

A TALE OF TWO TIMELINES



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FOREWORD

Firstly allow me to say thank you for
considering this adventure for your
table. It has been a labor of love
converting old, ambiguous notes and
sketches from my note journal into
this one succinct document. *A Tale Of
Two Timelines* is one of many stories
that originally appeared in my own
home games and is the first to be fully
fleshed out as a stand-alone adventure
compatible with any 5th Edition
campaign.

Inspired by such franchises as The
Legend of Zelda, World of Warcraft,
Pokémon, etc this adventure aims to
strike a balance of action, exploration,
and role-play. As both a game master
and player I understand that narrative
and lore-building can be areas of
division at the table. With that in mind,
I hope to maintain player engagement
by keeping the encounter pace at the
forefront with as much exposition as to
drive the adventure forward. More
inquisitive groups should hopefully
find plenty of optional lore on the back
end to satisfy any curiosity.

I hope this adventure provides your
table with many hours of
entertainment and inspires future
campaigns to come.

JOSEPH TRAYLOR
OCT. 2021

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displacing denizens of antiquity, transplanting extinct species, or otherwise
disrupting the progress of civilization.

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AREA MAP



A TALE OF TWO TIMELINES

Nestled into a lonely cliffside, a once magnificent complex has yielded to the deteriorative nature of time. Its halls and chambers now remain neglected for almost a thousand years. For centuries the adherents of Oscilax had reveled in the rewards of devotion to their god.

The Temple was as much a symbol of the religion's prosperity as it was a functional building for performing rituals and housing its acolytes. Lacking solid leadership and vision amongst the contingency, this opulence quickly led to complacency and then to "The Fall". In an instant, nearly all Oscilaxian history was wiped from existence as savage marauders invaded the countryside. Anything of material value was pilfered while anything of cultural value was destroyed. Those who survived this event scattered, rejecting the faith, thus ending an era.

Though most was lost in that fateful event, the Oscilaxian teachings were well traveled, preserving its doctrines albeit in fragments. Few scholars know of this ancient religion or its people, even fewer have attempted to study it. Those few who are intrigued by this esoteric mystery will likely find themselves drawn to the Order of Oscilax Enclave. Here these fragments of historical data compiled over the centuries have coalesced into one place. A collective effort was made to reconstruct these lost records for academic posterity. In the process of this challenge, a deeper appreciation and reverence toward this belief system developed amongst its researchers, leading them to faith in a god that antiquity has deemed dead.

Now the Order has set its sight on a much more ambitious goal...

ADVENTURE SYNOPSIS

This adventure is designed to adapt into any 5th Edition campaign setting and is designed for player characters of 4th-level to 6th-level. Characters will have to traverse back and forth between the timelines in order to solve these encounters.

Depending on how the characters choose to solve certain situations, different encounters can play out.

The party has been contacted by The Order of Oscilax, a group of historians and religious scholars bound by the desire to revive the worship of Oscilax, The Keeper of Time. They present the characters with an improbable proposition:

The Order has recently developed a theoretical means to return to the past via a connection to the Shrine of Oscilax outside of the original temple. Acting on this breakthrough, they have devised a plan to plant their relic in the original temple's reliquary then retrieve it from the present-day ruins. This veneration and sanctification would not only demand respect and authority, but with this relic, they also believe they can re-establish communion with Oscilax and begin rebuilding the religion.

Testing this new form of travel is menacing enough, but the estimated point of arrival would place said traveler near the midst of the very raid that fractured the religion. Because of these implicit dangers and the Order having no soldierly affiliations, they must turn to the employ of adventurers to enact this plan.

RUNNING THE ADVENTURE

You can place the Temple of Oscilax anywhere you like in your campaign world. This adventure works well if you pick a remote mountainous terrain, rugged hills, or highlands about a day's travel or more from the nearest community. Consider placing the temple in a subterranean setting with a natural body of water which supplies the temple's aqueous features (ie: pools, fountains, bathhouse, etc).

The town of Epoch is briefly described in this adventure if you need a location where the characters can make preparations before they embark on their journey.

There are three important locations, and offer some flexibility as to where you might place them into your campaign:

The Order of Oscilax Enclave is a scholarly campus dedicated to the research of Oscilaxian history and time-related arcana. The enclave resides just outside of a small town of Epoch. It features a dormitory, a laboratory, and an apothecary.

The Shrine of Oscilax is a marble gazebo just a short distance away from the Temple grounds; less than a mile.

The Temple of Oscilax is a marble complex built within a small cave system. This cave opens up from the face of a cliff where, in the past, a waterfall once flowed. Its architecture incorporates both natural and constructed features. The complex is broken up into six distinct sections:

Temple Entrance. The entrance features the exterior Portico and the interior Antechamber.

The Sanctuary. This wing of the temple is the largest. In the past instance, it is subject to an ongoing raid led by a Hobgoblin Captain. In the present, it has become the unintentional prison for famed archaeologist, Minnesota Copperbottom.

The Nexus. This centermost room in the temple connects all temple wings together.

The Monastery. This wing is the communal center of Oscilax's followers. In the past instance, the last of the Temple's champions struggle to fend off raiders. Leading the charge is a fearsome Thoul and its sorcerous handler. In the present it has been completely flooded, and is currently inhabited by a community of silurians who are led by a sentient skull named Yorich.

The Library. This wing contains the Treasure Hall and Temple Library. In the past behind locked doors, a fire elemental is engaged with a host of raiders in a last-ditch effort to protect the Temple's valuables. In the present, this wing is completely flooded as well. Here the lingering remnant of the Temple's librarian await discovery.

The Catacombs. This wing contains the Temple's ossuary and reliquary. In the past instance, a human cultist leads two Hobgoblin trustees to the reliquary vault. In the present, a familiar foe lurks in the darkness waiting for the opportune time to strike.

CHARACTER HOOKS

Your next task is to decide why the party has been summoned by this enigmatic organization. You may choose one or any combination of these options, or, you may formulate your own explanation.

YOUR REPUTATION PRECEDES YOU

The deeds, heroics, or perhaps notoriety of the party have drawn the attention of the Order.

The Order has sent a personalized missive in order to persuade these surly adventurers to accept this quest. Gold and treasure are classic incentives used to arouse one's thirst for adventure. The Order is prepared to offer a reward of 500 gp: 175 gp will be disbursed to the party for supplies and preparations; 325 gp upon completion of the quest. Additionally if any other relics can be recovered Aevon is willing to compensate the party 100 gp each.

You may find it necessary to personalize the reward for each individual character. Feel free to adjust the value of these rewards at your discretion.

PROMOTIONAL OPPORTUNITY

One or more members of the adventuring party has a history or background tied to the Order. The Order has made a monumental breakthrough in their arcane pursuits, all scholars abroad have received word to return to the enclave so that they may share their findings and proposal.

Should this arduous undertaking be pulled off, all party members would be living legends within the revived Oscilaxian Movement. With such accolades come the eternal favor of the Order and Movement. For those previously associated with the Order, a place at the top of the Movement's Hierarchy awaits them. Such titles might include: Archbishop, Quartermaster, Treasurer, Archdeacon, Elder, General, Viceroy, Consul, etc. Titles should reflect a character's class, background, or desires.

A COMPELLING COMMISSION

The Order of Oscilax has amassed a wealth of knowledge, particularly in the field of arcana. Locations for exotic resources, artifacts, and historical sites have come as a byproduct of their scholastic endeavors.

The Order has parlayed with affluent entities, leveraging their secrets in exchange for the personnel needed to achieve its goal.

The company of adventurers has been enlisted by one such entity. Perhaps this could be a benefactor who has something the party needs or wants and will part with it should they fulfill this quest.

Or perhaps the party has been coerced into this task? A character might owe an insurmountable debt to a dubious organization. Maybe the party has found themselves in trouble with the law and the local ruler has offered them a commuted sentence in return for their service?

CHAPTER 1: "YOU BUILT A TIME-MACHINE!?"

MEETING AEVON

The adventure begins with the characters enroute to meet with Aevon, top scholar for the Order of Oscilax. They pass through the small town of Epoch (or insert your own location). When the party arrives at the Order's Enclave they are welcomed by a young man who introduces himself as Tathan, the Order's custodian and newest member. "Precisely on time!" he exclaims as he ushers the party to Aevon's study. They are met by an Elven man, dressed in a fine but modest robe. He is notably advanced in years, evident by his silvery-grey hair. A bit slow to rise from his desk, Aevon thanks the party for their punctual arrival and dismisses Tathan. He will address the reason for the characters' summoning (ie. the adventure hook) and proceeds to lay out the task ahead:

In its current form, The Order of Oscilax exists as a collective of historians and arcanists who have an interest in reviving the long forgotten worship of a god named Oscilax. Oscilax is described as the "Keeper of Time"; who blessed his followers with long lives and shortened those of whom he opposed. The Order argues that historical evidence sufficiently proves the divine works of Oscilax and his followers. They also contend that Oscilax allowed "The Fall" to happen as punishment for his followers' irreverence and complacent worship.

The Order believes that Oscilax desires to be worshiped once more. In order to do so, communion with Oscilax must be re-established. And to do that, one would need a tangible object, touched with the power of Oscilax, to attune to.

Aevon presents the party with a gnarled staff adorned with a crystal-clear orb fixed on the end. He explains that this staff was brought to the Order by Tathan, who sought knowledge and understanding of his family's heirloom. Much to everyone's dismay, this staff had belonged to Nadia, the Oracle of Oscilax. Tathan relinquished the staff under the Order's care and soon after joined its ranks.

The staff lacks any divine properties due to the untold centuries of disconnect from either the temple or its original owner. However, if this relic were to be returned to the temple at a point in time before "The Fall" then perhaps the centuries of veneration and consecration would carry the divine connection into today.

Recent advances in the field of arcana may provide this opportunity to re-establish the legitimacy of Oscilax and the credibility of his doctrines in modern, religious form. The order has extensively researched and experimented with the link between the material and immaterial planes; between the junction of magical domains. The Magnum Opus of these endeavors comes in the development of an arcane construct dubbed, The Conflux. Using the Conflux, they believe that time travel could be possible.

Temporal Technology

The Conflux functions like that of an hourglass. Teal colored sand rests at the bottom of the lower bulb. The conjoined bulbs float between the two bases and remain stable. The bases and sides swivel freely. One base is tied to the present and the other, to the past. When placed upon the Shrine's plinth in the "Past" configuration the sand begins to rise, filling up the upper half and defying gravity. As it does so the sand changes color from verdigris to bronze, and vice versa as the device is swapped to the "Present" orientation. The Temple sages will instruct the party on the proper use of this device upon handing it over.

Because the Order has no fighters, clerics, or paladins associated with them, they must commission a group of brave, trustworthy adventurers to complete the most dangerous and untested portion of this endeavor.

Time-travel is a fickle and imprecise operation. Because of the limitations of the Conflux, once one has stepped foot into another timeline, they cannot return to any point before the moment they left said timeline. Furthermore, it is unknown exactly how long the Conflux can maintain connection to the divine energies bridging the two timelines. Conservative estimates are no more than a day. To be cliché - time is of the essence.

According to the Order's calculations the party must arrive at the site of the Shrine no later than two day's time that morning. Any time wasted beyond that pushes the point of arrival within the Past later, greatly increasing the risk of failure.

THE ORDER ENCLAVE

Aevon offers the characters free room and board within the enclave. Access to the Order's library is granted should any desire to familiarize themselves with the Temple's history, suggesting that doing so may provide invaluable insight on their journey.

Research. Anyone who spends the day studying gains advantage on History and Religion checks regarding the Temple and the Order. Key points they will uncover: The Chronicon is needed to access the Reliquary which is normally housed in the Temple Library.

Cartography. Parsing the Temple manuscripts, a player can identify the wings of the temple with a DC 10 Intelligence check. Additionally, a player can construct an accurate map of the temple's layout with a DC 15 Intelligence check.

Supplies. The Temple does have a laboratory and apothecary, to which they offer the party their services. They will happily craft any common potions, toxins, antitoxins, etc. Additionally can produce *potions of superior healing*. In return they simply ask that the player-characters supply the reagents and allow them half a day to complete it. Fetching such materials should take no longer than a few hours.

The Chronicon

According to the Order's manuscripts was the original compilation of sacred texts and written history of the Oscilaxian tradition. Countless secrets were lost with its disappearance and many of the surviving works of the present remain in canonical limbo.

GO WITH THE FLOW

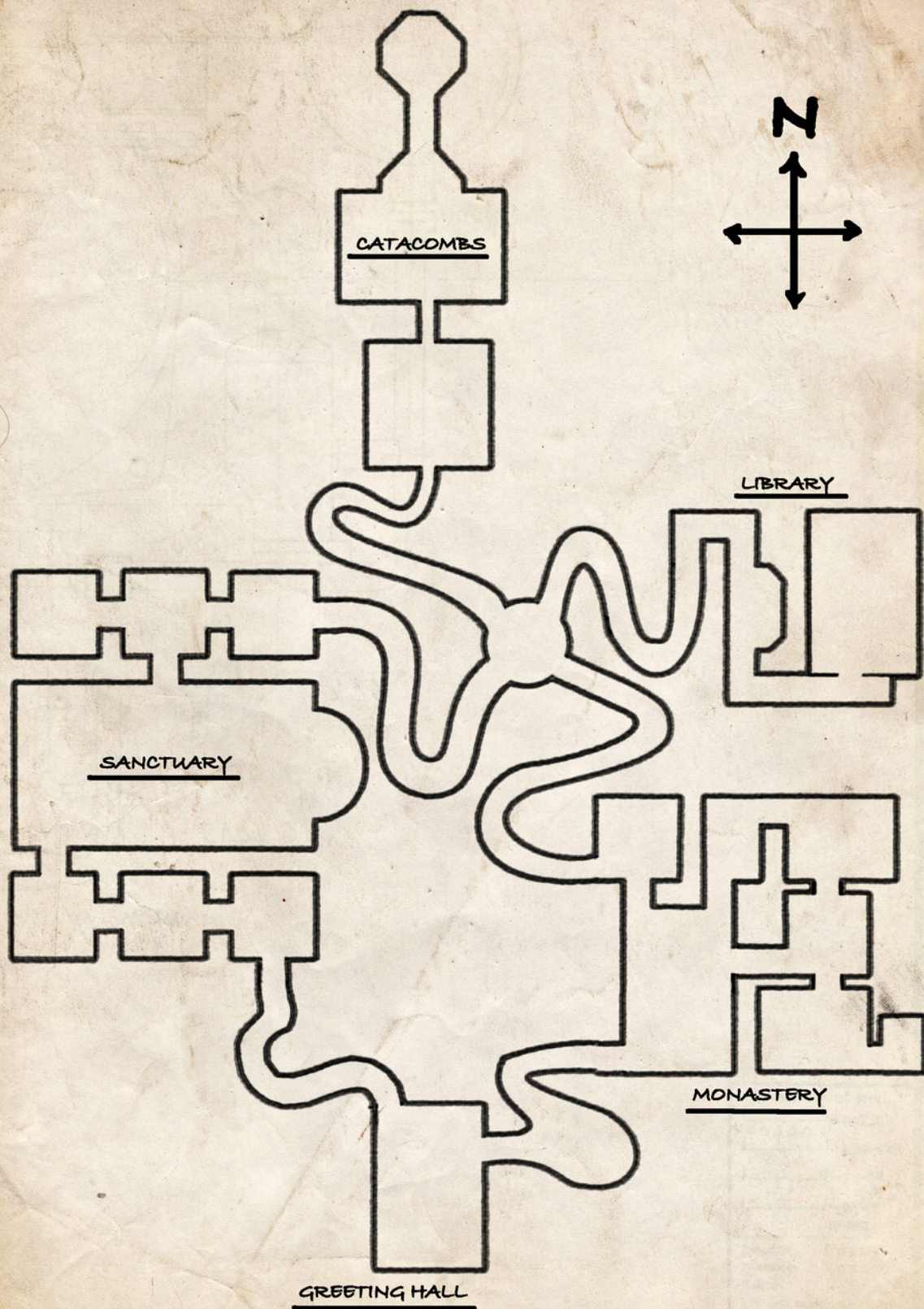
If you wish to add more difficulty for your players, consider making the journey to the Shrine a challenge in and of itself. Perhaps the adventurers must trek through a treacherous forest, or perhaps a hostile village stands in the way to the Shrine.

