Automaton**: "*Caution. This is a restricted zone for authorized personnel only. However, a secondary passage, designated for public access, exists to the left.*"

Following the automaton's lead, they emerge into a quieter district. Here, towering libraries flank the streets, their windows glowing with an ethereal light. Scholars in flowing robes debate amongst themselves, and quill pens scratch across parchment.

The automaton stops before a grand archway emblazoned with the symbol of an open book.

> **Automaton**: "*The Archives District. The Grand Archives, repository of Chronopolis's history and knowledge, lies through this archway.*"

> The Grand Archives stands before you, a colossal structure of polished brass that gleams in the artificial sunlight. Its facade is adorned with intricate clockwork filigree and towering double doors etched with scenes of historical battles and scientific discoveries.

The Grand Archives Building

The automaton emits a soft whirring sound as it approaches the grand doors.

> **Automaton**: "*The Grand Archives. Entrance protocols require proper identification and authorization. Perhaps your presence can be justified by...*" (The automaton trails off, its eyes flickering as it considers your situation.)

The PCs have no way of knowing but these protocols haven't been required in many years. About the only visitors here any more are the group of Unibots that show up once a month to clean and polish the floors, but even they only clean the main entrance and easily accesses rooms.

If they knock on the door, there is no response. If they attempt to open the doors, they find them unlicked.

> The large metal doors open easily. There is no one here to prevent your entering the building.

The heroes automaton companion chooses to wait for the PCs just outside the building.

> As you enter the Grand Archives, the rhythmic clicks of the outside world fade away, replaced by an eerie silence. The air grows colder, and a faint, spectral luminescence emanates from the towering center columns. Suddenly, a flying figure materializes near a dusty lectern. A translucent, ghostlike figure of a jellyfish-like being! His features are etched with sorrow.

Puck is quite excited by this site. If he was invisible, he becomes visible. He quickly flies over to the ghost and says to it:

> **Puck**: "*Lander? Is it really you? What happened? Why are you here?*"

The flying cyanea ghost wobbles gently, its bioluminescent body pulsing with a mix of curiosity and wonder, it communicates telepathically where all of the PCs can hear:

> **The flying cyanea ghost**: "*Fascinating... most fascinating! You say you know Lander, the hero of Chronopolis? My, my, time truly is a fickle thing.*"
>
> "*Allow me to introduce myself. I am Lorian, though perhaps in your time, my lineage is known by the name Lander. It seems the past and future do indeed intertwine in unexpected ways.*"
>
> "*May I ask who you and your companions are, and what brings you to this lost and forgotten corner of the Clockwork Realm?*"

Creatures:
  1 **Lorian**, a flying cyanea ghost

Lorian *Medium LG undead (flying cyanea Ghost)*

Armor Class 12
Hit Points 7
Speed fly 30 ft.
Darkvision 60 ft.
Languages Telepathy 60 ft.

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

Resistant. acid, fire, lightning, thunder | bludgeoning, piercing, and slashing

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

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost 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.

Telepathic Shroud. The ghost is immune to any effect that would sense its emotions or read its thoughts, as well as all divination spells.

ACTIONS

Withering Touch. **+5** to hit for 17 (**4d6+3**) necrotic damage.

Ethereainess. The ghost can't affect or be affected by anything on the Material Plane. It enters the Ethereal Plane from the Material Plane, or vice versa. It is invisible on the Material Plane while it is in the Ethereal.

Lorian: "*Now, tell me more of this future you hail from. Does Chronopolis still stand tall? Has Lander's legend grown as the years have spun by? Every echo from the future holds such intrigue for a weary old flying cyanea like myself.*"

If asked about the the *Chronometer of Harmony*:

Lorian: "*Yes I am very familiar with the Chronometer of Harmony. It's the reason I first came to Chronopolis.*"
  "*The first mention of it was about the time of the Sundering, about 200 years ago. No one knew where it came from. At first it provided stability to the flow of time that Chronopolis had always lacked. A short time after it appeared it exploded in a blinding flash. This event has become known as the 'Cataclysm.'* "
  "*Out of curiosity, I came here a couple of years later to determine what had happened to it.*"
  "*I soon learned that it broke into 4 parts that were sent to hidden locations around Chronopolis and, I believe, are responsible for Chronopolis and the small cog of land it rests on breaking away from the rest of the Clockwork Realm. It may also have something to do with all the Cyberbots here becoming corrupt versions of their former selves.*"

He pleads with the party to retrieve the fragments and restore the *Chronometer*, offering his knowledge of the city's history and the potential locations of the fragments.

He then freely tells the PCs what he has learned regarding where the fragments may be located:

Lorian: "*I have searched through thousands of documents and, though I haven't discovered what physical form they have taken or what powers they may currently posses, I have uncovered clues as to where the fragments may be located.*"

(1st fragment) Lorian: "*My analysis of historical records suggests a hidden chamber within this very building might house the first fragment. However, the inscription mentions a puzzle involving 'gears, lights, and cogs.' Sadly, my form prevents me from interacting with the physical world. Perhaps I can guide you to the chamber, and with your ingenuity, you can unlock its secrets.*"

(2nd fragment) Lorian: "*The fragments seem to resonate with fractured time itself. One legend speaks of a Crystal Xorn, a creature of pure chaos, drawn to the city's temporal distortions. It's said to hold a fragment within its crystalline grasp. But beware, the Xorn's hunger is boundless, and its presence wreaks havoc on the flow of time itself.*"
"*While its appearances seem random, some believe the Xorn might be drawn to areas of intense magical activity. The risk is significant, but I believe it has one of the fragments.*"

(3rd fragment) Lorian: "*For the third fragment, the path becomes murkier. However, historical records suggest a strong connection between the fragments and the city's timekeeping mechanisms. The Clocktower District, once home to Chronopolis's most intricate clocks, seems a logical starting point. Perhaps the city's original Clocktower, where the heartbeat of Chronopolis once resonated, still holds the fragment.*"

(4th fragment) Lorian: "*The final fragment remains shrouded in deepest mystery. The only clue I could find speaks of a place where 'echoes of memory linger, and the past bleeds into the present.' Unfortunately, such a description could encompass countless locations within Chronopolis.*"

What Lorian has failed to realize, this legend also refers to the Grand Archives building, which the PCs will learn later.

Lorian escorts the party down a candle-lit hallway..

06. a Puzzle

Location: Grand Archives Building, Puzzle Room

As you delve deeper into the Grand Archives, the rhythmic clicks of the outside world fade away. The air grows colder, and a faint hum emanates from the massive clockwork contraption before you. Intricate gears mesh and turn, their movements synchronized with an unseen rhythm. Runes etched into the metal surfaces glow with an otherworldly light, seeming to pulse with a faint temporal energy.

Lorian guides them to a side chamber where the party stands before a massive clockwork contraption, a series of intricate gears, levers, and cogs arranged in a complex pattern. Runes etched into the metal surfaces glow with a faint, ethereal light.

The Puzzles:

The contraption consists of three distinct puzzles that must be solved sequentially within a specific timeframe. Each puzzle involves manipulating gears, levers, and cogs to achieve a specific configuration. The time limit for each puzzle is displayed through glowing glyphs that tick down like a countdown timer.

Lorian has studied these and can tell the party what they need to do, in what order, and about the count-down timer, but he can't tell them how to solve the puzzle and doesn't know what will happen if they don't finish before the time expires.

Track the time spent solving the puzzles in rounds, as if it were combat, starting with the first ability check. Only one character can attempt the required ability check on any one round. The players decide which character acts each round. They have a total of 6 rounds to solve all 3 puzzles.

- **Puzzle 1: Gear Alignment:** The party must rotate a series of interlocking gears to align specific symbols etched on their surfaces. Making a **DC 14 INT check** reveals the correct alignment based on the glowing runes. Failing the check wastes valuable time, but there is no other penalty for incorrect attempts.
- **Puzzle 2: Levers and Lights:** Several levers control a series of glowing lights arranged in a specific pattern. The party must manipulate the levers to activate the lights in the correct sequence within the time limit. Making a **DC 12 DEX check** allows a character to identify the correct sequence based on the subtle movements of the gears. Failing the check triggers a brief surge of temporal energy that throws the party back in time **1d4** rounds.
- **Puzzle 3: Cogs in Motion:** The final puzzle requires the party to spin a series of cogs at specific speeds to achieve a synchronized rotation. Making a **DC 16 WIS check** allows a character to understand the necessary rhythm based on the glowing runes and the subtle hum of the contraption. Typically, failing the check triggers a brief surge of temporal energy that throws the party back in time **1d4** rounds. But, if they fail on round 6 see "Failure" below.