Consider readying a means of forgiveness should the party fail to achieve the task. For instance, the materials in which the Conflux built from are remarkably difficult to obtain. Perhaps the characters must embark on a new quest to obtain these materials and in greater quantity as to compensate for the aforementioned progression of time. Perhaps a magic laced sand must be gathered from a dangerous place, or perhaps the glass bulbs must be crafted by a particular artisan, or perhaps the frame must be forged from a more powerful and exotic material.

UP AGAINST THE CLOCK

Preventing the desecration of the temple reliquary is a time sensitive matter. A cultist by the name of Jendrick has orchestrated the raid on the temple. He has taken the Chronicon from the Temple Library and has descended down into the Catacombs where the reliquary vault is located. He seeks a particular relic coveted by his cult leadership. The vault door requires a command word in order to be opened. It will take Jendrick some time before he discovers it.

The characters should feel free to approach the challenges presented in this quest as they please. Certain courses of action however will advance Jendrick's efforts closer to fruition, unknowingly undermining the characters' goal. These developments will be labeled as **Deviations** and should be tallied throughout the course of the adventure. The number of deviations accumulated will affect the events of Chapters 8 and 9.



CHARACTER-DRAWN MAP



Late Start. If the characters miss their arrival deadline, then the Deviation count increases by 1.

Rests. Resting for too long gives Jendrick more opportunity to complete his task. If the characters take a Long Rest, then the Deviation count increases by 1. Short Rests may be negligible, however excessive Short Rests may be counted at your discretion.

Should the characters choose to forgo preparation and enter the Past before the deadline, then they may take one Long Rest so long as they return to the Present timeline to do so. This will not affect the Deviation count.

Excavation. Some pathways in the present temple have collapsed on themselves leaving little to no room to pass. It is possible to dig one's way through but would be ill-advised given the implied time constraints.

Impasse. If the characters find themselves stuck, wandering aimlessly, or otherwise wasting time, you might choose to impart a revelation that would point the characters in the right direction. Such an exchange should add to the Deviation count.

CHAPTER 2: "WHERE WE'RE GOING, THERE WON'T BE ANY ROADS..."

SHRINE OF OSCILAX

The characters arrive at the site of the Shrine of Oscilax. Hidden in moss, lichen, and vines the party uncovers a marble gazebo. It has a base that is 15 feet in diameter with marble columns surrounding it. A marble plinth stands in the center of the base. Engraved along the lip the plinth is a sentence of dedication, written in an archaic dialect of Common (ie. Ye Olde English, Shakespearean English):

Every hour and every season, to the Keeper of Time belongeth. May we live to taste the fruits of his endurance.

It is also apparent that this marble construct remains in pristine condition; showing no sign of wear, stain, or weathering despite centuries of exposure to the elements.

Just east of the Shrine is a gulch running north to south. About a quarter-mile north lies the ruins of the Temple of Oscilax. A lake has formed at the base of this gulch and cliff face; underneath a dilapidated stone bridge that arches over the gulch connecting the two sides. Attached to the bridge is a weathered portico that dresses the mouth of a cave

When the characters are ready, they place the Conflux upon the plinth in the "past" orientation and a hum of energy fills the space.



The sand on the bottom glass bulb begins to draw upward as the sun, moon, and stars begin to shift until they appear as solid, luminous streaks in the pulsating sky. All party members inside the Shrine begin to witness the reversal of time as this rocky, dull, mirey landscape gives way to a much more lush and vibrant one. The gulch to the east begins to fill and a mighty river rises. Off in the distance, toward the cliffs up north, a magnificent waterfall rolls over the peak of a marble portico. Mist rolls across an arched bridge that stretches across the river and connects to the portico.

As the last grain hits the suspended pile and the rush of space-time shifting comes to a halt, the characters have reached their destination.

Whenever the characters return to the Shrine, should they examine the Conflux they might notice that the sands inside are slowly vanishing the longer the Conflux is active. This effect will become more apparent as the characters near the end of the adventure, or, should they accumulate too many deviations.

TEMPLE ENTRANCE (PAST)

1. BRIDGE AND PORTICO

The characters should proceed north from the Shrine. As they get closer, distant figures can

be seen loading a caravan of wagons. Most of these carts and wagons will have long departed before the party reaches the Temple grounds save for a few that remain empty.

Exceptionally perceptive characters might be able to identify that bugbears and moglins accompany these carts.

2. GREETING HALL

The party passes underneath the temple portico, and enters through a wide cavernous opening. Up the marble stairs, the characters enter the Temple Greeting Hall. This chamber is 60-foot long and 40-foot wide.

You enter the mouth of this cave, ahead of you lies a marble tiled staircase. You climb the 40-foot run of steps and enter a large Greeting Hall. Massive, tall marble columns – 20 feet high – surround a shallow pool set in the middle of the room. Immediately ahead, nestled into an alcove on the north wall stands a large marble figure of a man holding a sundial. Braziers turned over, smashed ceramics, mud and grime everywhere now spoil these once well-maintained marble floors. Anything and everything of value has been taken from this place. Violence echoes throughout the halls of this temple. You can see heavy mud tracks leading to

double-doors ahead on the northern wall and double-doors along the wall to the east; both made of stone.

Upon inspection a trail of blood can be found leading toward the set of double-doors along the eastern wall.

The double-doors along the northern wall crack open to reveal a hallway leading to the Sanctuary Wing.

SANCTUARY (PAST)

3. CHAMBER OF UNION

The tunnel hallway is 45 feet long. It bends gently left then right before straightening out before coming to a set of halfway opened double-doors. The characters enter a 30-foot by 30-foot room with a 15-foot high ceiling. Each chamber in the Sanctuary wing shares the same dimensions.

In this chamber, the temple-goers would congregate and fellowship with one another before proceeding on to the next chamber.

Upon entering this room, you find the remnants of a small feast. Food, drink, and bodies lie strewn about this room. Grazing upon the scraps of this bounty is a bugbear and a moglin mindlessly munching away.

Creatures: One Bugbear and one Moglin wander about this room. Because they are distracted by their appetites, apply a -2 penalty to the bugbear and moblin's passive perception scores.

4. CHAMBER OF REFLECTION

To the west of the Chamber of Union is a set of double-doors cracked slightly open that divides the hall. Beyond these doors is another chamber: The Chamber of Reflection.

In this chamber, temple-goers would prepare themselves for worship by reflecting on the passage of time and the blessings of Oscilax's favor.

This room is remarkably quiet. Where once there were beautiful murals and reflecting pools, now are ruined and polluted with bloodshed as the bodies of both temple defenders and raiders lie on the floor.

General Features

The following aspects of the temple are true unless otherwise noted in an area's description

Doorways: All doorways, unless otherwise described, are 10-foot tall and 10-foot wide. They are double sliding doors made of stone. They feature decorative and ornate features but are nonetheless mundane. In the center however, a round golden-colored sigil glows. These doors are magically closed shut by this seal and will not budge. Striking the door causes the attacker to take 1d6 radiant damage on hit. A DC 15 Intelligence (Arcana) check will determine that this type of seal does not originate at the door itself. The doors unlock by solving the Dial Puzzle in the Atrium. When attempting to unlock the door through magical means there is a brief moment where the door is unlocked and the sigil fades before immediately reappearing implying the need to find its source.

Light: The past instance of the temple is well lit in the Sanctuary, Monastery, and Library wings: glowing orbs, torches, candles, etc. The Catacombs are dimly lit. The present instance of the temple is predominantly dark unless otherwise described.

Hallways: All hallways in the Temple are 10 feet wide and 10 feet tall unless otherwise described. Hallways which transition between any two wings are naturally formed tunnels. The paths in these tunnels have been cut away for easier travel.

Hallways within each wing are of masoned stone (marble). The ceilings of these hallways are of natural stone braced with wooden rafters.



5. CHAMBER OF PRAYER

Continuing westward another 20-foot long hallway and set of double-doors awaits. This is the Chamber of Prayer where temple-goers, now of the correct mindset, would stop and pray to Oscilax so that he may accept their offering.

This room is dimly lit (and probably for the better) as candle light flickers upon a gruesome scene. Littering the floor are the bodies of a host of temple acolytes. These bodies lie in an almost serene, accepting posture as there appears to be little sign of struggle.

Exiting this hallway, you enter a massive, immaculate space featuring a natural cavernous ceiling. Stalactites have glowing orbs attached to make a sort of natural chandelier. Akin to those seen in the Greeting Hall, a large pool surrounded by marble columns, thirty feet tall, invites you to enter this architectural wonder. The Chancel rises five feet from the Sanctuary floor with a staircase; twenty-foot wide and a twenty-foot run, connecting the two levels. Raiders are gathered around the Altar which sits upon the center of the Chancel. They are overseen appraising their spoils.

6. GREAT HALL

To the north of the Chamber of Prayer, a 20-foot long hallway leads into the Great Hall. This gargantuan room is the heart of the Sanctuary. Here the followers of Oscilax would gather to present their offerings and tithes and to hear the readings of the written doctrines. This room spans 110 feet in length, 60 feet in width, and 30 feet in height at its tallest.

Creatures: On top of the Chancel, a hobgoblin captain scratches at a sheet of parchment as six moglins take turns emptying sacks upon the altar and collecting their spoils having been documented. Seated at the foot of the staircase, a bugbear rummages through a pile of weapons. One of the moglins joins the bugbear and starts testing weapons out.

Tactics. In combat, the hobgoblin captain chooses to use its actions to command and direct its subordinates. If the bugbear is defeated then the hobgoblin captain will immediately join the fight, otherwise it will do so after 1 minute.

Treasure: On the body of the Hobgoblin is an *Axe of Hurling* (see Magic Items Index). Upon the altar the following can be found: Three common spell scrolls (*Guidance*, *Detect Magic*, and *Burning Hands*) and some decorative furnishings worth a total of 30 gp. The altar spoils may also include more spell scrolls, lore scrolls, or other items of value as you see fit.

7. SECRET DOOR

In the northeast corner of the Chancel is a secret door. This door requires a DC 13 Wisdom (Perception) check to be found. This door reveals a 5 foot wide hallway and a 10 foot run of stairs which lead down into the Chamber of Priests via another secret door.

Hidden away in this secret stairwell you find a young man, donned in blood-stained vestments. He is slumped against the wall, cradling his abdomen. He appears to be grievously injured.

Those proficient in religion can notice that he bears an armband marking him as an initiate into the priesthood. He reacts with the same amount of fear toward the adventurers as he would the Moblin raiders. Assuming the characters do not act overly menacing or intimidating, he can be persuaded to dialog with the one minute of life he has left. He speaks Common though in an archaic dialect. He refuses any healing simply accepting that his "time has come".

8. CHAMBER OF REBIRTH

In the northeast corner of the Chancel is a secret door. This door requires a DC 13 Wisdom (Perception) check to be found. This door reveals a 5 foot wide hallway and a 10 foot run of stairs which lead down into the Chamber of Priests via another secret door.

As you enter this humid chamber, you see in each corner a shallow pool. The water is constantly churned by a steady stream which pours out from a spigot; one in each corner of the ceiling.

Engald's Final Moments

The initiate, named Engald, has little time to impart the characters with the Temple's secrets. Depending on the questions asked, the young man may offer one or two tidbits of information which serve as hints for the Temple's encounters. After each response, have Engald make a DC 14 Constitution save in order to continue this dialogue. For each subsequent response, increase the DC by 1. On the failed save, the understudy perishes.

- If asked, his name is Brother Engald. He is an initiate and disciple of Orin, the Archbishop.
- The Archbishop fought valiantly but was wounded and fled into the Chamber of Tithes.
- Archbishop Orin vowed to protect "The Dial" at all costs.
- The Dial regulates temple access. Only the "Elect" have the keys.
- The "monsters" came in search of the Chronicon. It must not fall into their hands.

9. CHAMBER OF PRIESTS

To the east of the Chamber of Rebirth, a 20-foot long hallway is divided by a set of double-doors; wide open, and leads into the Chamber of Priests. Here the priests could prepare themselves for their liturgical duties away from the distractions of temple-goers and lesser acolytes.

This chamber appears as a sort of dressing room for the priests of the Temple. Miniature versions of the first three rooms are incorporated into the corners of this room.

In the southeastern corner of the chamber is the other secret door which hides the narrow hallway connecting the chamber to the Chancel. This door is less hidden than its counterpart requires a DC 10 Wisdom (Perception) check in order to be found.

8. CHAMBER OF TITHES

When the Archbishop was wounded, he fled into the Chamber of Tithes to regroup. In an act of desperation, he closed off the entryway with Stone Shape creating a wall; 10 feet wide, 10 feet tall, and 5 feet thick. Exhausted and having expended all magical resources, the Archbishop passes out against the wall with the waning hope that help will arrive.

Blocking off this doorway is a curious wall of stone. Striations of marble, granite, and limestone meld together in an unnatural way; like the way brush strokes on a painting overlap. Chips, fractures, and fragments on the floor suggest that brute force was applied to this wall, perhaps recently.

BREAKING THROUGH

The characters might decide that they want to break down this wall. While it is certainly possible, it will be labor intensive and time consuming.

The wall has an AC of 17 due to sheer hardness and 300 hit points. For every 5 hit points of damage dealt, the characters chip away 1-inch. Piercing and slashing weapons will certainly be damaged if used against this wall. If the characters have a Miner's Pick, treat it as a War Pick for damage purposes.

Two characters can reasonably dig at this wall. For extended digging, have two characters make three attack rolls. Average the damage and combine the two scores. This will reflect how much progress two characters can make per round. For every hour of digging, at the end of each hour, the characters must make a Constitution saving throw. The DC is 10 + 1 for each hour of digging. On a failed saving throw, a character suffers one level of Exhaustion.

Deviation. Because of the time spent accomplishing this task, the Deviation count increases by 1.