Success:

Solving all three puzzles within the time limit deactivates the contraption, revealing a hidden compartment within the clockwork mechanism. (See "Hidden Compartment" below.)

Failure:

At the end of **round 6** the contraption resets, and they must start over.

Upon failing the puzzles for the third time, the temporal energy surge intensifies. The party remains in the present, but they experience a form of temporal dissonance. Each character makes a **DC 15 CON save** or suffers disadvantage on all attack rolls, ability checks, and saving throws for **1d4** hours. This represents the characters being slightly out of sync with the present timeflow, making them clumsy and disoriented.

Upon failing the puzzles for the sixth time, the final surge disrupts the party's connection to the normal timeflow. They contract a mild case of "chronological sickness" resulting in 1 level of exhaustion.

> *Don't make the players keep trying after six failures. As unlikely as it may seem, sometimes the dice just roll bad. If they haven't succeeded after 6 failures, have Puck come to the rescue.*

> **Puck**: "*Look at this button over here. It pops up every time the puzzles re-set. I wonder what will happen if I push it?*"

Before anyone can object, Puck pushes the button, and a small hidden compartment pops open.

Hidden Compartment:

In the compartment there is a finely crafted drinking vessel made of polished gold, engraved with a hunting scene. Lying in the bottom of the tankard is a adamantine ring. Also in the compartment, wrapped in a luxurious scarf made from crimson silk, is a small silver coffer containing gold, silver and copper coins, and two gemstones (moonstone).

Treasure:
- 50 **Gold pieces**
- 20 **Silver pieces**
- 100 **Copper pieces**
- 1 **Silver coffer**, valued at 100 gp
- 2 **Gems**, moonstones valued at 15 gp each
- 1 **Tankard**, gold valued at 10 gp
- 1 **Silk scarf**, valued at 5 gp
- 1 **Magic Ring -** *The Fractured Sphere*, a fragment of the *Chronometer of Harmony.*

A d*etect magic* spell will identify the ring as magical. An *identify* spell will reveal the information in "The Fractured Sphere" sidebar.

The Fractured Sphere
Ring, Legendary
(requires attunement)

This fragment of the *Chronometer of Harmony* appears as a cracked and broken band of adamantine etched with faint celestial constellations.

Magical Abilities:

Temporal Clairvoyance: You perceive echoes of the past and glimpses of the future. Once per day, as an action, you can touch the ring and ask about a location or a creature within 1 mile. The ring responds with a brief vision that provides a glimpse of the subject in the near past or future (GM decides on the past or future vision and the specific details revealed).

Temporal Displacement: Once per day, as an action, you can displace yourself a brief moment in time. You are shunted one round forward in time, to the beginning of your next turn. To everyone else, you disappear and re-appear in the same location one round later.

Continuing their journey.

Lorian escorts the characters back to the entrance doors to the Grand Archives building. He regrets that he can't go with them, but suggest that they search for the next fragment of the *Chronometer of Harmony* in the Old Clocktower. He says that the Clocktower District lies beyond the Industrial District, just west of the Archives District where they are now.

Industural District

07. Clockwork Rats

Location: Streets of the Industrial District..

Industural District

Your Automaton guide is waiting for you and interprets signs and such on the buildings to escort you through the city in the direction of the Clocktower District.

> Suddenly, a swarm of metallic creatures surges into the street – their beady eyes glow with an unnatural light, and their bodies are a twisted amalgamation of clockwork and flesh.

Creatures:
    4 **Clockwork Rats**

Closkwork Rat *Small construct, unaligned*	CR 1/4

Armor Class 15 (natural armor)
Hit Points 11
Speed 30 ft.
Darkvision 60 ft.
Languages -

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

Resistant. Bludgeoning, piercing, slashing
Immune. Poison, exhaustion | blinded, deafened, poisoned
Pack Tactics. Attack creature with Adv. if an ally of it is within 5' of it.

ACTIONS
Bite. +4 to hit for 4 (**1d4**+ **2**) piercing damage.
REACTION
Gearshift. On taking damage, if it makes a **DC 10 CON save** it regains **1d4** hit points.
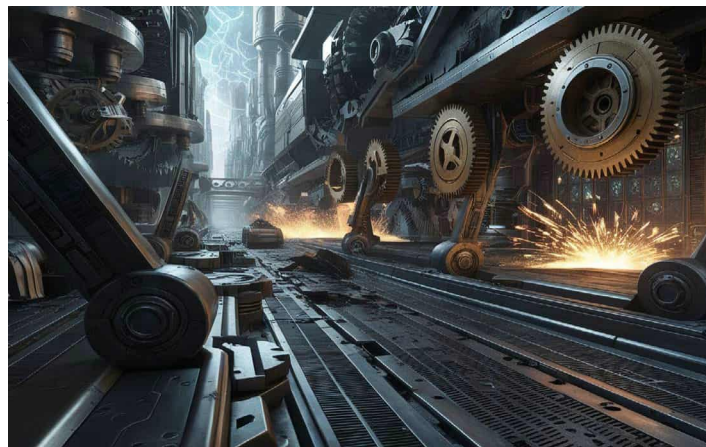
Tactics:
    The Clockwork Rats screech and attack the party relentlessly. Their movements are erratic and unpredictable. They prioritize attacking vulnerable targets and flanking maneuvers.

After the Encounter:
The PCs are free to continue on their way.

08. Bibots
Location: Streets of the Industrial District.

Deep within the industrial district of Chronopolis, the rhythmic hum of gears grinds to a halt. The party finds themselves amidst a warped section of the city grid. Gears spin erratically, sparks fly from exposed wires, and shimmering distortions flicker in the air..

This warped section of the grid is causing a localized temporal distortion.

> The air crackles with displaced energy, and faint echoes of past events flicker within the distortion.
> A group of Bibots have gathered before it. They are keeping an eye on it while adjusting the positioning of a nearby series of gears.

Creatures:
    5 **Bibots**, corrupted (see stat block on page 8)

Encounter:
    These Cyberbots are tasked with containing temporal anomalies and view the party's presence as a potential threat. The PCs will have to act fast if they want to avoid combat. Making a **DC 15 CHA check** will convince the Bibots that they are only passing through and may even be able to help.
    The Bibots attacks will focus on grappling and restraining the party to prevent them from manipulating the malfunctioning gears. The combat unfolds within the warped grid, requiring the party to navigate erratically spinning gears and avoid sparks from exposed wires while battling the Cyberbots.
    If they fail to avoid combat, one or more of the PCs may choose to use some of their actions to identify and stabilize the temporal distortion.
    Making a **DC 14 INT check** allows a character to identify the source of the malfunction – a misaligned gear sequence within the distorted grid. Solving the puzzle involves manipulating nearby gears by making **3 DC 14 DEX checks** to realign the sequence and stabilize the temporal distortion.

About Time

Success:

Defeating or befriending the Bibots and realigning the gears stabilizes the temporal distortion. The shimmering fades, revealing a previously hidden passage within the grid. The Automaton guide interprets some markings to indicate that this is a shortcut to the Clocktower district.

Failure:

If the party fails to defeat the Bibot enforcers or solve the puzzle before the seventh combat round, the temporal distortion worsens. The area becomes heavily warped making it imposable to continue in this direction. The party will have to backtrack, and take a different path, adding an hour to the journey to their next destination..

Additional Notes:

● Describe the warped section of the grid in a way that evokes a sense of unreality. Time seems to stutter and repeat itself within the distortion.

● You can play up the danger of the malfunctioning gears, emphasizing the risk of getting caught or crushed.

Clocktower District
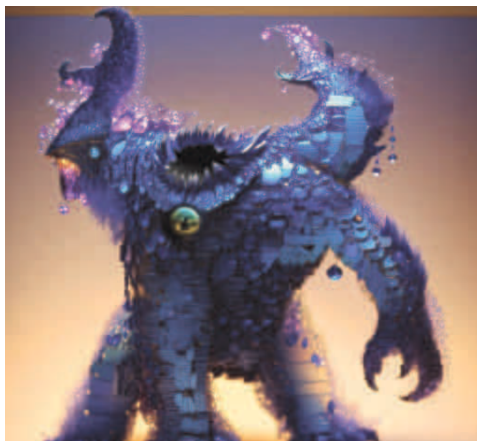
09. a Crystal Xorn

Location: Streets of the Clocktower District

Towering clocktowers pierce the metallic sky, their rhythmic chimes echoing through the metallic streets.