Hazard. When the characters have broken through the wall, it collapses forward and some rock from above falls. The foremost character(s) must make a DC 10 Dexterity saving throw. On a failed save they take 11 (2d10) bludgeoning damage from the falling debris.

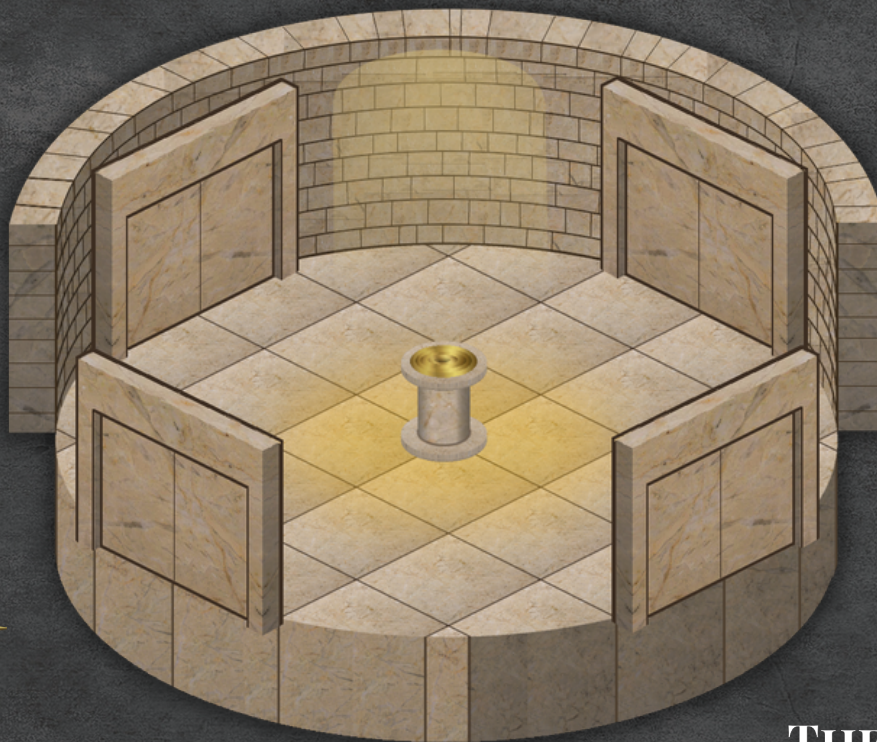
Development. Underneath this rubble is the crushed body of a Dwarven male: Archbishop Orin. A thorough investigation would determine that the collapse did not kill him, but rather, he died from the wounds inflicted upon him by the raiding party. Tucked into a secret pocket on the inside of his vestments is a small brass medallion, 3 inches in diameter. On one side is the depiction of a sacrifice. On the other is six equal sections, engraved in each section is a letter: O, A, L, S, P, G.

Treasure. This room is packed to the brim with all kinds of valuables and goods. It is the storeroom for all that was given in tithe to Oscilax and the temple's operation. There is little room to move about. Resting on a nearby barrel is a small clay pot which is capped off with a ledger. In the pot is a small cache of rare electrum pieces. The ledger details the room's contents:

14 x 50 lb sacks of wheat (70 sp), 100 lbs of salt (75 gp), 24 x 50 lb sacks of flour (24 gp), 40 lbs of ginger (40 gp), 50 lbs of pepper (100 gp), 15 lbs of saffron (225 gp), 3 bottles of fine wine (75 gp), 15 barrels of ale (120 gp), 1,200 square yards of cloth (600 gp), 60 square yards of silk (600 gp), 260 lbs of iron (26 gp), 200 lbs of copper (100 gp), 20 lbs of silver (100 gp), 6 lbs of gold (300 gp), 150 feet of silk rope (30 gp), 50 feet of chain (25 gp), 2 reams of parchment (100 gp), 10 vials of ink (100 gp), 3 marble statuettes (50 gp each), 4 pints of perfumes (20 gp), 1 lute (35 gp), 1 pan flute (12 gp), 1 viola (30 gp), a set of tinker tools (50 gp), a set of smithing tools (20 gp), a set of brewer's supplies (20 gp), and 315 Doubloons (315 gp).

NEXUS (PAST)

Along the eastern wall of the Chamber of Priests, a set of stone double-doors open to reveal a natural hallway with winding marble-tiled stairway. The crooked path runs a length of 60 feet and rises 15 feet from the doorway. At the end of this path lies the Nexus.



THE NEXUS

The Nexus is the center point by which all other wings of the temple connect. It is a circular room, 30ft in diameter with four double-doors occupying the northwest, northeast, southeast and southwest quadrants. Spaced between each doorway are complex reliefs carved into that section of the rounded wall. Above each doorway is an inscription labeling what wing each doorway leads to. Going clockwise from where the characters entered, the inscriptions read: *Sanctuary*, *Catacombs*, *Library*, and *Monastery*. Along the doorframes, there are proverbs etched onto the surface:

Sanctuary Doorway: "Time is the soul of the world."; "The past is the future of the present."

Catacombs Doorway: "Time and tide waiteth for no man"; "Time heals all wounds, time destroys all things."

Library Doorway: "Consider the past and thou shalt know the future."; "The lessons of thy past formeth the foundation of thy future."

Monastery Doorway: "Time stays long enough for those who used it."; "Blessed is he who hath found himself on the right side of history."

From the center of the domed ceiling, a pillar of soft, silvery light descends upon a round, marble pedestal. Fixed on top of this pedestal is a brass disk divided into three concentric rings.

This ringed mechanism is The Dial. The Dial controls the magical locking functions within each respective wing of the temple.

Each ring three inches thick. The outer ring is smooth and flat, marked with two triangles, pointed inward, and spaced symmetrically at each end. Along the outside lip of this ring is inscribed a word of dedication:

*With time cometh wisdom and understanding.
Be ye a generous steward of these blessings.*

The second-most outer ring is divided into twelve equal sections. On each section is engraved a single letter. Going clockwise, these letters are: B, O, V, W, C, S, L, E, R, M, N, and S. This ring rotates freely.

To the inside of that, the third ring. This ring is divided into eight equal sections. Like the previous ring, each section is engraved with a single letter. Going clockwise, these letters are: R, I, H, U, L, O, E, and A. This ring also rotates freely.

At the center of this contraption is a circular cavity. In order to access a wing of the temple through the Nexus, the characters must first insert a key.

One may notice that the inner ring is scuffed; suggesting that something must have scraped against it along the inside (ie. the key). Characters who have spent time studying in the Order's library might recall that access through the Nexus was limited to temple

CHAPTER 3: "NO TIME LIKE THE PRESENT"

Back at the Shrine of Oscilax, when the characters are ready, they place the Conflux upon the plinth in the "present" orientation and once again a hum of energy fills the space. The sand at the top of the glass bulb drops and begins to fall as the sun, moon, and stars begin to shift until they appear as luminous streaks in the pulsating sky. All characters inside the Shrine begin to witness the progression of time as the verdant forest landscape gives way to a dreary bog. The gulch begins to recede back into a small brook. Off in the distance, toward the cliffs, the once roaring waterfall has reduced to a trickle as it drips across a well worn, aged marble portico. Underneath the overarching bridge a small pond, levied by a silty delta, feeds this quaint stream.

TEMPLE ENTRANCE (PRESENT)

II. BLAST ZONE

The characters head north once more, precariously climbing this ancient bridge. Passing underneath this temple portico, now weathered and stained by years of neglect, the characters are greeted by a familiar cavernous opening. Up these grimey marble stairs, the characters enter the Temple Greeting Hall. 60 feet long and 40 feet wide, massive, tall marble columns (still holding up though looking worse for wear) surround a shallow, murky pool set in the middle of the room. Immediately ahead nestled into a recess on the back wall stands a large, marble, somewhat humanoid figure missing one arm. These marble floors are irreparably stained and a thin watery film coats the floor like that of a cavern. This Greeting Hall was once adorned in splendor with artwork and fine decor, and presented a welcoming atmosphere. It is now a dark, empty, foreboding shell of a time long past.

The northern hallway, which previously would have led to the Temple Sanctuary, is now collapsed under a heap of stone and rubble. Carbon-scoring outlines the frame of the door. Between the top left corner of the pool and the hallway an old leather pack lies on the floor. Its contents are



THE DIAL

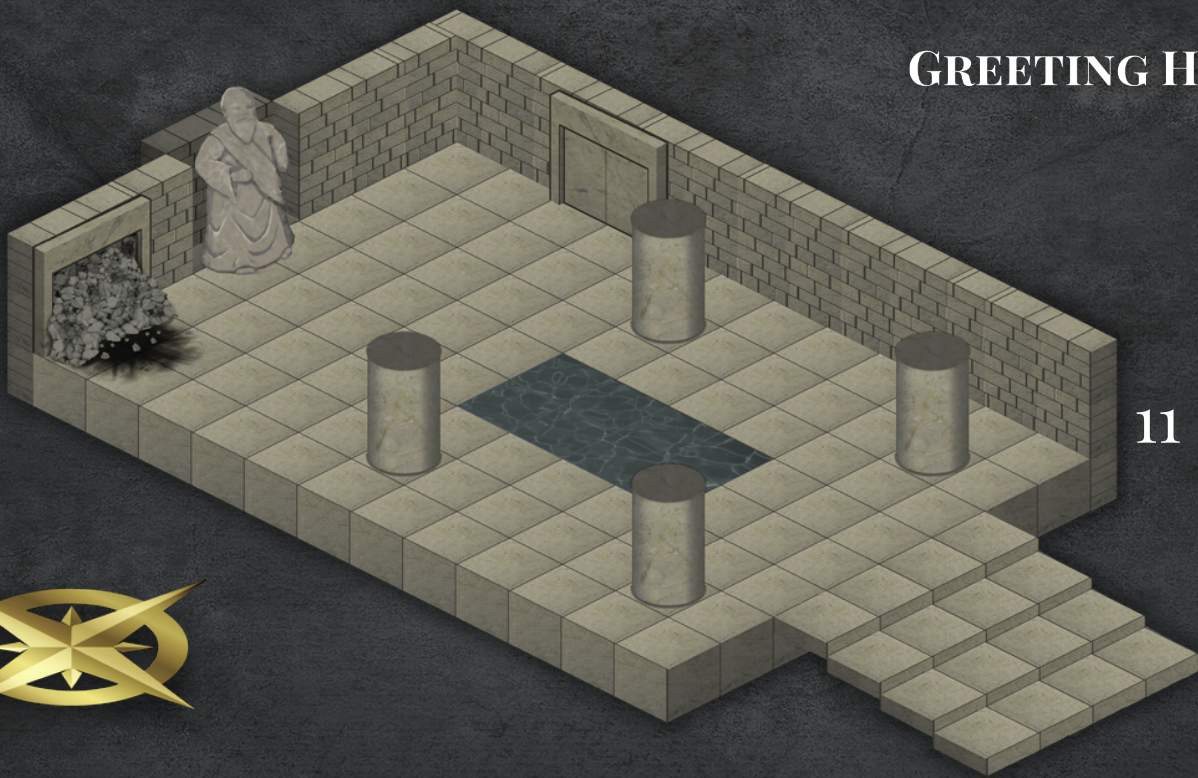
leadership. These clergymen and women were entrusted with medallions upon ordination which marked their high ranking status.

The last recorded temple hierarchs were: Orin the Archbishop; Gideon the Quartermaster; and Kel'vhanas the Librarian.

With all other paths within the temple blocked, the characters should hopefully have enough clues directing them back to the present timeline.

The Nexus Puzzles

There are three disk-shaped keys to be found; one for each wing of the temple. One side of each disk features iconography matching its respective door. On the other side it is divided into 6 equal sections. Each section features a single letter engraved. The characters must align the rings so that the correct password is spelled in line with the two triangles. Each disk contains three possible solutions; two of which are false. The details of each puzzle instance will be outlined in its respective Chapter.



11



consistent with that of an "explorer's pack" with the addition of a shimmering blue conch shell, a hand-crossbow, and a bundle of crossbow bolts. On the flap strap is a metal clasp with Dwarven letters engraved.

The Dwarven engravings, if any party members can translate, simply spell out initials "M. C." This shell is a magic item and when this conch shell is blown, a flurry of bubbles surround the party, granting them the ability to breathe underwater (as outlined by the spell *Water Breathing*).

Along the eastern wall, the set of stone double-doors which were magically locked in the past instance of the temple now are open; one door lying on the floor in disrepair. Beyond these doors lies a natural stone tunnel, roughly 10-foot tall and wide, with marble tiled steps that winds and descends into the darkness. Water has filled this tunnel and rises just inches below the threshold of these doors.

MONASTERY (PRESENT)

12. SILURIAN VILLAGE CENTER

Diving down through this cavernous hallway, the characters descend 5 feet. The tunnel bends to the right, 20-feet long, and opens up into a cavity 15-feet deep and wide. In this cavity the stone staircase continues downward, hooks back to the left, then tapers back into a 10-foot tunnel.

As you enter, two fishlike humanoids are spotted hanging out at the bottom of this cavity. Startled, they swim off and disappear into the darkness.

The tunnel straightens back out and stretches eastward 30 feet. As the party approaches the eastern end of this hallway, the water becomes increasingly turbid. A gentle, bluish glow emanates from the juncture to greet the party as they transition from the hallway and enter a large 60 ft by 40ft Gathering Hall. This wing is entirely submerged underwater. From floor to ceiling the depth is 20 feet in each room of the Monastery wing.

This Gathering Hall was once a place where the mass of Oscilax's followers could gather and break bread with one another. Now it has been repurposed as a community hub for a village of silurians. Small huts are cobbled together from rubble, debris, and other salvaged material. Luminescent crystals provide soft, blue lighting which fills the space. silurians tend to their daily activities though very clearly leery of these strange new visitors.

One silurian is seen repairing its hut, laying marble chunks on top of some slimy, ichorous substrate. Another you see appears to have a sort of merchant stand with an assortment of questionable

THE MONASTERY



vegetation and mussels. A couple of silurians you observe are engaging in some sort of trade as the one hands over a tarnished lamp as the other exchanges a shell-necklace. Another silurian you see weaving a net together in front of its hut as two little tadpole-like “Fingerlings” swim circles around the visibly perturbed weaver.

If a character attacks or kills any of these silurians, they will not hesitate to engage in combat.

Encounter. 6 silurians

Development. Violence toward these creatures will have reached their leader: The “god-king”, Yorich. When the characters return to the Monastery wing they will be met with greater fear and hostility (See Chapter 5, “Hostile Interactions”).

To the North end of this room are two hallways; one toward the left corner and one toward the right corner. On the eastern wall near that northern corner another hall leading eastward.

13. DEAD END

The hallway along the eastern wall is 10 feet wide and 20 ft long. The end of this hallway is blocked off by a complex of silurian rubble-huts.

14. TRAPPING SCHOOL

The hallway on the northeast corner of the Gathering Hall leads to a 20ft by 30ft room. This room was once the Acolyte’s Cloister where the temple’s laity would room and board during their days of service. It is now silurian territory. The hallway to the northeast corner of this room is also blocked off by silurian living spaces.

In this room the walls are lined with recesses about six feet long, three feet tall, and five feet deep – or roughly the dimensions of a sprawled out person. More of these rubble-constructed huts populate the walls.

In the northeast corner of the room, in front of a large hut-complex, you see two silurians demonstrating the use of nets and spears to a half-dozen adolescents.

15. SHRINE OF GLOODUBPLUGOOP

The hallway on the northwest corner of the Gathering Hall leads to a 30ft by 30ft room. This room was once the Priest's Cloister where the temple's clergy lived out their lives of service. The silurian inhabitants have converted this Chamber into their own center of worship.

Entering this room, you immediately see silurians surrounding a sort of makeshift shrine built along the center of the northern wall. A humanoid skull is painted on the face of this shrine. At the base, a pit filled with a glowing, green, viscous substance swallows whatever tokens, shells, and food-stuffs that these silurians throw into it.

A comically zealous silurian flails its wooden staff about in one hand while the other hand is used as emphasis at the end of each string of gurgled utterances. This silurian wears a toga and is clad with shell necklaces and ornaments. Attached to the end of its staff appears to be a crudely carved skull. At each command several silurians bow prostrate at the foot of this shrine and rise back up.

There are as many as a dozen silurian worshipers in this room. Along the western wall is an open set of double-doors that transition to another cavernous tunnel. The eastern and southern walls both have silurian huts built upon them.

The characters may choose to examine this ritual or they might choose to bypass it and proceed to the western hallway.

INVESTIGATING THE RITUAL

If the characters choose to approach this ritual the shaman silurian will gesture at the characters to come over. Doing so, it says in Undercommon:

"Come, come! Worship the great Gloodubplugoop, our god and king!"

Approaching closer, the Shaman then gestures at the glowing pit, saying:

"Present your sacrifice to Gloodubplugoop. Pray for his favor. Pray you are not cursed!"

If the characters choose to deposit an "offering" into the pit one of the following developments occurs:

Development. The innate madness of the silurian race can often manifest itself in magical form. The Shaman watches each offering carefully and judges the worthiness of each deposit. These crazed appraisals carry the chance of bringing a boon or a curse. upon the character. When presenting the offering the player rolls percentile dice:

- If the offering has a value of 1 gp or more, the Shaman exclaims:

"Gloodubplugoop shall certainly be pleased!"

If the roll is 85 or higher, then the character will be bestowed a boon.

- If the offering has a value between 1 sp and 1 gp, the Shaman says:

"May Gloodubplugoop be pleased."

If the roll is 95 or higher, then the character will be bestowed a boon.

- If the offering has a value between 1 cp and 1 sp, the Shaman says:

"May Gloodubplugoop be merciful."

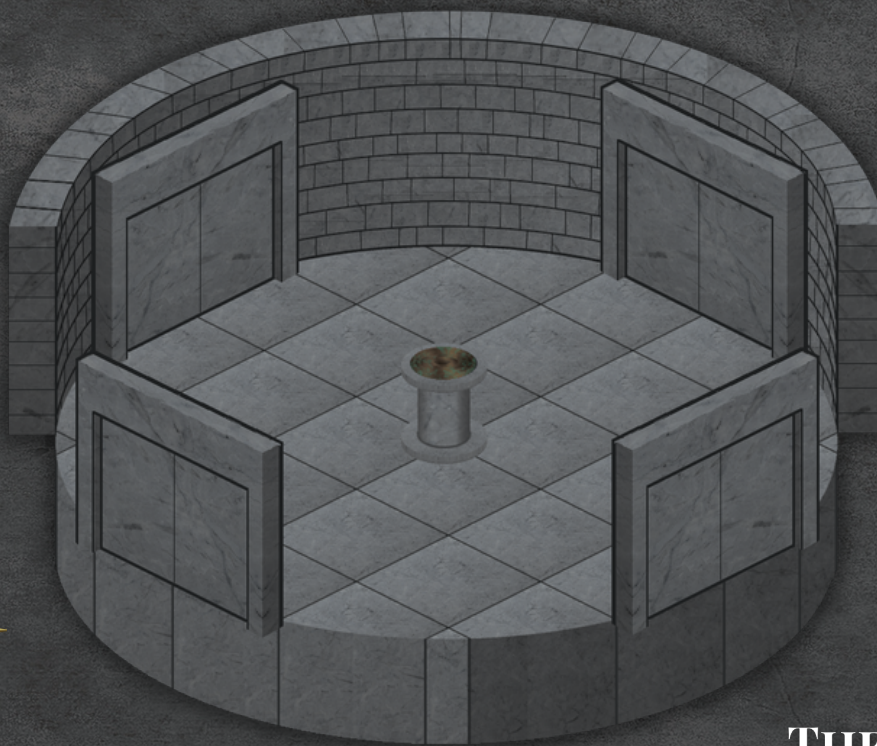
If the roll is 5 or lower, then the character will be cursed.

- If the offering has a value less than 1 cp, is damaged, or if the character does not deposit anything, the Shaman cries:

"This does not please Gloodubplugoop!"

If the roll is 15 or lower, then the character will be cursed.

Gloodubplugoop's Boon. Because of the unpredictable power of the collective silurian subconscious, if a character has been bestowed with this boon it will come into effect after 1d6 x 10 minutes. Once in effect, the character



THE NEXUS

gains Advantage on Strength, Dexterity, and Constitution checks for one hour.

Gloodubplugoop's Curse. Similarly, if a character has been afflicted with this curse it will come into effect after $1d6 \times 10$ minutes. Once in effect, the character gains Disadvantage on Strength, Dexterity, and Constitution checks for one hour.

Yorich's Favor. If a character does deposit an offering of 5 gp or higher, make note of the item. This will have a positive effect when the party returns in Chapter 5.

AVOIDING THE RITUAL

If the characters choose to bypass this ritual they must each make a DC 13 Dexterity (Stealth) check to avoid being spotted by the silurian shaman. The Shaman beckons the characters to come closer. If the characters do so, then the events of "Investigating The Ritual" play out. If they choose to ignore the silurian shaman, it curses the players. Roll percentile dice for each character. If the roll is 15 or lower, then that character will be cursed (see Gloodubplugoop's Curse).

THE NEXUS (PRESENT)

Exiting west from the Priest's Dormitory, a hallway connects to the other side of the double-doors. This tunnel creates a pronounced S-shape. A straight 30-foot run of stairs due west rises 15 feet. Then it hooks back

eastward, running 15-feet long, rising another 10 feet. The characters now find themselves above water once more. Finally it bends back westward rising 10-foot more, straightening out for an additional 50-foot run. At the end of this tunnel a set of double-doors, slightly ajar, await.

Past these doors the party enters the Nexus. Everything in here appears roughly the same though much more worn and dark.

You enter from the southeast quadrant, a familiar round room. No longer does splendor define this space, but rather gloom. Gone is the pillar of light that descended upon the Dial. The brass rings of the Dial have corroded and are all but distinguishable. The Catacomb and Library doors remain sealed tight, the Sanctuary door however is wide open.

Deviation. The doors in the Nexus are no longer magically sealed. They are, however, nearly impossible to open as the same magic which once held together and warded these doors also assisted with opening them. Forcing these doors open will require a successful DC 25 Strength (Athletics) check. Any significant amount of time spent in either of these wings will add to the Deviation count.



SANCTUARY (PRESENT)

16. SANCTUARY RUINS

The doorway in the southwestern quadrant leads back to the temple sanctuary. A natural stone hallway with winding marble-tiled stairway reveals itself. The crooked path runs a length of 60 feet and descends 15 feet from the doorway. The characters once again enter the Chamber of Priests.

The hallway to the west has collapsed and is impassable by conventional means. The secret door in the southeast corner is open.

At the end of this path is an even emptier Chamber of Priests. The floors are slick with a film of water. The hallway to the west has caved in on itself and to the southeast a narrow stairwell leads up to the Chancel of the Great Hall. A skeleton draped in a matted tunic lies sprawled on the bottom of these steps.

When the characters enter the chamber they may perceive what sounds like a Dwarven

shanty being sung in a quiet tone, almost a hum. This jingle becomes easier to distinguish the closer one gets to the Chancel.

17. MINNESOTA COPPERBOTTOM

You climb the steps of this not-so-hidden stairwell landing upon the northeast corner of the Chancel. This Great Hall has now taken on aspects of its cavernous origin. The lights which once hung along the stalactites have long since faded. Underneath those, stalagmites have built up from centuries of seclusion. The accent pool now teems with microbial life.

Upon the altar, a small fire burns. A crude rotisserie has been constructed from salvage as two skewered rats cook over this fire. Tending to this fire is an unkempt Dwarven man softly humming a jaunty tune. He leans over to rummage through a small satchel and you see a whip hanging by his side.

This Dwarf is none other than the famed explorer and archeologist, Minnesota Copperbottom. As he straightens back up he happens to look right in the characters' direction assuming they are not trying to be stealthy.

He looks up recoils at the sight of the party. Grumbling to himself, the Dwarf rubs his eyes and takes another good look at you. His face lights up in elation as he cries, "Great beard of the All-Father! I've been rescued!"

Minnesota jovially introduces himself. He is posh and cordial if not a bit braggadocious. He has been trapped in the Sanctuary just over a month surviving on what little rations were packed in his emergency satchel and whatever critters may wander into the temple. For fire he has managed to scrounge up some nearly petrified furniture for firewood, and for water he has a magic flask which never runs dry.

He recounts that while exploring the corners

of the Greeting Hall a terrifying gelatinous monstrosity crawled out from the pool, snuck behind him, and nearly devoured him. He fled toward the Sanctuary hallway leaving his primary backpack behind. In a reckless attempt to thwart this creature, he thought to set off one of his explosive charges against it. In doing so, he inadvertently caused the doorway to collapse blocking the way out. To make matters worse the blast didn't even destroy the monster. It lurks somewhere in the tunnels.

Minnesota asks the party what they are doing in these ruins; if they happened to pick up the backpack; then suspiciously, asks the characters how they managed to travel the submerged tunnels. Most likely the characters would have used the magical conch shell. Minnesota, knowing that the magic has been expended, becomes a bit dejected. Not for too long, as he perks up with an idea.

The explorer still has one explosive charge left in his satchel. Because of the ever present threat of this creature, he has yet to have the opportunity to use it, nor has his situation become so dire as to be forced to use it. He

Copperbottom's Exploits

Minnesota Copperbottom is indeed a well known explorer and is more than happy to regale a curious ear with his latest escapades and greatest discoveries which he will undoubtedly do if given any length of rest:

- He has become quite familiar with this particular wing of the temple. He has become "good friends" with the skeletons in the northwest chamber and stairwell, which even he admits is insane, yet perhaps keeps him sane. He's named them "Thog" (Orin) and "Harmon" (Engald) respectively.
- He once discovered the ancient city of Throrgar completely by accident. He barely managed to avoid the traps and come away with some fascinating artifacts in the process. – "Nearly flattened by a boulder I was! Learned you never know when a bag of sand may come in handy!"
- Once he was commissioned by the Kingdom of Tzul'Jun to journey out to the jungles and observe a tribe of cave-dwelling Halflings who were still

adjusting to contact with civilization. –

"The buggers were cannibals and clung to their savage ways. They enslaved enemy tribes and forced them to work the mines... Ol' Shenji, my compatriot, wouldn't stand for the sacrifices. Haha! I don't know that I've ever seen a stampede of Gnomes and Halflings quite like that!"

- One time he was exploring the Deserts of Quadr'i in search of a Tomb rumored to possess a jewel of crystalized fire. Instead he found himself in the middle of a skirmish between the locals and a posse of cultish bandits. – "Sometimes your reputation can betray you! Those brainwashed ruffians arrested me thinking they could strong-arm me into guiding me through their own little dungeon-dive. But Minnesota Hornsfel Copperbottom the Third is no dunce! I fooled them all into setting off the dungeon's traps and walked away with a spiffy chalice!"

proposes that the combined skill of himself and the party should be enough to outmatch this gelatinous thing, or, at least buy him enough time to properly set the charge and blast the rubble at the end of the tunnel.

18. LUMBERING MARMALADE'S LAIR

Creature. The "ooze monster", a **Lumbering Marmalade**, lurks somewhere between the three southern chambers and the hallway leading back to the Greeting Hall. Roll a d8 to determine where the marmalade is hiding.

d8	Location
1-2	Southern Hallway
3-4	Chamber of Union
5-6	Chamber of Reflection
7-8	Chamber of Prayer

Tactics. The marmalade lies motionless until alerted to a character's presence. While motionless, it has advantage on Dexterity (Stealth) checks and attacks the first character within its range. In combat, the marmalade attempts to engulf two characters. If it manages to successfully do so, it will take the Disengage Action and slink off satisfied with its haul of prey.

Treasure. Lying in the pool of this caustic goo amongst a heap of stones, tree limbs, and bones is a calcified skeletal forearm and hand still clinging to a serpentine shaped staff – a Staff of The Python. Minnesota Copperbottom keeps his distance from the staff and whoever wields it due to an irrational fear of snakes.

Development. With the threat of the "ooze monster" gone, Minnesota (assuming he survives) sets his explosive charge against the rubble blocking the doorway to the Greeting Hall. He orders the party to stand back and proceeds to light the fuse. The blast clears the rubble away, reopening the blocked path.

Minnesota has had his fill of adventure for some time and certainly has no desire to spend another minute in this forsaken temple. He regrets that he has nothing to express his gratitude to party with. He does however offer that should they find themselves in Durnbuldor (or insert your own location) and need anything, they are welcome in House Copperbottom. With that he gathers his belongings, bids the party farewell, and wishes the characters good luck on their quest hoping to see them soon.



19. POOL'S CLOSED

This chamber is empty. Not even the ceremonial pools have remained filled. It is evident that the water system which drew these baths in the past has been cut off or run dry. The bathing pools each have a small drain which runs outside, originally feeding into the river. To the east, there is the collapsed hallway. To the west, there is loose stone scattered throughout the hallway.

20. SHARP DRESSED SKELETON

From this hallway west of the Chamber of Rebirth, the stone wall has been toppled leaving the Chamber of Tithes now accessible. This room has been picked clean save for some petrified barrels. The characters may discover that there is still a little bit of liquid still stored in one of the ale barrels whose taps have rusted shut. Drinking its contents would not be fatal but certainly ill-advised.

Around the rubble near the entrance are three skeletons. To the side of the pile along the wall is a stocky skeleton in tattered vestments. Buried underneath this rubble are two crushed, vaguely humanoid skeletons with rusted picks by their sides.

Tucked into a secret pocket on the inside of these vestments is a small brass medallion, 3 inches in diameter. On one side is the depiction of a sacrifice. On the other is six equal sections, engraved in each section is a letter: O, A, L, S, P, G.

Having found one of the missing pieces of the Dial, the characters should return to the Past to continue the mission.

CHAPTER 4: "GUESS WHO'S BACK"

The characters once again return to the Shrine, still humming with energy, and set course back to the past. Space and time whizzes by as they arrive into the past once more. An astute observer may deduce that very little time has passed in this timeline since they departed, minutes at most. The wagons and carts parked at the foot of the bridge remain untouched.