Creatures:
1 **Cristal Xorn**

Crystal Xorn *Medium elemental (earth)*	CR 5

Armor Class 19 (natural armor)
Hit Points 73
Speed 20 ft., burrow 20 ft.
Darkvision 60 ft., **Tremorsense** 60 ft.
Languages -Terran

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

Resistant. Bludgeoning, piercing, slashing

Immune. Poison, exhaustion | blinded, deafened, poisoned

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the Xtorn doesn't disturb the material it moves through.

Crystal Camouflage. The xorn has advantage on DEX checks made to hide in crystal terrain.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

ACTIONS

Multiattack: The crystal xorn makes three claw attacks and one bite attack.

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

Bite. +5 to hit for 13 (**3d6+3**) piercing damage.

Temporal Distortion (*Recharge 5-6*). range 30 ft., +5 to hit. A creature it hits takes 14 (**4d6**) force damage and either makes a **DC 15 DEX save** or is teleported to a random unoccupied location within 60 feet of the xorn.

The Xorn is drawn to the temporal instability plaguing Chronopolis and attacks the party with a feral rage. Its attacks are erratic and unpredictable, fueled by chaotic temporal energy.

Danger Level:

This is a deadly encounter for a party of 4 level 4 characters. The Xorn's powerful attacks and temporal distortions pose a significant threat. The party may need to strategize by utilizing ranged attacks, area-of-effect spells, or other tactics before engaging in melee combat.

After the Encounter:

Defeating the Xorn reveals a faint shimmer embedded within its crystalline body. Digging through the Xorn's body recovers this and a variety of other objects. Extracting them requires making a **DC 18 STR check** or a piercing weapon to crack the Xorn's hardened shell.

The shimmering object is a single, ornate gear. It is crafted from shimmering golden brass and etched with intricate constellations that seem to shimmer with faint starlight (a fragment of the *Chronometer of Harmony* see below). They also find coins, a large gemstone (garnet), an intricately carved ring of Hematite. and a clear potion bottle with glass stopper containing a red liquid.

Treasure:
10 **Platinum pieces**
20 **Silver pieces**
1 **Gem**, garnet valued at 50 gp
1 **Ring** of hematite valued at 20 gp

1 ***Potion of Healing***

1 **Ornate Gear** - *The Celestial Gear,* a fragment of the Chronometer of Harmony

---

The Celestial Gear
Wondrous Item, Legendary (requires attunement)

This fragment of the *Chronometer of Harmony* appears as a single, ornate gear ripped from the *Chronometer*. It is crafted from shimmering golden brass and etched with intricate constellations that seem to shimmer with faint starlight.

Magical Abilities:

Temporal Shift: As an action, the wielder can expend 1 charge stored within the *Celestial Gear* to cast the "*Misty Step*" spell. The Gear regains all expended charges daily at dawn.

Charges: 3/day

A *detect magic* spell will identify the item as magical. An *identify spell* will reveal the information in the sidebar.

10. Bibots, Quatrabots, & Brass Guardians

Location: Clocktower, first and second floors.

The Clocktower

Your Automaton guide directs you to a smaller, run-down tower. He insists that this is the Chronopolis Clocktower.

This once magnificent structure now stands as a crumbling testament to the city's downfall. Broken gears litter the ground, and massive clock faces hang crookedly from the decaying facade.

An old door hangs open on its broken hinges . When the PCs enter, the Automaton again waits outside.

Encounter with Bibots and Quatrabots.

The air hangs heavy with the scent of dust and decay as you step through the gaping maw of the Chronopolis Clocktower. Sunlight filters weakly through cracks in the walls, illuminating a scene of utter devastation. Towering gears, once the lifeblood of this magnificent structure, now lie broken and rusted on the cracked and uneven floor.

As you navigate the labyrinthine corridors, a rhythmic clanking sound draws your attention. Following the sound, you discover a hidden alcove illuminated by flickering oil lamps. Within, a group of mismatched Cyberbots – some pristine Bibots, others sparking Quatrabots with loose wires – huddle around a workbench littered with gears and scavenged components.

Creatures:

3 **Bibots**, corrupted and malfunctioning

2 **Quatrabots**, corrupted and malfunctioning

Malfunctioning Bibot *Medium construct*	CR 1/2
Full stat block on page 8	

AC 15 **HP** 16 **SPD** 30 ft. **Truesight** 120 ft.

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

Vulnerable. radiant
Resistant. slashing
Immune. poison, disease, sleep, paralysis, stunning, exhaustion, charm, fear

(These have a -2 penalty to attack rolls and can't multiattack or take their temporal distortion action due to lack of proper maintenance)
Slam: MWA: **+4, 2d6+2** bludgeoning

Malfunctioning Quatrabot *Medium construct*	CR 2
Full stat block on page 11	

AC 16 **HP** 32 **SPD** 30 ft.

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

Vulnerable. radiant
Resistant. slashing
Immune. poison, disease, sleep, paralysis, stunning, exhaustion, charm, fear

(Because of they are permanently sparking with loose wires they can't fly or take any attack action other than a single slam attack.)
Slam. MWA: **+7**,r. 10 ft., **2d6+5** bludgeoning

Bibot

Quatrabot

A Bibot approaches your party. This blocky construct, with its spindly limbs and whirring internal mechanisms, stands out starkly against the dusty backdrop of the Clocktower. Its single, bright red eye focuses on you. Two spindly arms reach out, gesturing with a series of clicks and whirs. In its grasp, it holds a circular object, intricately etched with strange symbols.

Bibot: "*Greetings, fleshy ones. I, Unit 742, have observed your presence within the Clocktower. It appears you possess an affinity for... discarded technology.*" The Bibot gestures vaguely at the deactivated Automata scattered around the chamber.

"*Unit 742 possesses... a rare artifact,*" it continues, holding the object aloft for your inspection. "*Perhaps you have... spare parts? Deactivated components? Unit 742 requires such items to maintain peak efficiency.*" Its red eye flickers, and a hint of what might be a smirk seems to twist its metallic features. "*An exchange, perhaps? This... artifact, for your unwanted... excesses?*"

This "artifact" is, in fact, a cleverly disguised clockwork gear, made to resemble a fragment of the *Chronometer*.

Insight Check
Making a **DC 13 WIS (insight) check** reveals the Bibots' deception. Their body language betrays nervousness, and their attempts to appear confident seem forced.

Party's Choice
The party can choose how to proceed:
Expose the Deception:
By calling out the Cyberbots' ruse, the party risks an aggressive confrontation. The Cyberbots, embarrassed and threatened, might attack to silence the party.
Play Along:
The party can feign interest in the fake fragment and attempt to trick the Cyberbots in return. This could involve offering them malfunctioning parts or bartering with false information about the *Chronometer*.

Combat:
If the party exposes the deception or the bartering breaks down, combat erupts. The malfunctioning Quatrabots lash out with erratic attacks, while the Bibots attempt to restrain the party with grappling actions.
Success. If the party successfully exposes the deception and defeats the Cyberbots (or outsmarts them in a bartering contest), they learn nothing of value. However, they can scavenge spare parts from the defeated Cyberbots, potentially useful for repairs or crafting makeshift tools.
Failure. If the party falls victim to the deception and trades for the fake fragment, they waste valuable time and resources. They might also lose their trust in future interactions with Cyberbots.

After the encounter:
The party is free to continue its exploration of the clocktower.

Crumbling Platforms:
The interior of the clocktower is riddled with broken walkways and crumbling platforms..

Great gaping holes pierce the walkways that spiral upwards, offering precarious glimpses of the dizzying heights above. Massive clock faces, their hands frozen in time, hang askew from the crumbling facade, silent testaments to a bygone era of order and precision. Despite the perilous state of the walkways, it seems the only way up is to navigate this precarious path.

Each character must make a **DC 15 DEX check** to navigate these hazards without falling. Characters who fail a check fall **1d6x10** feet, taking **1d6** bludgeoning damage for every 10 feet they fall.

As the party enters the second floor:

The air hangs heavy with the silence of neglect. In the chamber, towering figures stand motionless amidst the gears and pendulums. Six colossal brass golems, engraved with intricate clockwork patterns, loom before you.
When the PCs enter the room:
As you enter the chamber, the creak of a loose floorboard awakens them and they attack.

Creatures:

6 **Brass Guardians**

Brass Guardian *Medium construct, unaligned*	CR 1/2

Armor Class 15 (natural armor)
Hit Points 27
Speed 20 ft.
Darkvision 60 ft.
Languages -

STR +3 **DEX** +0 **CON** +3 **INT** -4 **WIS** +0 **CHA** -3
Immune. Poison, exhaustion

ACTIONS

Slam. +**5** to hit for 10 (**2d6**+**3**) bludgeoning damage.

REACTION

Seize. If a creature grapples the brass guardian, the guardian can make a slam attack against that creature with advantage.

Tactics:

The brass guardians are inactive until a loud noise or vibration triggers their ancient protocols. When activated, they attack any creature they perceive as a threat, prioritizing those who are closest. Their sluggish movements and limited attack options make them predictable foes, but their resilience can still pose a challenge to unprepared adventurers.

11. a Messenger Unit & a Tribot

Location: Clocktower, second floor.

Deep within the ruins of the Clocktower, the party stumbles upon a deactivated construct unlike any they've seen before. Sleek and streamlined, it appears designed for swift travel and communication.

> As you explore the dusty corridors, a glint of metallic sheen catches your eye. In a shadowy alcove, nestled amongst deactivated automata and broken gears, rests a peculiar construct. It resembles a humanoid figure cast in polished metal, its form devoid of visible weaponry but imbued with a sense of purpose.

A closer examination reveals the construct possesses intricate filigree patterns etched across its surface and a single, inactive holographic projector embedded in its chest cavity.

Making a **DC 12 INT check** allows the party to identify the construct as a deactivated Chronopolis messenger unit. These constructs were once used for swift communication across the vast city.

Making a **DC 12 DEX check** or **DC 14 INT check** allows a character to reactivate the unit.

Activation:

If the party successfully activates the unit, the holographic projector flickers to life, displaying a spectral figure. It is Lorian's grandson, his face etched with worry and determination.

> As you activate the device, a faint shimmer emanates from its chest cavity, coalescing into a three-dimensional projection. The figure appears to be a flying cyane, his features bearing an uncanny resemblance to Lorian. But not a ghost. A large, flying, jellyfish! His face is etched with worry, and his voice, though projected with surprising clarity, carries a tone of urgency.
>
> **The projected image speaks:** *"Greetings, descendants yet unseen! If this message reaches you, then the Chronometer of Harmony remains shattered, and Chronopolis teeters on the brink of temporal collapse. I am told that I resemble my ancestor, Lorian, My name is Theodred. I implore you to seek the third fragment of the artifact. It lies hidden within a secure vault, sealed behind a massive door in the chamber atop this very Clocktower. Seek out the hidden network of Heptabots within Chronopolis. They are scholars and historians, dedicated to preserving the city's past. They may possess additional knowledge about the artifact. Do not delay, for Thanatos' influence grows stronger with each passing moment. May the blessings of time be upon you."*
>
> The holographic image flickers and fades, leaving you in an unsettling silence. The futuristic construct stands inert once more, its metallic form offering no clues about the identity of Theodred or the hidden network of Heptabots. A sense of urgency hangs heavy in the air, along with the knowledge that the fate of Chronopolis may rest in your hands.

> The whirring of the reactivated unit grinds to a halt. A moment later, a metallic screech pierces the silence. Drawn by the renewed activity, a creature emerges from the shadows below the stairs. It spots you and lets out a guttural growl, its eyes gleaming with predatory hunger. Clearly hostile, it seems the party has attracted unwanted attention.

The approaching creature was attracted by the reactivated unit. It attacks.

Creatures:
1 **Tribot**, corrupted

Tribot *Medium LN construct (Cyberbot)*	CR 1

Armor Class 16 (natural armor)
Hit Points 22
Speed 30 ft.,
Truesight 120 ft.
Languages Cyber and Common

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

Vulnerable. radiant
Resistant. slashing
Immune. poison, disease, sleep, paralysis, stunning, exhaustion, charm, fear
Corrupted. While corrupted, the tribot makes all attacks with disadvantage.
Disintegration. If dies, its body disintegrates into dust, leaving behind anything it may have been carrying.

ACTIONS

Multiattack: Three attacks, one slam and two temporal bolts.
Slam. **+6** to hit for 9 (**1d10+4**) bludgeoning damage.
Temporal Bolt. range 10 ft., **+4** to hit for 4 (**1d8**) force damage.
Disruption Field (***Recharge 5-6***). The tribot warps the flow of time in a 15-foot cube centered on itself. Each creature in the area takes 10 (**4d6**) force damage or makes a **DC 14 DEX save** and takes half as much damage.

After the Encounter:

The way up: Sifting through the debris-strewn chaos in the room, you discover a crumbling staircase hidden behind a teetering stack of crates

The Heptabots: All attempts to locate the network of Heptabots will be unsuccessful, but they have been watching and will appear in scene 18.

12. Clockwork Automatons

Location: Clocktower, upper floor.

As you ascend the crumbling staircase of the Clocktower, the rhythmic grinding of gears grows louder. Reaching the top floor, you step into a vast chamber filled with colossal mechanisms. Towering gears, each larger than a house, turn with agonizing slowness, their rotations casting long, distorted shadows. Guarding a massive metallic door at the far end of the chamber stand two immense Clockwork Automata, their bronze bodies etched with intricate sigils. Their glowing eyes lock onto the party, emanating a cold, mechanical threat.

Creatures:
2 **Clockwork Automatons**

Clockwork Automaton *Medium construct*	CR 1

Armor Class 15 (natural armor)
Hit Points 45
Speed 30 ft.,
Darkvision 60 ft.
Languages -

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

Immune. poison, exhaustion

ACTIONS

Multiattack: Two slam attacks.
Slam. **+4** to hit for 9 (**2d6+2**) bludgeoning damage.
Winding Punch. **+4** to **grapple** the target (escape DC 14).

Tactics:

The clockwork automatons are relentless guardians, programmed to defend the door to the vault at all costs. They attack intruders that get within 20 ft., prioritizing those who get closest to the door. If the intruders flee, they will only pursue to stop ranged weapon or spell attacks.

After the Encounter:

Defeating the automatons grants access to the metallic door.

> The Clockwork Automatons metallic husks now lye silent sentinels on the chamber floor. Before you stands a massive door of polished adamantine. A closer inspection reveals a keyhole of unusual design, unlike anything you've encountered before. The very air surrounding the door crackles with a faint magical aura, suggesting powerful wards placed upon it to deter unauthorized access.

The door is held shut with a *lock* spell. The door requires making a **DC 35 DEX check** with thieves' tools to open, a **DC 25 STR check** to force it open, or a **knock** spell to suppress the lock for 10 minutes.

Entering the Vault

Nestled amongst this collection rests the true prize: the *Cog of Ages*. This fragment of the *Chronometer of Harmony* takes the form of a single, intricately engraved gear crafted from golden brass. However, its location is entirely random,

> The massive door swings open with a groan of ancient hinges, revealing a chamber that seems to hold the very essence of time itself. Walls lined with overflowing shelves showcase a dazzling array of artifacts and ancient tomes. Gleaming metallic gears rest beside ornately carved clocks, each piece seemingly whispering stories of a bygone era.
>
> The air hums with a subtle energy, charged with the weight of ages. A faint scent of parchment and aged metal fills your senses as you cautiously step into the chamber. However, a closer inspection reveals a sense of disharmony amidst the vast collection. Though each item appears genuine at first glance, a closer examination reveals subtle inconsistencies – a slightly off-kilter inscription, an unnatural sheen to the metal, or an unsettling stillness in a supposedly intricate mechanism.

disguised amongst the multitude of counterfeits.

Cursed Magic Items in the Vault:

A *detect magic* spell will identify the following items as magical. An *identify* spell cast on an item will reveal the name of the item and that it <u>requires attunement</u>. It also reveals the information as indicated in the description below. However, it does not reveal if the item is cursed or what the curse is.

Every magic item below, except for the *Cog of Ages*, is cursed. Not included in the descriptions is the fact that once attuned to any of these cursed items you will never

voluntarily end attunement to it or allow anyone to cause you to loose attunement to it.

1) A simple silver band etched with swirling hourglasses. An *identify* spell reveals that it is called *The Band of Accelerated Time* and it allows you to cast the *haste* spell on yourself or allies.
The Curse: The band actually grants an increase of 5 feet to your speed for one round, but at the cost of one level of exhaustion afterward.

2) A polished obsidian amulet depicting a single, scrutinizing eye. An *identify* spell reveals that it is called *The Amulet of Foresight* and it grants you the ability to see glimpses of the future.
The Curse: The amulet does create visions, but they are fragmented and misleading, often depicting irrelevant or unrelated events. It might even show snippets from alternate timelines, confusing the PC further.

3) A bronze ring adorned with a miniature clock face perpetually frozen at midnight. An *identify* spell reveals that it is called *The Ring of Temporal Ward* and it grants you a protective field that deflects attacks.
The Curse: The ring emits a faint shimmering aura, but it has no actual protective properties. It even attracts hostile creatures.