NEXUS (MONASTERY PUZZLE)

The characters re-enter the temple to find no changes within the Greeting Hall or Sanctuary and have free access back to the Nexus.

When the disk is inserted into the center cavity, the triangles along the outer ring are raised, the engraved letters come alight, and glowing scripts appear across the walls adjacent to the door for which the characters are attempting to enter. This glowing script displays a narrative which contains context clues to the correct password.

These are the words of the First Edict delivered unto the Prophet Answald:
Chosen of Oscilax, the Keeper of Time:

"Seasons and Ages bend to my will. Devote thy time unto me, and it shall be returned in spades."

Thus began the history of our faith. From Balamín to Erythas, The prophet spread the decrees of Oscilax. In the third year of the reign of Taurcas, the first house of worship was built and withstood the season of the Great Whirlwind. In the following winter, pilgrims from the west came to worship and offer sacrifice; the first altar to Oscilax was constructed. For a fortnight the fires burned unquenched.

In the eighth year of the reign of Taurcas, the Prophet decreed that a permanent house of worship be built. The Keeper of Time guided him to the western mountains, to a cave buried beneath the River Gerion. For 28 years did our brethren labor. In the last month of the thirteenth year of the reign of Inos, the Temple was completed.

The hunters of the east came and offered their kills in celebration, the first Feast of Game. Three more years did the Prophet dwelt amongst his fellow brethren, then he was laid to rest.

In order for the password to be accepted the two triangles must be depressed. If the wrong password is submitted, the central pillar of light flashes brilliantly and suddenly. All creatures within a 10-foot radius from the center of the Dial take 7 (2d6) radiant damage.

The password to this puzzle is: CHOSEN.

When the password has been correctly input, the key-disk is ejected as the golden seal protecting the monastery door fades away. The double-doors then slide open.

MONASTERY (PAST)

Beyond these doors, an S-shaped hallway of natural stone awaits the adventurers, first stretching eastward ahead for 50 feet, and descending 10 feet. Then it hooks sharply to the west, descending another 10 feet while running 15 feet long. Finally it bends back eastward. A straight 30 foot run of stairs descends another 15 feet connecting to the threshold of a set of double-doors at the bottom.



MONASTERY PUZZLE

THE MONASTERY



The closer you get to the temple monastery, the echoes of battle ring louder.

21. PRIEST'S DORMITORY

When you last passed through this room a bizarre, underwater ritual was taking place with insane fish-men. Instead you see a massacre scene. Four temple combatants and two robed priests lie motionless on the cold marble tile; blood stains the grouting. Bedding and furniture has been upended and pilfered through. Past the hallway into the Gathering Hall you hear much commotion.

Anything and everything of value seems to have been taken from this room.

22. GATHERING HALL

Past the hall and into the Gathering Hall the characters can observe a host of raiders and a horde of treasures camped out by the doorway leading back to the Greeting Hall. It opens and a brief cheer erupts from the mob.

They quickly begin mobilizing to haul their spoils out of the temple.

You peer beyond the southern hallway into the Gathering Hall. There you see a large contingency of raiders gathered around their spoils of conquest. They seem to be bored and irritable as they wait at the foot of the double-doors at the southwest corner. Overturned tables, broken arrows littering the floor, crushed foodstuffs smudged across the walls and floors – all paint a picture of the fierce battle that took place here.

Toward the center of the room, the bodies of acolytes and warriors have made up one pile while a smaller pile composed of a bugbear, two worgs, and a half a dozen moglins has been created. On top of the Goblinoid pile is one moglin, stiff as stone with its sword still in hand. Its flesh appears cauterized.

Creatures. In this room there are 12 moglins, 4 bugbears, 4 worgs with satchels and packs

strapped to them, and 4 hobgoblin soldiers directing the mob.

Development. If undisturbed, the mob makes short work of their haul. A hobgoblin unbinds one of the worgs, tossing the sacks at a moglin who carries it away. The hobgoblin and the worg begin scanning the room joined by a second hobgoblin. The sound of fighting can still be heard in the distance.

The worg sniffs the air and creeps slowly northward toward the party's location, stops to stiff again then turns toward the eastern hallway leading the hobgoblins into the chamber just beyond that – The Champion's Den.

Echoing through the halls the sound of fighting can be faintly made out.

Down the hallway along the eastern wall, it appears a barricade was hastily constructed with bedding and furniture. It did not hold. The hobgoblins and worg scan the room.

23. LAYMAN'S DORMITORY

Bedrolls, stools, and desks lie scattered. Sheets of blood-blotted parchment and trampled lie across the floor. It appears this room has been turned upside down and picked clean. A hallway extends past the northeastern corner.

This is not entirely true as several bedrolls and footlockers still rest in the cubby-holes along the wall including one footlocker. If the characters choose to search this room they may discover several curios hidden underneath bedrolls, stuffed in pillows, or by other unusual means.

Treasure. A corked jar of honey and a tobacco pipe are hidden in a pillowcase along the western wall.

Along the eastern wall is a strangely unopened foot locker with a metal lock. The foot locker appears nicked, gouged, and battered. It holds 1 gp and the deed to a small property.

A false brick hides along the northern wall. It pulls out like a drawer and in it can be found a small draconic idol and a diary. In it are scrutinously detailed notes: the daily activities and habits of the temple laity and champions, schedules and gatherings, number of inhabitants. The tone of these notes smack of ridicule.

Deviation. A brief scan of this room is of little consequence, however any extended scavenging of the room might add to the Deviation count.

Development. If the characters spend any significant amount of time uncovering these treasures the hobgoblins and worg move northward into the Bath Hall where they will certainly be spotted.

24. BATH HOUSE

Two large wash pools take up the majority of this large room. Tall marble columns sit along the inside walkway between these pools. Ornate spigots jut out from where the columns and ceiling meet as a steady stream of water refreshes these pools.

East of the Layman's Dormitory is the communal Bath Hall where the temple's laity and champions would tend to the practice of physical cleanliness. An exceptionally perceptive character might notice a hairline fracture running up the face of the northern wall. It simply serves as a foreshadow to how the Monastery and Library wings are flooded and connected in the present.

To the south, the hallway leads to the Champion's Den.

25. CHAMPION'S DEN

South of the Bath House and east of the Gathering Hall lies the Champion's Den. These barracks housed the fighters and warriors of the Temple. Because of their deeds in service outside of the temple the champions, just as the priests, were given much more spacious quarters.

Empty weapon racks and armor dummies lie turned over on the floor; desks and shelves flipped. Upon entering the room you can hear fighting now coming from the hallway south of this chamber. Suddenly, a sprinting acolyte rounds the corner coming from the chamber below. The worg in pursuit pounces on him and plants a sickening bite into him right there in the middle of the Den.

26. TRAINING HALL

Unbeknownst to the characters, the Quartermaster had led a contingency of defenders and surviving clergy into the Training Hall. Behind the warded doors they would be safe momentarily from the onslaught on the other side. When the characters gained access into the Monastery, they also allowed the marauders into the Training Hall. The survivors will have put up a valiant but unsuccessful last stand.

As you enter the Training Hall a skirmish is winding down. You see one hobgoblin thrust his longsword into the midsection of a temple defender. He responds by driving a knife into the side of the hobgoblin's neck as they both collapse on the floor and join the other two dozen or so who have fallen. Elsewhere toward the far side of the room two grizzled, human males engage with several combatants. A hobgoblin soldier gets the younger male off-balance delivering the killing slash. In a flurry the grizzled man bashes one hobgoblin with his shield, stunning it; strikes the other soldier with his maul in retaliation.

Standing in the Armory's doorway, a stoic, robed hobgoblin watches intently as a third hobgoblin—tall, brutish, and imposing—surprises the veteran warrior, thrusting its claws into his torso. The warrior's body tenses up and topples over.

Creatures. At the conclusion of this battle this hulking hobgoblin stoops down with the desire to consume its defeated foe. This hobgoblin is in fact a **thoul**. Before it can bite into the corpse of the Quartermaster, the robed hobgoblin barks at the thoul, named Gar, to open the Armory door. This hobgoblin is the thoul's handler, an **enchanter mage** named Raldranul. The thoul snarls back but begrudgingly complies. It picks up the Quartermaster's warhammer and begins wailing on the metal door.

Tactics. In combat, the thoul is a cunning and opportunistic fighter. Against non-Elven opponents, the thoul engages with both sword and claw; only weapons if engaged with an Elf. Raldranul is pragmatic and reserved; content to let the thoul fight with minimal assistance.

His duty is firstly to defuse any threat the thoul may pose to the hobgoblin company; preferably with non-lethal means if possible. For this reason Raldranul does have the firebolt and fireball spells prepared but will only cast it if necessary.

Negotiation. Should Gar be defeated and Raldranul survive, the mage will attempt to persuade and/or charm the characters into suspending combat. Raldranul is stern and eloquent but proud. If the characters are not persuaded, he might threaten to cast his Fireball. Raldranul's intentions are to leave the Temple by any means.

Development. If the thoul's body is left undisturbed in the past then it will return in the present and more monstrous. As one should with trolls, the thoul's corpse must be destroyed with fire or acid to prevent this from happening.

Treasure. There are plenty of mundane weapons and armor to be found amongst the participants of this battle. The warhammer and shield of the Quartermaster do have special properties (see Magic Items Appendix). Gideon's Shield is made of ironwood and is bound with brass banding. Gideon's Warhammer is made of granite; its handle is also of ironwood.

27. ARMORY

The door to the armory is made of iron bars. In the center of the door is a single brass ring like that of The Dial. On each segment is inscribed a letter: W, A, F, Y, K, S, T, E. The password to this puzzle is: FORT

Attached to the center of the Quartermaster's shield is a brass medallion. On its surface is the depiction of a victorious army. When removed the opposite side has six equal sections, engraved in each section is a letter: C, S, O, T, D, R.

Treasure. Most of the weapon and armor racks in this room are sparsely stocked with mundane equipment. There is however one pedestal which displays two matching bracers. Between them is a small leather pouch with 10 gold coins of exotic mint.

NEXUS (LIBRARY PUZZLE)

Returning to the Nexus with the Quartermaster's medallion the party can now attempt to access the Library wing. As the disk



THE LIBRARY

is inserted into the cavity the walls come alight with glowing script and the Dial activates once again. It reads:

After the death of the Prophet, the voice of Oscilax fell silent for a time and apostasy threatened the faith. The elders of the Temple gathered to deliberate the future of their endeavors. In that moment the words of Oscilax erupted from the mouth of Elder Cayne for all to hear:

Knowledge and wisdom is what you seek, but must be paid at a price. Conquer in my name and I shall grant you the years to study the spoils.

With the blessing of the Temple Elders, Elder Cayne took up arms and branded himself Warpriest of Oscilax.

Two years the Warpriest devoted his time to the raising of his army. In the seventh year of the reign of Jedum, the Warpriest led his army of 365 into the kingdom of Perron. There at the gates of Perron, the

Warpriest challenged King Jedum; Champion versus Champion. As the Warpriest slew the King Jedum's champion, the King pledged his devotion to Oscilax and his armies to the leadership of the Warpriest. In twelve year's time, the Legion of Oscilax seized all the lands between Erythas and Valdemar claiming many trophies in their conquest. The library was founded to house these priceless goods.

The password to this puzzle is: WISDOM. When the password is input the seal over the Library doors fades and the doors slide open.

LIBRARY (PAST)

Beyond the double doors lies yet another natural tunnel hallway. The path runs 40 feet and descends 25 feet, first curving rightward, then leftward. The path then transitions into a masoned hallway leading eastward into the Library wing of the Temple.

28. HALL OF CONQUEST

The hallway stretches eastward 20 feet and hooks southward, stretching a total length of 60 feet. Along the western wall are several niches with built-in mannequins. These mannequins bore the armor of champions past as memorial displays.

Along the eastern wall is an alcove which once served as a miniature museum filled with the spoils and interesting curios of the Warpriest's campaigns. Currently only broken glass, ransacked displays, and vandalized murals remain.

Approaching the center of the hallway a slam echoes throughout, originating southward. The smell of ash wafts through the air.

The southern end of the hallway then turns eastward, stretching 45 feet. The Library doors rest along the northern wall.

An exceptionally perceptive character might notice a hairline fracture running up the face of the southern wall - a foreshadow to how the Monastery and Library wings are flooded and connected in the present.

29. LIBRARY DOOR

Turning the corner, a stench of burned meat assaults your senses as you nearly stumble over the seared remains of a moglin raider. Continuing eastward, muffled sounds of violence leak through tightly shut double-doors. Along the faces of the doors are mirrored reliefs of an armor-clad man leaning on the handle of a maul with the outside hand, and holding an open tome with the inside hand.

To either side of the door posts are two braziers. Above the jamb of the sealed doors is an inscription that reads:

The wisdom of ages comes only from the burning desire for knowledge.

Along the north facing wall to the left of the Library doors is a mural. It depicts a man with a shield who is holding a lamp in

his free hand, leading a mass of people in the dark of night toward an illuminated tree.

In order to gain access to the Temple Library the party must recover the Lamp Of Cayne and light the braziers. Any attempts to light the braziers without the lamp will result in the flames being magically snuffed out almost immediately.

Characters who have spent time studying in the Order's library might recall this lamp and its usage. Characters proficient with Religion may also be able to infer the seal's mechanics. Or perhaps a character might also recall seeing a silurian carrying a lamp that matches that of the mural.

With no way to enter the Library, the party will need to return to the Present in order to search for the lamp and continue their quest.

CHAPTER 5: "WHAT GOES AROUND, COMES AROUND"

The party returns yet again to the Shrine of Oscilax and resets the Conflux to the "Present" setting. The surge of space-time hardly phases them now as they arrive at their temporal destination.

NEXUS (PRESENT)

The player characters will find themselves unable to locate the Lamp in any of the sections previously explored. When they return to the Nexus Ruins they will find that the doors to the Library are now open unlike their first visit. (This should be a clue to the player characters that their actions in the Past have an effect on the Present.)

Beyond the worn double doors lies a cool, dark, natural tunnel hallway. The path runs 40 feet and descends 25 feet first curving rightward, then leftward. At 10 feet down the tunnel again has been flooded. The path then transitions into a masoned hallway leading eastward into the Library wing of the Temple.

LIBRARY (PRESENT)

30. GLOWING GROTTA

The hallway stretches eastward 20 feet and hooks southward, stretching a total length of



THE LIBRARY

60 feet. It is dimly lit by sparsely placed glowing crystals. Along the western wall are several niches now missing those built-in mannequins. Along the eastern wall is a grotto that once served as a miniature museum for the Warpriest's trophies. Now it appears that the local silurians have established a small mushroom farm. These mushrooms have a bioluminescent glow which lights the whole hallway.

As you pass by the grotto, you watch a silurian tending to the mushroom farm pause to take a break. He picks off a small cap, swallowing it whole. As he does, you can see the soft glow of the cap trail down his gullet and settle on his stomach before fading away.