4) A gnarled wooden staff topped with a swirling crystal. An *identify* spell reveals that it is called *The Staff of Chronomancy* and it allows you to cast spells that manipulate time.
The Curse: At all times, your voice is amplified, with a distorted, echoing effect. It has no other magical abilities.

5) A beautifully crafted hourglass with shimmering sand that flows upwards. An *identify* spell reveals that it is called *The Hourglass of Reversal* and it allows you to rewind time on a small scale.
The Curse: The sand in the hourglass flows backward, but it has no effect on actual time. Instead, it loudly replays a brief auditory echo of a nearby random conversation spoken within the last minute.

6) A brass compass with intricate markings that shift and change. An *identify* spell reveals that it is called *The Chronal Compass* and it points you towards significant events that are about to happen.
The Curse: The compass needle spins erratically then stops pointing directly at you.

7) This ornately decorated sand timer appears to be crafted from polished amethyst and filled with a shimmering, golden sand. An *identify* spell reveals that it is called *The Everlasting Hourglass* and it allows you to control the flow of time within an hour, slowing down or speeding up time.
The Curse: When you attempt to control time with this device, you fall asleep for an hour and dream that your attempt succeeded.

8) Carved from a single piece of jade, this intricate sun dial features markings beyond the standard hours, etched with symbols resembling constellations. An *identify* spell reveals that it is called *The Chrono-Compass* and it allows you to navigate through time, pointing you towards significant historical events.

The Curse: When you activate this item, you travel into the Demiplane of Time and witness the pale silver river of time but you have no power to move up or downstream or interact with it in any way. You remain there for 1d4 hours. During this time your body remains where it was, paralyzed until you return.

9) This silver amulet is adorned with a swirling pattern that resembles a vortex. An *identify* spell reveals that it is called *The Cloaked Amulet* and it grants you invisibility.
The Curse: It only makes you <u>believe</u> that you are invisible.

10) This unassuming copper band seems to hold faint whispers and echoes when held close to your ear. An *identify* spell reveals that it is called *The Ring of Echoes* and it allows you to communicate with the past or hear the voices of the dead.
The Curse: For 1d6 minutes, you hear in your head the voices of everyone on your current plane of existence that died within the last year, all talking at the same time.

11) This aged leather-bound book is filled with cryptic symbols and swirling script. An *identify* spell reveals that it is called *The Tome of Foresight* and that it grants prophetic visions and allows you to glimpse the future.
The Curse: When you activate the book, for 10 minutes your body is paralyzed while you watch several colorful fish swimming lazily in a beautiful underwater grotto.

12) This ornate hourglass is crafted from deep red jasper and filled with shimmering, golden sand. The sand seems to flow impossibly slow, taking hours to complete its descent. An *identify* spell reveals that this hourglass is called *The Sands of Time* and it allows you to slow the flow of time around you.
The Curse: When used to attempt to slow time, all allies within 20 feet of you are effected as by the *slow* spell for 1 minute.

13) This ornately framed hand mirror is crafted from a single, beautifully polished piece of obsidian. An *identify* spell reveals that this mirror is called *The Mirror of Memories* and it allows you to glimpse into your past memories or the memories of others.
The Curse: When activated, you loose all memory of everything that happened during the past 24 hours.

14) This compass is crafted from polished silver. The needle spins erratically, never settling on a single direction. An *identify* spell reveals that this compass is called *The Compass of Fate* and it can guide you towards your desired destination.
The Curse: When activated, the compass needle stops spinning and points in a totally random direction.

15) This amulet is a carved lion's head crafted from a dull gray stone. The details are crude, and the lion's expression seems almost comical. An *identify* spell reveals that this amulet is called *The Amulet of Bravery* and it grants you courage and unwavering bravery in the face of danger.
The Curse: When activated, a lion appears 10 feet from you and attacks you.

16) This ring is fashioned from a twisted band of dark iron, adorned with a single, cloudy black gemstone. An *identify* spell reveals that this ring is called *The Ring of Whispers* and it allows you to hear whispers from the past.

The Curse: You hear a random voice from the past, but it is too faint for you to hear clearly and it last for one hour.

17) This is an ornately carved wooden staff, topped with a stylized bird in flight. An *identify* spell reveals that it is called *The Staff of Haste* and it grants the ability to fly.
The Curse: When activated, you believe that you are flying, but you actually are just running around on the ground flapping your arms.

18) This intricately engraved gear is crafted from golden brass and etched with swirling symbols that seem to shift and change as you observe them. This is *The Cog of Ages*. An *identify* spell will reveal the information in the sidebar.

The Cog of Ages
Wondrous Item, Legendary
(requires attunement)
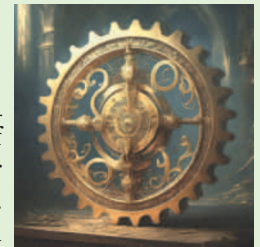
This fragment takes the form of a single, intricately engraved gear from the *Chronometer of Harmony*. It is crafted from golden brass and etched with swirling symbols that seem to shift and change as one observes them

Magical Abilities:
Ageless Constitution: The one attuned to this item has advantage on all Constitution saving throws.
Temporal Acceleration: As an action, the one attuned can expend 1 charge stored within the *Cog of Ages* to cast the "*Haste*" spell on themself. The *Cog of Ages* regains all expended charges daily at dawn.
Charges: 3/day

Identifying the True Artifact

If the players are having trouble identifying the true artifact here are a couple of suggestions on how the GM might help.
Intuition: As the players approach the shelves, the GM might describe a faint tingling sensation emanating from the *Cog of Ages*. This feeling could intensify as they draw closer.
Magical Detection: A *detect magic* spell might identify the *Cog of Ages* as radiating a stronger magical aura compared to the counterfeits.
Historical Knowledge: Making a **DC 15 INT check** might reveal that specific materials or crafting techniques were used in the *Cog of Ages* construction. These details can help differentiate the genuine artifact from the imitations.

Puck suggests that the party return to the Grand Archives and ask Lorian if he has figured out yet where the last fragment might be.

Archives District

13. Bibots and a Tribot

Location: Grand Archives Building, hidden room.

The players leave the Clocktower and, with the help of their Automaton translator, make their way back to the Grand Archives. When they enter the Main Hall, Lorian becomes visible.

Before they can say anything, he motions for them to be quiet and whispers telepathically:

> **Lorian:** "*Three Cyberbots arrived only a few minutes ago. They were carrying something and being very secretive. I followed them to a hidden room. I think they may have one of the Chronometer fragments. This way . . . Hurry!*"

Although Lorian is rushing them, there is actually no reason to hurry. In the hidden room two Corrupted Bibots stand guard while a Corrupted Tribot examinens the *Chronometer* fragment they found. Lorian can't open the door because he can't interact with anything physical, but he has invisibly flown through it and can tell the characters what he has seen.

The characters can, if they choose to, take a little time to talk to Lorian and show him what they have found, although they might want to move a little further from the hidden room so the Cyberbots won't hear them.

When the PCs are ready to enter the secret room:

> With a gentle touch, the doorway slides open, revealing a hidden chamber beyond. Two imposing Bibots stand guard – their single glowing eyes fixed on the center of the chamber. A Tribot is prodding something on the worktable. One of its three eyes looks up from the table.

Creatures:
   2 **Bibots**, corrupteded
   1 **Tribot**, corrupteded

Bibot   Tribot

Corruoted Bibot *Medium construct*	CR 1/2
AC 15 **HP** 16 **SPD** 30 ft. **Truesight** 120 ft.	
STR +0 **DEX** +1 **CON** +1 **INT** -2 **WIS** +0 **CHA** -2	
(In the unlikely event that the PCs engage the Bibots in combat, see the full stat block on page 8)	

Corruoted Tribot *Medium construct*	CR 1
AC 16 **HP** 22 **SPD** 30 ft. **Truesight** 120 ft.	
STR +1 **DEX** +1 **CON** +1 **INT** -1 **WIS** +0 **CHA** -1	
(In the unlikely event that the PCs engage the Tribot in combat, see the full stat block on page 21)	

The Bibot guardians perceive the party's presence as a potential disruption. They turn to face the party. Approaching slowly, their metallic bodies clicking softly. They stop in front of the PCs. The Tribot, still standing behind the table, says in a demanding voice:

> **Tribot:** "*Explain your presence and intentions!*"

Skill Challenge Option

The party can attempt to convince the Cyberbots to relinquish the fragment peacefully by using persuasion, deception, or intimidation. The party only really needs to convince the Tribot, he is in charge.

Persuasion: Appeal to the Tribot's sense of order and explain that the fragment is needed to restore stability to Chronopolis. Highlight how retrieving it will ultimately serve their primary function.