At the southern end of the hallway is a breach in the wall revealing a tunnel not previously seen in the Past instance of the Temple. A silurian adorned with bone jewelry and glowing body paint floats out of the tunnel. When she sees the party in the hallway she waves her arms to get their attention and

motions for them to follow her as she disappears

The southern end of the hallway turns eastward, stretching 20 feet before ending at a set of tightly shut double-doors flanked by tarnished braziers. Grime and age has rendered the northern wall mural completely unrecognizable.

31. WALL BREACH

Examining the breach of the southern wall, the opening is roughly man-sized. A closer examination would suggest that some force pushed the wall into.

Just beyond the breach, a natural stone tunnel extends southward a length of 10 feet and dips nearly 10 feet deep. Marble bricks and chunks have settled toward the bottom of the dip along with a pile of natural stone rubble.

Another wall breach appears at the opposite end of this tunnel opening up into the ruins of the Monastery's Bath House.

MONASTERY (PRESENT)

32. NURSERY POOLS

You enter a large room that once served as the bath house for the Temple Monastery.

The two large wash pools have now been converted into a silurian spawning pool. You see five female silurians tending to these nests, picking through clutches of eggs, and stuffing their selections into unsettling, gelatin masses formed around the tall marble columns.

The bone-adorned silurian beckons you to keep following as she swims southward into the ruins of the Champion's Den.

The hallway to the northwest corner of this room is blocked off by silurian living spaces. The northeast and southeast corners also have small huts built into them.

33. SILURIAN FIGHT CLUB

A boisterous ruckus can be heard coming from the Champion's Den. As you enter, you see two silurians fighting unarmed - surrounded by a host of enthusiastic silurians cheering them on.

In the northeast corner, a noticeably dejected silurian hands two bone-bracelets and a marble statuette over to a much more content silurian standing next to a small horde of junk and other curios.

The female silurian disappears headed south toward the ruins of the Training Hall.

The two sparring silurians are fighting for the opportunity to have an audience with "Gloodubplugoop" and receive his blessing.

34. GLOODUBPLUGOOP'S THRONE ROOM

The former Training Hall of the Temple Monastery has been radically transformed into a throne room that is impressively elegant and lavish, even by silurian standards. It is fairly well lit with glowing crystals and bioluminescent mushrooms. Algae-ridden banners stream across the ceiling.

Back toward the eastern end of the room, just in front of the armory, sits a throne constructed from marble blocks and bones. Seated on this throne is a headless skeleton

donned in leather, hobgoblin armor.

Surrounding the throne are four silurians similarly adorned in bone-jewelry and glowing body-paint. They appear to be tending to various odd rituals. The leading female silurian emerges from the armory with a humanoid skull and places it upon the shoulders of the skeleton.

The skull is peculiar in that the eye sockets and teeth have been replaced with appropriately sized crystals. The silurian hosts begin to bow toward the throne, chanting to Gloopdubplugoop. As they do this, the crystals begin to glow. The skull begins to speak in an indecipherable language; crystals flashing in sync. The silurians cease their praises in unison and the skull begins speaking to the party:

"Uruk? Vox Populi? Eloraam? Common? Ah! You understand Common. Good! It's been centuries since I've had guests. You may call me... Yorich. I believe you will find that much more palpable than 'Gloopdubplugoop' as I am known among my constituency.

You seem to have caused quite a stir amongst my followers, outsiders. These halls have long been abandoned and few dare to brave this domain. Tell me, then. What is it that you seek here?



Depending on the choices made by the player characters up to this point, a number of scenarios may be appropriate...

FRIENDLY INTERACTIONS

If the party had previously passed through the silurian territory without harming its denizens, then Yorich will treat them amicably. When told about the lamp they are seeking, Yorich acknowledges that he may have something of that sort in his treasury. He sends a retainer to fetch the item and it is indeed the Lamp of Cayne. Yorich is willing to part with it if the party would entertain him with a game:

- Yorich summons servants who present three potential prizes: The lamp, a basket, and a marble brick.
- Each prize will be hidden behind one of three curtains.
- As a unit, the party will then choose which curtain they believe the lamp is behind.
- Yorich will instruct his servants to pull back one of the two unselected curtains. It should reveal one of the undesired prizes.
- Yorich then gives the party the option to either stay with the curtain they selected, or, choose the other curtain.

If the party chooses correctly then the lamp is gifted to them. Yorich is delighted at having played game-show host and thanks the party for indulging him.

If the party chooses incorrectly they are given the prize. Yorich will offer to reset the game for a small wager (any item with a value of 1 gp or higher will be accepted).

Should one or more party members be marked by *Yorich's Favor*, then Yorich will acknowledge the generosity and accept the offering as a fair trade for the lamp.

Deviation. If the party plays too many rounds of this game, add to the Deviation count.

Negotiation. The game has sparked a desire to explore more of the world in Yorich. If the game goes on too long he might offer that they may take the lamp on the condition that the party take him with them. If the party has already won the lamp then Yorich will petition to join them as they are ready to leave.

HOSTILE INTERACTIONS

If the party has been violent at any point during their previous interactions with the silurian village, then Yorich treats them with contempt. When the party has finished explaining their situation, Yorich scolds the party for their brazen actions and iniquity - insisting that he could have them struck down where they stand. He is however a merciful king and offers the party the opportunity to earn their pardon.

Silurians are a simple people. There are few problems that can not be solved with violence. Yorich proposes a trial by combat. If they can defeat his "Judge" then they will be free to leave his domain.

Alas, Poor Yorich...

Yorich might be mistaken for a Demilich, but it is in fact just a mundane skull imbued with magical sentience.

Yorich was created by a wizard experimenting with necromantic magics. The skull was originally meant to be the wizard's phylactery, however, a mishap in the incantation caused the skull to become sentient. Angered by his failure, the wizard discarded the skull, hurling it through a portal opened up into the Deep Realms.

After some time, Yorich was found by a wandering silurian and treated as little more than a shiny trinket. As generations passed Yorich became less a trinket and more a charm until eventually being elevated to the mythological status to this day.

The collective silurian subconscious has innate, supernatural powers; their mad beliefs often manifesting into reality. Because they believe Gloodubplugoop to be their deity, then so he is.

The silurian villagers came to inhabit the Temple decades ago. A war in the Deep Realms between Dark Elves and Grey Dwarves broke out, driving this community of silurians from their homes. After months of travel, the googlers followed a small stream of water to its source. This stream led them to a small breach within the Temple walls. Finding this abandoned territory suitable to live in, Yorich and his refugees settled in the flooded Library and Monastery wings of the Temple.

Negotiation. Should one or more party members be marked by *Yorich's Favor*, then Yorich begins the interaction with a tempered demeanor. The party is afforded the opportunity to defend their case or even convince Yorich that they were aggressed upon.

Depending on the degree of success from this negotiation, it may be appropriate to refer to the "Friendly Interactions" scenario. Consider the benefits of *Yorich's Favor* as spent.

Creatures. As Yorich is issuing this challenge, twelve silurian peons led by a larger silurian enter the room. The peons surround the party but do not attack unless provoked. The Judge bawks at the party menacingly, awaiting Yorich's command.

Treasure. This fight with the Judge should be concluded rather quickly. Such a swift defeat fills the silurians and Yorich with fear, so much so that Yorich petitions the player characters to spare him and his followers.

CHAPTER 6: "THE FUTURE IS WHAT YOU MAKE IT"

With the lamp now in their possession the party might attempt to use it in the present instance of the temple. Though the fire from the lamp is indeed magical, the divine magics which controlled the doors have long since faded. Any attempts to light the braziers at this point in time will fail. The party will need to return to the Past in order to continue their quest.

The party again returns to the Shrine, sets course for the Past. When they arrive at the Library doors, the wielder of the lamp will light the braziers causing the double-doors slide open.

LIBRARY (PAST)

35. KEL'VHANAS' LAST STAND

The Library doors slide open. The clangor of battle spills out, hot air rushes past you, and smog billows out. As you step foot into the Library, a smoldering, flailing moglin soars through the air, crashing into a bookshelf - its contents catching fire soon after.

You see toward the center of the Library a hulking fire-elemental fiercely engaged with a swarm of moglins, bugbears, and worgs led by their hobgoblin commanders. At the heart of this elemental appears a humanoid silhouette seemingly controlling the blazing entity.

Environment. The Library is 60 feet long by 40 feet wide. The walls run 25 feet high and are lined top-to-bottom with bookshelves. Flipped tables and chairs lay scattered and singed about. The raiders waste no time taking cover behind them. Wooden beams hoist wooden rafters which run across the ceiling with chandeliers hanging from them.

Along the northern wall is a waterfall feature flowing behind a raised dais. Flanking either side of this waterfall are two pillars. At the center of this dais is an hourglass shaped podium upon which the Chronicon would normally be located. The podium is encircled by a wall of fire.

Blazing Sentinel. When the raiding party assaulted the Library, they slaughtered what few temple defenders were there to protect it with ease. As a last resort effort to protect the Chronicon, Kel'vhanas the Librarian sacrificed his life to summon a guardian fire elemental. The intruders seem to have no strategy for this fight as all efforts have little effect. The elemental sentinel makes no distinction between the characters and the invading raiders.

Creatures. Engaged with the elemental are ten moglins, five bugbears, two worgs, and two hobgoblin captains. Their intense focus on the enemy at hand allows characters advantage on Dexterity (Stealth) checks made against the raiders.

The Chronicon Switch. Sitting on the podium is a large tome, however, upon closer inspection it is not the Chronicon. It has been stolen and swapped prior to the ensuing battle.

Hazards. Burning furnishings, bookcases, and texts have caused smoke to begin accumulating. As the party enters the Library, a haze permeates throughout the room. After 4 minutes the smoke will have built up heavily. At this point the characters must avoid breathing in the smoke. A character who does inhale this heavy smoke must make a

Constitution saving throw at the beginning of each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds gains a level of exhaustion. The area becomes heavily obscured.

RIGHTEOUS FURY

Despite the overwhelming numbers, the Blazing Sentinel appears unburdened by the invaders' assault. The Blazing Sentinel is completely surrounded by the raider infantry as the two hobgoblin captains stand further back, one on each side of the room. The captains focus mostly on directing their forces while taking occasional arrow shots at the elemental.

The Blazing Sentinel dispatches its foes with ease and pursues the nearest intruder and attacks unless prevented or interrupted by the player characters.

EXPEDITING THE INEVITABLE

While it is possible to defeat the Blazing Sentinel through sheer combat, it is not the most efficient tactic. At the start of this encounter two bugbears will disengage from the fight with the elemental and turn their attention to the pillars supporting the waterfall feature.

Sabotaging the fountain's support columns would cause the retaining structures above to collapse, thus causing the room to begin slowly flooding.

These columns are 25 feet tall and have a diameter of 3 feet. They also have the following traits:

- Their AC is 17.
- They have 27 (5d10) hit points
- Resistance to piercing and slashing damage, immunity to poison and psychic damage.

Unconventional Allies. If the party joins the raiders' gambit, the hobgoblin captains will order the remaining bugbear forces to assist and stay all hostile actions against the party. When a column is reduced to 0 hit points it topples over and the waterfall feature becomes less restrained and turbulent; the pool below begins overflowing. Once both columns have been upended the ceiling begins to crack and buckle leaving only mere moments before the

retaining supports break. If any of the captains remain alive, they will order a full retreat.

Flash Flood. As the structures collapse, a torrent of water and debris erupts causing the level to begin flooding. All creatures within the library must make a DC 20 Strength saving throw. On a failed save they are knocked prone and flushed out into the hallway. Many of the invading raiders are drowned or crushed by debris. Moving against the current counts as difficult terrain and any creature doing so must make a DC 15 Strength (Athletics) check to maintain their footing or be knocked prone. Furnishings and debris within the library will be swept toward the doorway, quickly blocking the exit after 1 minute.

Steady Stream. The initial deluge leaves the library wing flooded knee-deep and slowly rising. Over the next couple of centuries the water levels will continue to rise and overtake the monastery wing. The debris blocking the Library entrance consists of rubble, torrefied wood, partially charred books, and dead bodies. A steady stream filters through.

CHAPTER 7: "GHOSTS OF THE PAST"

With the entryway to the Library blocked off by debris the party will need to find another way to retrieve the Librarian's medallion. They will need to return to the Present to continue their adventure.

As the party returns to the Present instance of the Library wing they will now find the doors leading into the Library open, just as they left them. Additionally, the debris that blocked the entrance has been partially cleared. The path appears just large enough for a silurian to walk through.

LIBRARY (PRESENT)

36. FORLORN SPIRIT

Though the Blazing Sentinel was extinguished by the ensuing flood, the spirit of Kel'vhanas the Librarian was still vigilant - unable to rest due to the loss of the Chronicon along with the rest of the Temple's treasure despite his sacrifice. His spirit now lurks deep within the Library.

Squeezing through the passageway you enter the remains of the Temple library. This large chamber is fully submerged and completely dark. Unlike other parts of the Temple, this area seems unaltered by its silurian occupants.

A peculiar moaning fills the area and the water grows cold. Ahead upon the dais, a fiery wisp flickers in and out and appears as though it were pacing about. The wisp suddenly ignites! The semblance of a robed elf, translucent and glowing like that of an ember, emerges. It cries out, "Insolent vandals! Doest thy greed know no end!?"

Creature. Kel'vhanas now lingers in the library chamber as a resentful ghost.

The ghost relentlessly attacks the party, particularly targeting those wielding the Gideon's Warhammer, Gideon's Shield, or the Lamp of Cayne deeming them as "thieves" and "unworthy". The ghost cannot pursue characters who retreat beyond its domain of the Library chamber. The spirit will however cease its assault if presented with Nadia's Staff. Believed to have been lost long before the Temple raid, the spirit will inquire how it was found.

Development. Kel'vhanas's ghost is grieved by his failure to protect the Chronicon and the vainness of his sacrifice. The characters will need to convince the ghost that they can retrieve the Chronicon and that the present day Order of Oscilax will faithfully assume the duty of its protection.



If successful, the spirit will offer to locate the Librarian's medallion from among the debris of this chamber. If unsuccessful, the spirit will demand that a character allow it to possess them so that it may fulfill its obligation. Should no party member comply then the ghost will become incensed and resume combat.

Needle In A Haystack. If the combative ghost has been vanquished then the characters will have to find the Librarian's medallion on their own. It is buried somewhere amongst the debris. Roll a d6 to determine where the medallion is located.

d8 Location

1-2 West corner pile

3-4 Center pile

5-6 East corner pile

Searching through either of the incorrect piles will prove unfruitful and add to the deviation count. However, a successful Perception or Investigation check (DC 20) will reveal the futility of their search. Doing so will avoid the added deviation.

The characters will uncover a small brass medallion tarnished by centuries of submersion. On one side is the depiction of a funeral pyre. On the other is six equal sections, engraved in each section is a letter: R, F, A, I, F, L.

CHAPTER 8: "HISTORY IN THE MAKING"

Equipped with the Librarian's medallion the party must re-enter the past timeline one last time.