Deception: Attempt to trick the Tribot into believing the fragment is malfunctioning and causing disruptions. Offer to "dispose" of it for the sake of maintaining order.

Intimidation: Attempt to cow the Tribot into submission through a display of force or threats. This is a risky tactic, as it may provoke a violent response.

This can be run as a skill challenge using opposed skill checks. Each round one PC makes a **CHA check** and the Tribot makes a **WIS check**. It is a success if the total is greater for the PC than the Tribot.   With the following options:

Success: On 3 successes before 3 failures, the party convinces the Cyberbots to stand down and allow the PCs to take the fragment. The Cyberbots then simply leave the Grand Archives to perform whatever their next mission may be, without so much as a parting comment.

Failure: Getting 3 failures before 3 successes results in the Cyberbots becoming hostile and attacking the party.

Treasure:

the **Harmonic Wing**, a fragment of the *Chronometer of Harmony*, located on a table in the center of the chamber.

A *detect magic* spell will identify the item as magical. An *identify* spell will reveal the information in the sidebar.

Investigation

Making a **DC 12 INT check** allows the party to identify the chamber as a forgotten research facility dedicated to the *Chronometer of Harmony*. Scattered across the workstations are deactivated tools and half-written equations, hinting at the complexities of time manipulation.

> Lorian refuses to instruct the party on the ritual required to re-construct the *Chronometer of Harmony* until after they have throughly searched this chamber, discovering all they can regarding its history and secrets.

If running this as a Stand-Alone adventure

In a small drawer in the corner of the room, the party discovers a faintly luminous crystal shard wrapped in a black square of silk along with a note on a scrap of parchment. The note says, "*Keep the crystal away from the Chronometer of Harmony at all costs! If this Glowing Crystal Shard is brought to within 5 feet of it, the shard will be destroyed and Thanatos's connection to the artifact will be broken.*"

The *Crystal Shard* will have no effect on the *Harmonic Wing* or any of the other fragments of the *Chronometer of Harmony*.

Historical Records

The data cubes and scrolls contain fragments of historical records detailing the *Chronometer*'s creation and past attempts to activate it. These records, though cryptic, reveal the following information.

The *Chronometer*'s True Purpose: The original purpose of the *Chronometer of Harmony* was more nuanced than simply maintaining temporal balance. Hints suggest it might be used to manipulate time in more subtle ways.

The Perils of Temporal Manipulation: Past attempts to activate the *Chronometer of Harmony* on a large scale resulted in disastrous consequences – temporal paradoxes, distortions in the fabric of reality, and the loss of entire sections of Chronopolis' history. These records serve as a stark warning against misuse.

Schematics and a Glimpse of Hope

A more thorough investigation, requiring another **DC 12 INT check,** uncovers a hidden compartment within one of the research stations. Inside lies a detailed schematic of the *Chronometer of Harmony*, along with cryptic notes outlining an alternative activation method.

Additional Notes

● Describe the hidden chamber in a way that evokes a sense of forgotten knowledge and the passage of time.

● The historical records offer a glimpse into Chronopolis' past and foreshadow the potential dangers of using the Chronometer carelessly.

● The discovery of an alternative activation method provides a glimmer of hope for restoring Chronopolis without sacrificing Lorian (see scene 15).

The Harmonic Wing
Wondrous Item, Legendary (requires attunement)

This fragment resembles a single, silver wing once part of the *Chronometer of Harmony*. It is crafted from polished silver and etched with intricate clockwork patterns along its leading edge.

Magical Abilities:

Shield: When someone attuned to this item presents it boldly in one hand and speaks the command word "*shield*", it enlarges and becomes a magical +1 shield. Repeating the command word changes it back to its normal size.

Harmonic Ward: When the wielder of this *Harmonic Wing* (in shield form) is targeted by a spell that deals thunder or force damage, the shield absorbs half the damage dealt, and the remaining damage is dealt as radiant damage to the attacker.

Temporal Reversal: As a reaction when the wielder of this *Harmonic Wing* (in shield form) is struck by a melee attack, the user can expend 1 charge stored within the *Harmonic Wing* to rewind time by just enough to negate the result of the attack. The *Harmonic Wing* regains all expended charges daily at dawn.

Charges: 3/day

---

14. the *Chronometer of Harmony*
Location: Grand Archives Building, hidden room.

To restore the *Chronometer of Harmony*, the heroes are carefully following Lorian's directions and placing the fragments they have found, one at a time, on the worktable along with the *Harmonic Wing* that they just found there.

> The party stands before Lorian's spectral form, three fragments of the *Chronometer of Harmony* laid out on the clockwork research station in the center of the room. As you place the final fragment on the lectern, a surge of energy crackles through the chamber. Lorian's spectral form intensifies, his voice filled with newfound hope. He instructs you on the ancient ritual to reassemble the *Chronometer* and mend the fractured timeline.

The restoration of the *Chronometer of Harmony* requires performing a ritual in stages. Lorian will direct the party through each stage. Being incorporeal, he can't directly participate. Puck is not required to participate in this ritual, so he chooses to just watch. Lorian insists that all the others must participate or the ritual might not work.

Stage 1 - Activation:

For the first stage each party member must place a hand on one of the Chronometer fragments and channel a potent burst of positive energy.

Each PC can accomplish this by doing one of the following:

- Lose the use of a specific named spell other than a cantrip for the next 24 hours.
- Sacrifice one of these (by placing it on the table beside one of the fragments - it will be destroyed) : a holy symbol, a magic item, or a gem valued at 100 gp or higher.

At the completion of stage 1:

> A new temporal anomaly rips open near the table, spewing forth a grotesque horde of Clockwork Zombies.

The Clockwork Zombies attack relentlessly, drawn to the energy emanating from the ritual. They prioritize attacking party members closest to the table in an attempt to disrupt the ritual.

Creatures:

4 **Clockwork Zombies** (or a number of zombies equal to the number of PCs.)

Clockwork Zombie *Medium construct*	CR 1/2

Armor Class 16 (natural armor)
Hit Points 45
Speed 30 ft.,
Darkvision 60 ft.
Languages -

STR +2 **DEX** +2 **CON** +3 **INT** -4 **WIS** +0 **CHA** -4
Vulnerable. Radiant
Resistant. Slashing
Immune. Poison, exhaustion | Blinded, deafened, poisoned

ACTIONS

Bite. +**5** to hit for 6 (**1d6+3**) piercing damage.
REACTION
Power Surge: On dropping to 0 HP, or on taking radiant damage, it overloads its internal systems. It makes a **DC 12 CON save** to regain **2d6** hit points.

Success:

If the party defeats the Clockwork Zombies, additional pieces of the *Chronometer of Harmony* materialize (the second wing, etc.).

Failure:

If the party is overwhelmed by the Clockwork Zombies, the temporal distortions worsen. Lorian's spectral form fades, and the city plunges further into chaos (GM discretion on consequences). The success or failure of the ritual can have a significant impact on the campaign narrative.

Stage 2 - Calibration :

Once the zombies are defeated, Lorian guides the party through a series of intricate movements, manipulating the fragments to align with the city's temporal signature. Track the time in rounds. At the beginning of each round, each PC must make a **DC 12 WIS save** or become momentarily disoriented, unable to participate in the ritual for that round.

This stage of the ritual will succeed when the entire party (all PCs) successfully participate for three rounds in succession.

15. the Sacrifice

Location: Grand Archives Building, hidden room.

The party stands before Lorian's spectral form, the *Chronometer of Harmony* partially reassembled on the work table.

> A flicker of triumph lights up Lorian's spectral form as the fragments of the *Chronometer* click into place. However, his expression quickly falls somber.

Lorian, his voice tinged with desperation, reveals a critical detail. He explains to the party:

> **Lorian:** "*The Chronometer requires a final act of sacrifice to fully activate its power. A significant portion of my memories must be offered to fuel the temporal mending process. Sacrificing my remaining essence, the last vestiges of my existence, is the only way to restore Chronopolis.*"
>
> "*Please, adventurers! I My fleeting essence, the last embers of my being, can mend Chronopolis' wounds.* "

Moral Choice:

The party is faced with a difficult decision. Here are the options:

Accept the Sacrifice: The party can agree to Lorian's plan. This allows them to complete the ritual and potentially restore Chronopolis. However, Lorian's essence fades entirely, and he ceases to exist.

Seek Another Way: The party can refuse Lorian's sacrifice and brainstorm alternative solutions. This may involve seeking out another power source, a different artifact, or a hidden ritual component that doesn't require such a personal sacrifice. The GM can decide on the success or difficulty of finding an alternative based on the party's actions and exploration throughout the campaign.

Success (Accepting the Sacrifice)

If the party accepts Lorian's sacrifice, Lorian expresses his gratitude, explains to the party exactly what words they must say to finish the ritual and fades away as the ritual commences.

Success (Finding Another Way)

If the party successfully finds another way to activate the *Chronometer*, Lorian is immensely grateful. He offers the party his knowledge and any remaining assistance he can provide before saying, "***Doing this, you are not only healing a ravaged city, but freeing a soul trapped in the purgatory of undeath.***" Lorian then fades away, back into the flow of time.

Failure

If the party fails to find another way and refuses Lorian's sacrifice, the *Chronometer* remains incomplete. Lorian's spectral form weakens further, the fragments fall to the table in their previous state, and the temporal distortions around Chronopolis worsen (the GM determines the consequences).

Do not run any of the following scenes! They all assume the party succeeded. The party can try again later, or end the adventure when they tire of exploring the corrupted Chronopolis Cog.

16. a Pentabot

Location: Grand Archives Building, hidden room.

The party stands before the partially assembled *Chronometer of Harmony*, the air thick with temporal energy as the ritual continues

> As you complete the final stages of the ritual, a blinding flash of light erupts from the *Chronometer*. The air shimmers and distorts, and a colossal figure materializes before you. Its metallic body is a marvel of clockwork engineering.

Creature:

   1 **Pentabot**, corrupted

Pentabot *Large LN construct (Cyberbot)*	CR 3

Armor Class 16 (natural armor)
Hit Points 32
Speed 40 ft.,
Truesight 120 ft.
Languages Cyber and Common

STR +2 **DEX** +2 **CON** +1 **INT** +0 **WIS** +0 **CHA** +1
Vulnerable. radiant
Resistant. slashing
Immune. poison, disease, sleep, paralysis, stunning, exhaustion, charm, fear
Corrupted. While corrupted, the pentabot makes all attacks with disadvantage.
Disintegration. If dies, its body disintegrates into dust, leaving behind anything it may have been carrying.

ACTIONS

Multiattack: Five attacks, three slams and two temporal bolts.
Slam. reach 10 ft., **+8** to hit for 15 (**2d8+6**) bludgeoning damage.
Temporal Bolt. range 30 ft., **+6** to hit for 7 (**2d6**) force damage.
Temporal Flux (***Recharge 5-6***). The pentabot warps the flow of time in a 35-foot cube centered on itself. Creatures in the area must make a **DC 15 CON check** or experience the effect indicated by a 1d6 roll on the following list.
1. **Haste:** Affected creatures gain the effects of the *haste* spell for the next 10 rounds.
2. **Slow:** Affected creatures gain the effects of the *slow* spell for the next 10 rounds.
3. **Speed Up:** On their next turn, affected creatures take 2 turns.
4. **Slow Down:** Affected creatures lose their next turn.
5. **Replay:** Affected creatures relive the last round. They repeat any action they took during that round. Attacks they made and spells they cast resolve again with possibly a different outcome.
6. **Fast Forward:** Affected creatures wink out of time for 1 round. They do not exist for that time. At the end of that time they reappear where they winked from.

The corrupted pentabot, a guardian of order, perceives the party's manipulation of the *Chronometer* as a chaotic act. It attacks with cold, calculating efficiency, aiming to subdue the party and prevent them from activating the artifact.

Defeating the Pentabot allows the party to complete the ritual

17. Lorian's Speech

Location: Grand Archives Building, hidden room.

The party stands before the fully assembled *Chronometer of Harmony*, its surface glowing with an ethereal light.

> As you complete the final activation sequence, it becomes a magnificent celestial clock hovering inches above the table. Crafted from swirling brass and shimmering adamantine, the ornately engraved sphere hums with magic. Clockwork gears of polished platinum weave across its surface, defying physics in their silent, synchronized dance. Inside, a miniature celestial map flickers with ethereal light, while silver wings unfurl, ready to carry this cosmic timepiece aloft.

> But at the same time, a wave of unease washes over the room as the artifact completes its restoration. The subtle traces of corruption that clung to the individual pieces have merged, unleashing a torrent of dark energy that wasn't there before. Something sinister stirs within the now-whole artifact.

If it doesn't occur to the players

Puck: *"It must still be under Thanatos's influence."*
If necessary he adds: *"Would holding a Glowing Crystal Shard up to it break Thanatos's connection?"*

When a *Crystal Shard* is brought near the *Chronometer*:

> The Christal Shard shatters into dust. A wave of energy surges from the *Chronometer*, washing over Chronopolis like a cleansing wave. The warped metallic structures groan and realign, gears begin to turn, and the once-stagnant air hums with renewed life. Before you floats Lorian, his spectral figures solidify, his form flickering into existence, no longer a translucent ghost. Though still translucent he no longer has an ethereal, mist like form but rather a gelatinous firm but yielding body that is rhythmically pulsing with an internal glow that has a look of profound gratitude.

A *detect magic* spell will identify the *Chronometer of Harmony* as magical (chronomancy school of magic). An *identify* spell will reveal the information in the sidebar.

Thanatos's evil connection to the Chronometer is the piece of the puzzle Lorian had never figured out.

> Thanatos' malignant influence on the artifact, the missing piece of the puzzle that had tormented Lorian for so long, finally clicks into place. Relief washes over his spectral features, tinged with a hint of sorrow. This celestial clock, once a symbol of Chronopolis' harmony, had been a cage for both the city and its former protector.

With a look of profound gratitude, Lorian presents the Chronometer to the party.

> **Lorian:** "*The city no longer needs the power bottled within this artifact. It is time for Chronopolis to heal, to rebuild under its own celestial light.*"

The Chronometer of Harmony
Artifact , Legendary
(requires attunement)

The *Chronometer of Harmony* appears as a one ft. diameter, ornately engraved sphere crafted from a swirling mix of golden brass and shimmering adamantine. Clockwork gears of intricately polished platinum wind their way across its surface, seemingly defying physics as they rotate in perfect synchronicity. Within the sphere, a miniature celestial map flickers with soft, ethereal light, tracing the constellations across the planes. Two sets of filigree wings, fashioned from polished silver, extend outward, granting the impression of a magnificent celestial clock poised for flight.

Magical Abilities:

Harmonic Aura: The *Chronometer of Harmony* emits an aura of perfect temporal balance within a 30-foot radius. Creatures within the aura have advantage on saving throws against effects that would alter their age.

Chronomantic Guidance: Once per day, as a bonus action, the one that is attuned to it can touch the *Chronometer* and ask a specific question related to the flow of time or the location of a temporal anomaly. The artifact provides a cryptic but insightful answer in the form of a vision or a whispered message.

Temporal Concordance: Once per day the one that is attuned to it can command the *Chronometer* to mend a minor tear in the timestream. This could be used to repair damage caused by temporal spells, close small rifts in time, or prevent the effects of a creature attempting to alter the past or future within a 10-foot radius.

What happens to the four fragments?

When the *Chronometer of Harmony* is restored, the 4 fragments are incorporated into the newly rebuilt artifact. All of the magical features of the various fragments are lost and anyone attuned to any of the fragments loose their attunement.

Lorian escorts them to the Grand Archives entrance doors and goes outside with them, glad to be able to leave the building again.

> Stepping outside for the first time in an age, Lorian takes a deep breath of fresh, uncorrupted air. The world shimmers with renewed vibrancy, a stark contrast to the stagnant purgatory he had endured.

While standing there:

As he floats beside his companions, one or two passersby catch sight of him. They pause, turning towards him in unison. None of them showing any signs of corruption. This initial curiosity attracts others, and soon a sizable crowd of cyberbots has gathered, their multitude buzzing with a low, mechanical hum.

Here, the diverse forms of the metallic citizenry soon collect. Unibots - the one eyed spheres, Bibots - the one eyed cubes, Tribots - the inverted three sided pyramids, Quatrabots - the larger cubes, and Pentabots - the largest of the assembled group looking like a metalic five armed starfish with an eye on each arm.

The collective gaze of these varied cyberbots falls upon Lorian, their silence broken only by the soft whirring of their internal mechanisms. It's a scene both fascinating and unnerving – a testament to the intricate order and watchful nature of this city of constructs.

Lorian speaks telepathically to the PCs, but primarily to the gathered citizens.

Lorian: "*Fellow citizens of Chronopolis, I address you today with a heart brimming with gratitude and a newfound hope for our great city. These individuals beside me are not from here, but esteemed heroes who hail from a distant plane. Through their courage and sacrifice, they have achieved what many thought impossible – the restoration of Chronopolis' rightful place within the Clockwork Realm!*"

"*For too long, we have been adrift, disconnected from the greater whole. The lawful and neutral balance that is the very essence of Chronopolis has been disrupted. But no more! Thanks to the intervention of these brave adventurers, the proper interconnection has been restored, ensuring order and neutrality reign once again. And as a result of their intervention, I am no longer tethered to this building, an undead prisoner of circumstance. I stand before you, free at last, thanks to their heroism. Let us extend our gratitude to these unlikely champions!*"

The entire assembled group silently nods in the direction of the heroes And then, without further ado, turns and disperses.