The adventurers return to the Nexus and can now attempt to access the Catacomb wing. As the disk is inserted into the cavity the walls come alight with glowing script and the Dial activates once again. It reads:

Upon the dedication of the Library, the Warpriest departed southward for one final crusade. In the years following his absence many false prophets arose, seeking to take that which only Oscilax can freely give. In response, the Keeper of Time reached out

to a lowly scribe, Nadia, and blessed her with a vision.

In this vision did she meet Oscilax face-to-face; the image forever burned into her memories. She awoke, blinded to her present surroundings. The future, however, was as clear as day as she was granted a sight beyond sight.

Guided by her wisdom and insight, the false prophets were ousted and driven out. The people of Oscilax rejoiced and rallied behind the leadership of the Oracle of Oscilax.

The Era of the Oracle was one of peace, reconciliation, and harmony with the surrounding nations. For five generations, from birth to death, did The Oracle live among us and was well advanced in years. It was her wish that the champions of Oscilax have a sacred burial place to be laid to rest, for she desired to join them when her time had come and foresaw that she could not until its completion.

And so it was that the Memorial Chamber was consecrated and the Oracle of Oscilax closed her eyes for the last time. Today she rests amongst the treasures of the faith, in the company of its greatest heroes for all eternity. We are her vision which marches forward. Praise ye the Keeper of Time!

The password to this puzzle is: BURIAL. When the password is input the seal over the Catacomb doors fades and the doors slide open.

CATACOMBS (PAST)

Beyond the double doors lies yet another natural tunnel hallway. The crooked hallway slopes northwestward as it descends 20 feet and runs 40 feet. It then bends northward, straightening out another 40 feet. At the end of this tunnel a hewn out staircase descends another 10 feet. The tunnel tapers off to a 5-foot wide entrance leading into the next room.

37. OSSUARIUM

The party enters a large room of gridlocked corridors. The perimeter and interior walls are lined top-to-bottom with recessed shelves stocked with ossuary boxes. Each hallway measures 45 feet long and 5 feet wide.

Creatures. Rummaging through the ossuary boxes searching for anything of value are 9 (2d4+4) moglin raiders. They are scattered throughout the ossuarium.

In here there is little to be found in this area save for the bones of departed acolytes and their epitaphs.

38. MEMORIAL CHAMBER

The Memorial Chamber is the final resting place for those who championed Oscilax and his tenets. Funerary rights for all temple servants would be performed inside the Memorial Chamber of the Catacombs.

You enter a large, well lit chamber. Alcoves line the eastern and western wall where the sarcophagi of the most faithful are laid to rest. An ever-burning brazier is installed at the foot of each one.

Receding into the northern back wall is an apse. In front of this platform is a small reflecting pool and toward the back of the apse are two ornate doors.

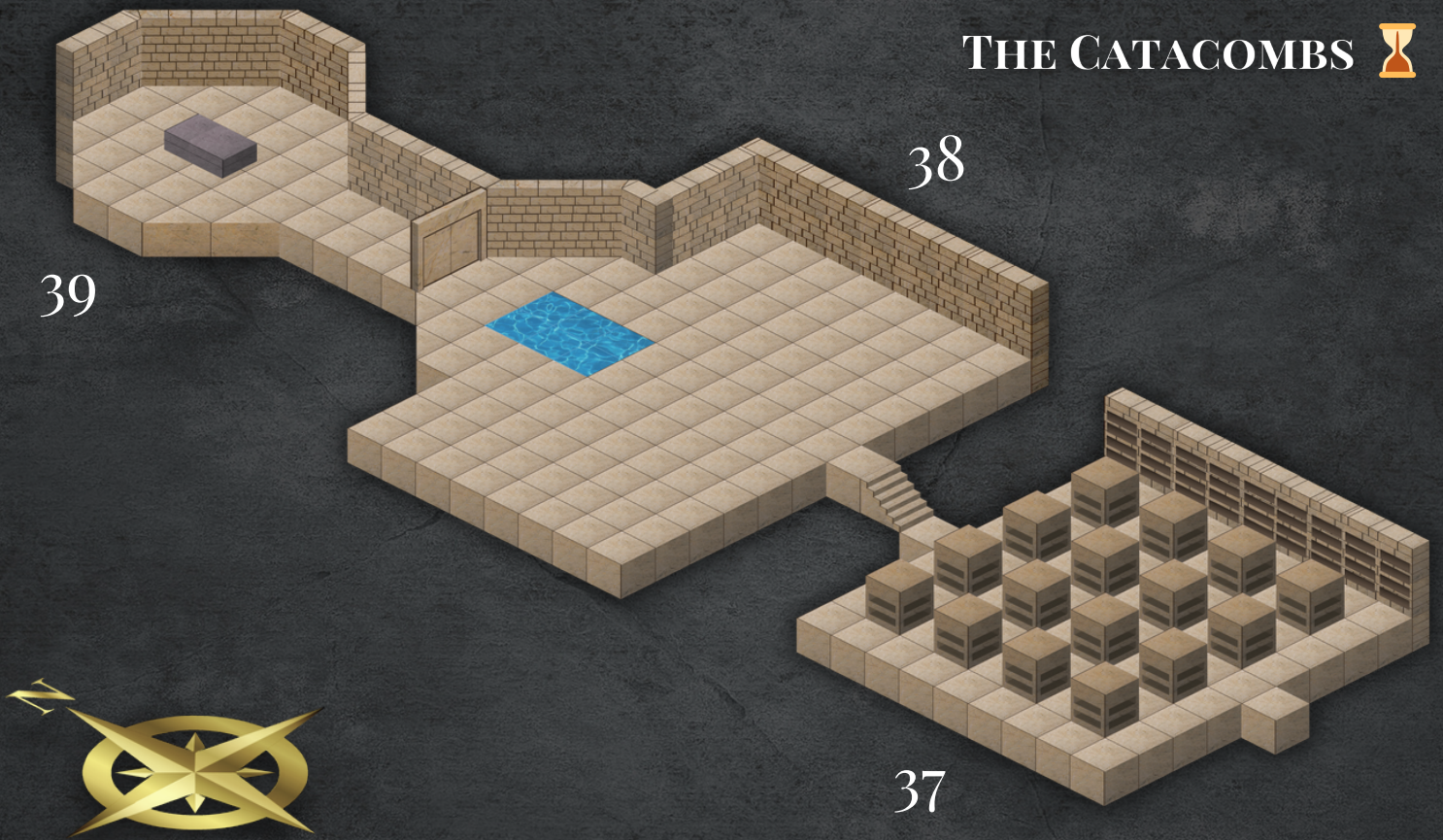
Creatures. Jendrick (cultist fanatic) is accompanied by two hobgoblin soldiers and two worgs. If any moglins remain within the Ossuarium they are summoned into the Memorial Chamber should either of the soldiers sound their whistle.

Treasure. Around Jendrick's neck is a polished iron amulet with a garnet inlay. It is an amulet of proof against detection and location. Draped across his shoulders is a dark, satin cloak with runes stitched along the hems. This cloak is a cloak of teleportation.

Lastly on his person is a small pouch. Inside this pouch are a handful of coins of a foreign mint.

BRANCHING TIMELINES

Tally up the number of deviations accumulated to up to this point. How close Jendrick and his cohorts are to entering and defiling the temple reliquary will be determined by how many deviations the party has committed up to this point. The difficulty of this encounter should be reflective of the player characters' decisions. Adjust the difficulty at your discretion.



- **Stage 1 (one or fewer):** Jendrick has just begun searching through the Chronicon for the command word that opens the reliquary vault. If undisturbed he will discover it after 5 minutes. To buy time, he commands his entourage to attack the interfering party.
- **Stage 2 (two to three):** Jendrick has had some time to search the Chronicon for the command word. If undisturbed he will discover it after 3 minutes.
- **Stage 3 (three to four):** Jendrick is close to discovering the vault's command word. If undisturbed he will discover it in 1 minute.
- **Stage 4 (four to five):** The command word is being spoken as the party enters the chamber. The player characters have but a brief moment to act as the hobgoblins stop Jendrick from entering, arguing over the division of the spoils. It will still take 1 minute for him to find the relic he seeks.
- **Stage 5 (five or more):** Jendrick is seen leaving the vault with an artifact in hand. In one swift motion the hobgoblin escorts are struck down. Jendrick then summons a portal, whisking himself away at the flick of his cloak. The vault is left ravaged and tainted.

SPEED READING

Jendrick will actively avoid the confrontation, opting to search the Chronicon for the vault command word.

Desperation. If his hobgoblin escorts have been slain, Jendrick makes one last attempt to find and speak the command word before he is forced into combat. To do so he must succeed on a DC 16 Intelligence (Religion) check. The stage at which the encounter begins will also affect his chances of success:

- **Stage 1:** If the encounter begins at this stage, then Jendrick will have disadvantage on his Intelligence (Religion) check roll.
- **Stage 2:** If the encounter begins at this stage, then Jendrick will make his Intelligence (Religion) check roll with no other modifiers.
- **Stage 3:** If the encounter begins at this stage, then Jendrick will have advantage on his Intelligence (Religion) check roll.

39. RELIQUARY VAULT

Even though the party has successfully defended the sanctity of the temple's reliquary, the threat of being stuck in the past remains a

reality, particularly if a high number of deviations have been accrued.

The player characters will find the Chronicon tossed aside near the vault's entrance. If the doors remain closed then the party will need to speak the command word from the Chronicon to access the vault. To do so, one will need to succeed on an DC 16 Intelligence (Religion) check. On a failed check the party finds themselves searching aimlessly through the Chronicon for one-hour. This fruitless search will add to the Deviation count, at which point they may check again.

The command word to open the vault doors is: Myrantheas. And to seal the doors, the command word is: Soporatus. Once spoken aloud the seal over the vault doors fades and the doors slide open. Beyond the threshold is a well-lit hallway that extends northward 20-foot. At the end of this hallway is an octagonal room, 20-foot wide in any direction.

Inside the vault, the walls are lined with shallow niches stocked with an assortment of relics: Robes and vestments, journals, pottery, eating and drinking vessels, and musical instruments.

In the center of this room is a funerary box with a glass top. Peering inside, an elderly, human woman lies perfectly motionless on a bed of silk. She is dressed in a fine priestly garment. Bouquets of long since wilted and withered flowers blanket the foot of this bed.

In order to complete their objective, the party will first need to place the Oracle's staff back on her person. The glass top is heavy but not secured to anything and can be easily lifted by two or more characters of average strength. Lastly the party will need to seal the vault doors once more before departing this timeline.

With the artifact successfully returned to its owner and the vault resealed, there is little time to waste before the Conflux's connection between the two timelines is severed.

TIME KEEPS ON TICKING

If the encounter with Jendrick began at Stage 4 or later, you may find it appropriate to put pressure on the return to the shrine in a

dramatic fashion just before the Conflux loses its connection.

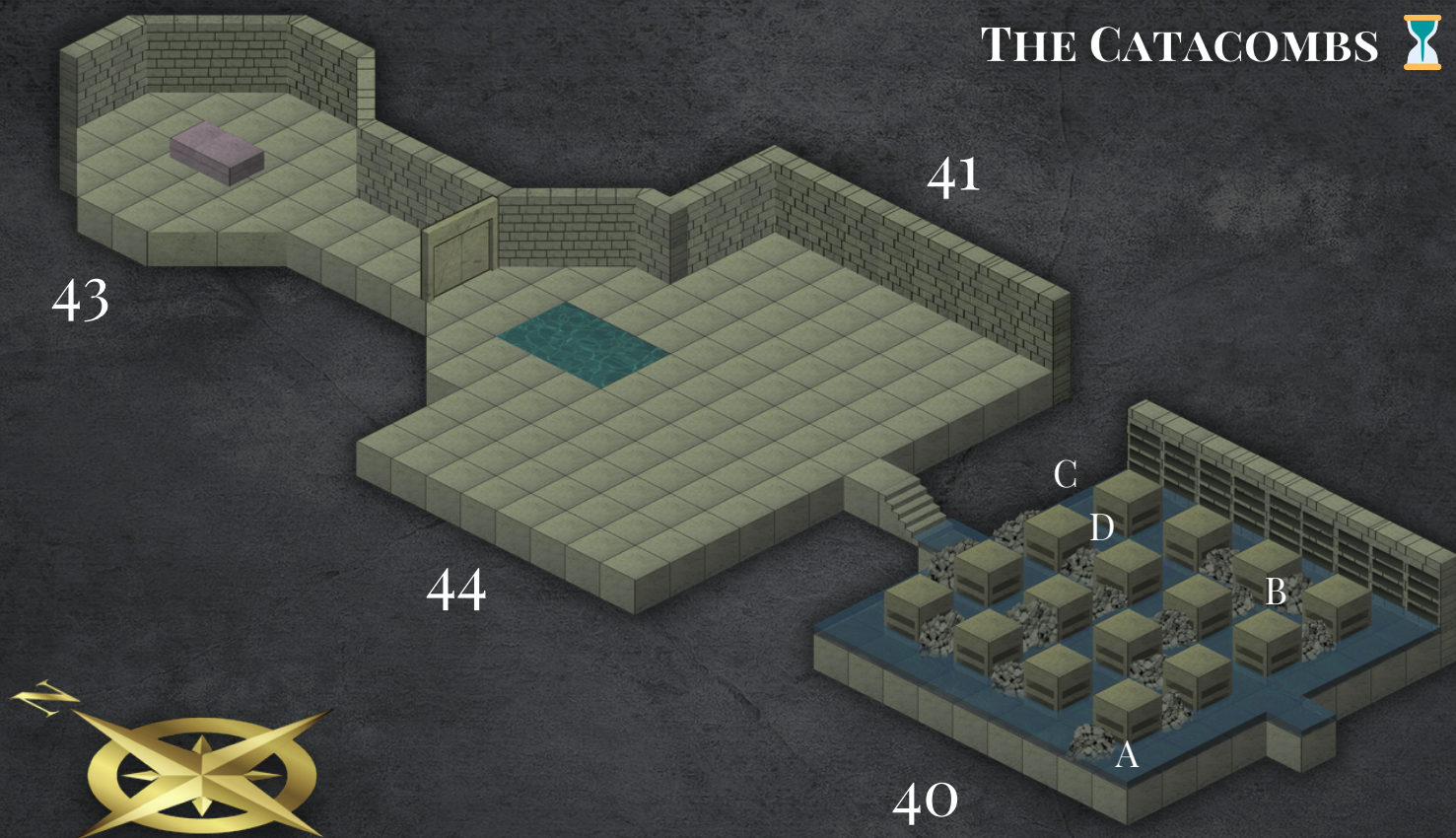
CHAPTER 9: "ADVENTURERS MAKE THEIR OWN DESTINY"

The party departs from the past one final time enroute to the present. As they enter the Nexus, they find the doors leading into the Catacombs open. A faintly musty odor emanates from the tunnel. The crooked hallway slopes northwestward as it descends 20 feet and runs 40 feet. It then bends northward, straightening out another 40 feet. Traversing deeper, the odor in the air grows increasingly pungent and visibility becomes increasingly hazy. At the end of this tunnel a hewn out staircase descends another 10 feet and into murky, knee-high water. The tunnel

Wrong Side Of History

In the event that all of the player characters have found themselves stranded in the past, you may decide to end the adventure here. You might decide to continue your campaign, sending your party on new adventures in a distant past version of your campaign setting. You may however wish to see this adventure to its conclusion. If so, consider using one or any combination of these options, or, formulate your own explanation:

- As the party returns to the now powerless Shrine of Oscilax, it suddenly reactivates. A figure materializes from the shrine - the acolyte, Tathan, now several years older and well armed. After the party's disappearance he took to adventuring in an effort to rescue the party.
- The party must take the Conflux and whatever knowledge they have of the time period and seek out one who could reverse engineer the magic empowering the conflux.
- The party must seek out a powerful magic user capable of casting the wish spell.



tapers off to a 5-foot wide entrance leading into the next room.