Lorian, no longer tethered to a single location, gestures towards the city gate.

Lorian: "*The Chronometer's power has cleansed the city walls. You may use the gate to return home, heroes of Chronopolis.*"

Before the party has walked very far two pentadrones approach and hold forward a small copper box.

Pentadrone: "*You have freed our city not only from physical decay, but from the clutches of an unseen evil. Please accept this as a token of our immense appreciation.*"

The Pentadrone extends a metallic appendage, offering you a small object. The 4-inch cube gleams with a warm copper sheen, its hinged lid secured by a simple latch. Despite its unassuming size, the box feels unexpectedly dense, weighing a hefty 4 pounds. You unlatch the lid, revealing a treasure trove within. Five meticulously stacked piles of peculiar gold coins fill the compartment, each stack containing 40 coins. These coins aren't your typical currency; they're crafted in the intricate form of cogs, each bearing the inscription "HEAD" on one side and "TAIL" on the other.

Treasure:
   200 **Gold Pieces**

The Pentadrones turn and walk away. Lorian looks at these and laughs.

Lorian: "*This is quite the honor! The pentadrones must have had these crafted specifically for you, though their swiftness is a mystery. Perhaps their record-keeping extends to adventurer preferences and typical rewards. It seems, in their analysis, 200 gold pieces was deemed appropriate. However, lacking any conventional coins, they took the description . . . literally. Size, weight, even the two-sided imagery – 'heads' and 'tails' interpreted quite mechanistically, of course. And wouldn't you know it, everything is better as a cog in their world! Amusing, isn't it?*"

With a newfound lightness in their steps, Lorian escorts the party off towards the city gate, their translator no longer needed as the city's functions return to normal. The weight of their accomplishment should hang heavy in the air, a bittersweet mixture of relief and farewell. They have not only saved a city, but had also freed a soul from its spectral prison. The gratitude of Chronopolis should forever be etched in their memories.

Metallic Plains

18. Heptabots

Location: the Chronopolis Gate, outside the city..

The Adventurers walk with Lorian as he escorts them through the city. Shortly after they exit the city proper they come upon what Lorian is calling the Chronopolis Gate. This is a a huge metallic structure, a vertically mounted group of cogs within cogs, gears within gears. It is mounted on a metal platform with steps up to a gap in its base large enough to drive a team of horses through.

As they approach the steps a group of figures approaches them.

> As you stand at the edge of the city, preparing for your departure, a group of cyberbots approaches you. Unlike the others you've encountered, these cyberbots appear more pristine, their metallic bodies gleaming with a well-maintained sheen. Their almost human head and 6 hands hold an air of cautious curiosity and respect. One steps forward, extending a friendly greeting.

These cyberbots belong to a hidden faction within Chronopolis dedicated to preserving the city's order and history.

Creatures:
3 **Heptabots**

The lead heptabot steps forward, a hint of relief etched on their aged face.

Heptabot: "*Your actions have brought a flicker of hope to these desolate halls. The fragments you retrieved represent more than mere artifacts; they are pieces of Chronopolis' very soul. Reuniting them carries inherent dangers, for the Chronometer's power is immense.*"

The heptabot gestures to the other figures, their eyes flickering with newfound purpose.

Heptabot: "*We, the Preservers, are eager to learn more about your experiences within Chronopolis. What have you witnessed in the ruins of the city? What is the current state of Thanatos' influence? In exchange for your insights, we offer this.*"

They hold aloft a small, intricately crafted badge fashioned from polished silver. A stylized hourglass symbol adorns its center, encircled by an inscription in an archaic script.

Heptabot: "*This is a Badge of Safe Passage, a token signifying your status as allies of the Preservers. It may open doors yet closed to you, granting access to hidden safe houses or secure information channels within the ravaged city.*"

The heptabot looks expectantly at your group.

Heptabot: "*Will you share your experiences freely, aiding us in our quest to restore Chronopolis?*"

Party's Choice

The party can choose

to Share Information Freely: They openly discuss their experiences and the fate of Chronopolis, hoping to aid the Preservers in their efforts.

to Remain Tight-Lipped: They choose not to share details of their adventure, wary of the Preservers' motives.

Impact on the Story:

This encounter establishes the Preservers as a potential ally within Chronopolis. The party's decision to share information or remain secretive can have lasting consequences, shaping their future interactions with this faction and potentially influencing the fate of the city.

Leaving Chronopolis

Lorian explains that the Chronopolis Gate is a permanent time portal and he is convinced that the PCs *Mithral Sphere* is one also. All they need to do is walk up to the Chronopolis Gate, say "Mithral Sphere," and a portal to a spot near it will open. And, by the way, you can also use it to return here whenever you like.

Saltport Cove

19. a Temporal Scorpion

Location: The party's original point of departure

> With a final surge of energy, the temporal gateway dissolves behind you. You find yourselves back where you started. Standing beside the *Mithral Sphere*. A moment of relief washes over you, but a prickling unease lingers in the air. The familiar surroundings seem slightly off – a flickering shadow here, a distorted sound there.
>
> Just as you are getting your bearings, s warped creature comprised of swirling temporal energy manifests before you. It is a large creature. It looks like a giant scorpion with translucent scales that shimmer with an ever-shifting rainbow of colors.

Creatures:

1 **Temporal Scorpion**

Temporal Scorpion *Large monstrosity* CR 4

Armor Class 15 (natural armor)
Hit Points 19
Speed 40 ft.
Darkvision 60 ft. **Tremorsense** 60 ft.
Languages -

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

Shimmering Scales. Translucent scales that shimmer with an ever-shifting rainbow of colors.

ACTIONS

Muitiattack: Two attacks, one with its claws and one with its sting.

Claws. +5 to hit for 10 (**2d6**+**3**) slashing damage.

Temporal Sting. reach 15 ft., +5 to hit for 12 (**2d8**+**3**) piercing damage and make a **DC 14 CON save** or be poisoned for 1 minute and teleported 1d4 rounds into the future. When the effect ends, the creature reappears in the space it occupied when it was teleported or in the nearest unoccupied space. The creature can repeat the saving throw at the end of each of its turns to end the poisoned condition.

LEGENDARY ACTIONS

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

Move. It moves up to its speed.

Claw Attack. It makes one claw attack.

Shift. It teleports up to 15 feet to an unoccupied space that it can see.

Conclusion:

With the monster dealt with, the party can finally rest assured that their time travel adventure has truly concluded. They can continue their campaign with the *Chronometer of Harmony* and the knowledge gained from their experience in Chronopolis.

What's next for our heroes?

They are ready to level-up and start "AT-05 The Whispering Wood," the next adventure in the "It's About Time" campaign arc, as level 5 characters.

In that adventure they will sail from the small fishing village of Saltport Cove to the city of Eldoria, a sprawling port city. Its bustling harbor teems with ships from across the continent, and its streets echo with the clamor of merchants, sailors, and hopeful heroes. The city sits nestled between the shimmering Eldoria Bay and the dark expanse of the Whispering Wood, an ancient forest shrouded in mystery.

There, if they can survive, they may uncover forgotten lore about Thanatos' evil influence and secure another artifact needed to prevent him destroying the world.

The Cogs of Lost Time
by Ronny Hart

The Cogs of Lost Time, written for 4 fourth level characters, can be played alone (a set-up is provided to play as a stand-alone adventure) or as the fourth adventure in a series of adventures that make up the *About Time* campaign arc.

The previous adventure ended with our heroes learning that there are several corrupted artifacts scattered throughout time and space. If they are not found and cleansed of their corrupting influence they will eventually cause the end of all that is lawful and good in the universe. They received a vital clue as to the identity and location of one. The *Chronometer of Harmony* resides within the lawful Clockwork Realm.

They are going there now. The fate of the future rests on their shoulders.

Also included:

⇨ Tips for running a theater of the mind adventure.
⇨ An introduction to the Clockwork Realm and Cyberbots.
⇨ Everything you need to know about each area including: the full stat block for any monster, how it should act, and a list of treasure.
⇨ Random encounter tables.
⇨ 13 new monsters, with full stat blocks and tokens.
⇨ 5 new magic items.

+ A free VTT Pack with high quality images of locations and magic items, as well as Monster and NPC Tokens.