CATACOMBS (PRESENT)

40. MOLDY MAZE

This level of the Catacomb wing is flooded 2-foot deep with mirey water. A slimy film coats the walls of the Ossuarium and the recessed shelves which line the perimeter and interior walls now house entire colonies of fungal growths. Likewise, the bottom of the floors is slick with muck making it difficult terrain.

Cave ins and heavy fungal masses have cut off portions of these gridlocked corridors creating a maze. A dense haze of spores and fog saturate these corridors, heavily obscuring vision. All light sources are diffused, limiting the radius of a bright light source to only 5 feet.

Within this maze are four dead-ends each with some sort of hazard inhabiting it. Because of the sensorial challenges present in this area, attempts to detect these hazards will be done so with disadvantage. The correct path upon entering is as follows:

East 20 feet. North 30 feet. West 10 feet. South 10 feet. West 20 feet. South 10 feet. West 10 feet. North 30 feet. East 10 feet. South 10 feet. East 10 feet. North 10 feet. Exit.

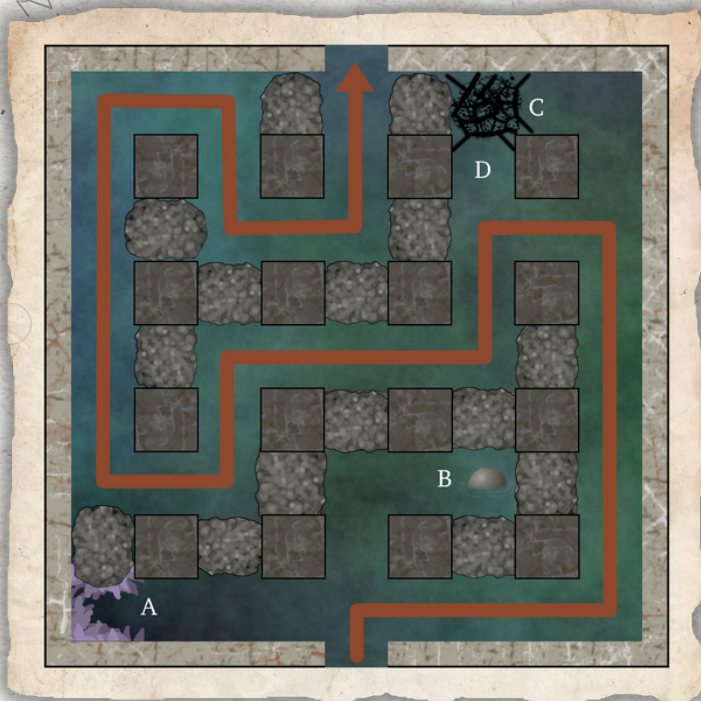
Hushrooms (A). From the entrance a path extends westward for 20 feet. Where it dead-ends, a 5-foot-square cluster of mushrooms cling to the corner walls. They appear as if they are inside out, with their cap covered in gills, and a rust-like coloration.

A successful DC 13 Wisdom (Perception) check reveals an eerie quiet as they draw close to the corner. If a creature enters into the space being occupied by these mushrooms, they inadvertently bump into one of these fragile fungi, causing it to release a poisonous cloud.

A creature subjected to hushroom poison must make a DC 13 Constitution saving throw. On a failed save, it is magically silenced as if under the effects of the *silence* spell.

Grey Ooze (B). From the entrance a path extends northward for 20 feet, then eastward another 10 feet before coming to a dead end caused by rubble.

Nearly indiscernible from its surroundings save for its slick, wet texture, the grey ooze remains motionless atop the rubble in this



corner. It attacks any creature that comes within 5 feet of the pile.

Web Slimes (C and D). There are two web slimes in which the party might encounter should they follow the wrong path. From the entrance the path extends eastward 20 feet, and then northward 30 feet. Two incorrect paths can be taken from here.

Continuing northward 10 feet, then westward 5 feet, the path is cut off by a lattice of oily black webs occupying a 5-foot square of space. Their appearance is like that of a glob of tar that has been drawn out in all directions.

Alternatively, continuing westward 10 feet and then northward 5 more feet, the party will encounter the opposite side of this web slime network.

When an object or creature enters into the space being occupied by these slimes they become restrained as the slime wraps around its victim. As an action, the restrained creature can make a DC 12 Strength check, breaking its hold on a success. The slime can also be attacked and destroyed (AC 12; hp 22; vulnerability to cold damage; immunity to acid, fire, poison, psychic). At the end of their turn, a creature that remains restrained takes 7 (2d6) acid damage.

41. DEAD MEMORIES

Making your way up the stairwell, the haze begins to clear as you enter a large, dark

chamber save for the soft glow of a magical seal toward the back. Time-worn alcoves line the eastern and western wall. Cobwebs blanket the sarcophagi of those laid to rest here. Once ever-burning braziers at their feet have likely been snuffed out for countless centuries. Stagnant water fills the reflecting pool which precedes the northern apse. The two ornate doors which seal the reliquary vault appear to be in the same condition as when you last saw it in the past.

The Memorial Chamber is mostly empty with exception to a scattering of skeletal remains.

42. RELIQUARY RETURN

Speaking the command word unseals the vault doors. As the doors slide open, bright light spills out from the 20-foot long hallway. Despite the passing of nearly a millennium since these doors were last opened, the vault appears in the exact same condition as the party left it.

Returning to the vault, you approach the center of this room where the Oracle of Oscilax rests. Inside her glass-topped funerary box, Nadia still lies undisturbed on a bed of silk. She is dressed in a fine priestly garment and remains equipped with her fabled staff.

The body of Nadia remains in a timeless state of repose. The staff can be retrieved with no resistance. With the sanctified staff in the party's possession all that is left now is to reseal the vault and deliver the staff to the Order of Oscilax.

43. THE LONG CON

Exiting the reliquary vault, dim light has filled the Memorial Chamber as the party is met by the enclave acolyte, Tathan. He is accompanied by a masked entourage of armed ruffians. He reveals that he is not aligned with the Order of Oscilax, but rather, to an ancient cult (the cult of which Jendrick was affiliated to). The staff had been in this cult's possession for many centuries. Jendrick was sent to the Order with

the staff with the intent to revitalize its magical essence.

He thanks the party for playing their part in this scheme and demands that they turn the staff over to him.

How the rest of this scenario plays out will depend on several factors and decisions made throughout the adventure. The foremost goal of Tathan is to return to his cult with the Oracle's staff in his possession. The cultists in his company are expendable and willingly comply with any order.

BECOMING THE PREY

Creatures. The size of Tathan's entourage should be determined first. Tathan and his crew have been stalking the party from a distance shortly after they began this adventure. Tathan is accompanied by 6 fellow cultists. For every hazard that the party had managed to avoid while navigating the Ossuary maze, a cultist instead falls victim and is removed from the group leading up to this encounter.

Tactics. **Tathan the Cunning** is a formidable foe. He will opt to assist from afar and attack opportunistically if at all possible, directing his entourage to the front lines.

GETTING A HEAD

Empowered. If the party had departed from the silurian throne room without Yorich, it is revealed that Tathan had taken possession of it. As he pulls the skull out in front of the characters, his cult pendant siphons the magical essence from Yorich. He then discards the now depleted skull. As a result Tathan is empowered, becoming **Tathan the Invigorated**.

Tactics. Emboldened by these newfound abilities, Tathan is much more brazen and aggressive in his actions. He may even attempt to challenge the party member whom he believes to be the most powerful.

Treasure. Tathan is equipped with exotic armaments: His armor is made of dragon scale. His +1 longsword is blueish black. Along with his cohorts, he bears a polished iron insignia of his cult, a collective 60 gp, and on each cultist - one potion of fire breathing (if not consumed during the battle).

THROWBACK THOUL'S DAY

Creature. If the party failed to destroy the remains of the thoul, Gar, he regenerates and reanimates after some time has passed. Countless centuries of wandering the ruins of the temple has driven the creature mad. Gradually the thoul's ghoulish nature has manifested, becoming more gaunt, grotesque, and bestial.

The **thoulghast** lunges out from the shadows and disrupts this standoff attacking one of the cultists.

Tactics. The thoulghast will attack any living creature, though it may show preference toward weaker or more succulent targets.

Not one to let opportunity go to waste, Tathan will attempt to coax the creature into directing its assault toward the player characters.

EPILOGUE

The characters have subverted the laws of time and recovered the Staff of Nadia, Oracle of Oscilax. In the process they have foiled the plot of a centuries old cult. What lies next for the adventurers?

RESOLVING CHARACTER HOOKS

Relinquishing the staff into the Order's care, the party is met with stunned elation at their return, and melancholic shame at the revelation of Tathan's deception. The Order honors their agreement and compensates the party for their accomplishments. After some time has passed the Order will have elevated Aevon to the position of Exarch having established a communion with Oscilax. The revival will also have begun to spread amongst the neighboring town of Epoch.

As a show of gratitude, the characters can use the town and Enclave as a base of operations to continue their adventures. Other developments depend on what got the characters here and how they leave.

YOUR REPUTATION PRECEDES YOU

As was promised, Aevon disperses the remaining 325 gp for the completion of this monumental task. Additionally Aevon offers 100 gp for any relics the characters are willing to part with. The party has established valuable contacts who can aid them in their later endeavors.

PROMOTIONAL OPPORTUNITY

In recognition of their heroics, all party members are to be treated as living legends within the revived Oscilaxian Movement. With such accolades come the eternal favor of the Order and Movement.

For those previously associated with the Order, a place within the upper echelon of the Movement's Hierarchy awaits them. The Exarch will wish to honor its heroes and commission its newest clergy with a celebration once the Movement has had time to grow and solidify.

A COMPELLING COMMISSION

If the characters were sent to the Order at the behest of a superior then Aevon upholds his end of the arrangement. Depending on the nature of this contract, the party may be directed elsewhere in order to resume fulfilling their previous obligations.

FURTHER ADVENTURES

You can build an entire campaign around this new Revival Movement. The party might perhaps continue to assist the Order of Oscilax in its endeavor to evangelize. The party might even be compelled by Oscilax himself to do his bidding. Perhaps, in light of the rousing success of the Conflux, even more time-travel based adventures await the characters.

You could also use other encounters found in this adventure to set up points of interest that the characters might follow up on:

Perhaps the party had discovered the tunnel into the Deep Realms by which Yorich and his silurian subjects migrated from. The adventurers might decide to reconnect with Minnesota Copperbottom to join him on his next excursion. Perhaps the characters wish to further investigate this centuries-old cult that has antagonized them.

This journey of tampering with timelines has the potential to affect the lives of the adventurers for years to come. The possibilities are as endless as the sands of time.



STAFF OF THE ORACLE

LIBRARY PUZZLE



CATACOMBS PUZZLE

MAGIC ITEMS APPENDIX

The magic items that are introduced in this book are detailed in order of appearance.

AXE OF HURLING

Weapon (handaxe), uncommon (requires attunement)

This handaxe is a magic weapon. It has a normal thrown range of 25 feet and a long range of 100 feet.

You have a +1 bonus to attack and damage rolls made with this magic weapon. If thrown or dropped, the weapon flies back to your hand immediately at the end of your turn.

STAFF OF THE PYTHON

Staff, uncommon (requires attunement by a cleric, druid, or warlock)

You can use an action to speak this staff's command word and throw the staff on the ground within 10 feet of you. The staff becomes a giant constrictor snake under your control and acts on its own initiative count. By using a bonus action to speak the command word again, you return the staff to its normal form in a space formerly occupied by the snake.

On your turn, you can mentally command the snake if it is within 60 feet of you and you aren't incapacitated. You decide what action the snake takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location.

If the snake is reduced to 0 hit points, it dies and reverts to its staff form. The staff then shatters and is destroyed. If the snake reverts to staff form before losing all its hit points, it regains all of them.

GIDEON'S WARHAMMER

Weapon (warhammer), rare (requires attunement)

This warhammer is a magic weapon. You have a +1 bonus to attack and damage rolls made with this magic weapon. Additionally when you wield this weapon, you gain advantage on all initiative rolls.

GIDEON'S SHIELD

Armor (shield), rare (requires attunement)

You gain a +2 bonus to AC against ranged attacks while you wield this shield. This bonus is in addition to the shield's normal bonus to AC.

In addition, whenever an attacker makes a ranged attack against a target within 5 feet of you, you can use your reaction to become the target of the attack instead.

BOW OF BENEFACTION

Wondrous item, rare (requires attunement)

When wearing these bracers you can summon a longbow of golden light as a bonus action. This bow can not be dropped and consumes gold pieces as ammunition. The gold piece is nocked as one would with an arrow. As it is drawn the gold piece is transmuted into a golden arrow.

Ranged attacks have a +1 bonus to attack and damage rolls made with this magic weapon. Before making an attack roll, you may spend an additional gold piece to add an extra 1d8 radiant damage to the attack.

LAMP OF CAYNE

Wondrous item, rare (requires attunement by a spellcaster)

This lamp has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *scorching ray* spell (save DC 15) from its spout. For 1 charge, you cast the 2nd level version of the spell. You can increase the spell slot level by one for each additional charge you expend. Furthermore, you can use an action to cast the *firebolt* spell (save DC 15) at no charge.

The lamp regains 1d6 + 1 expended charges daily at dawn. If you expend the lamp's last charge, roll a d20. On a 1, the lamp crumbles into rust and is destroyed.



YORICH, THE GOD-KING

Wondrous item, very rare (requires attunement by a spellcaster)

Yorich might be mistaken for a Demilich, but it is in fact just a mundane skull fitted with arcane gems and suffused with a magical essence.

Sentience. Yorich is a sentient, neutral arcane focus with an Intelligence of 17, a Wisdom of 9, and a Charisma of 11. Yorich can speak, read, and understand Aquan, Common, Dwarven, Draconic, Elven, Goblin, Orcish, and Undercommon. In addition, the item can communicate by broadcasting its thoughts telepathically. It has hearing and normal vision out to 120 feet.

Personality. Untold decades of ruling over the simple yet insane silurians in the Deep Realms has ignited a craving for knowledge and adventure within Yorich. So long as Yorich believes its wielder will provide such stimulation, it will gladly follow its wielder's orders. If Yorich goes three or more days without social interaction, a conflict between it and its wielder occurs at the next dawn.

While holding Yorich, you gain a +1 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

POTION OF FIRE BREATHING

Potion, uncommon

Upon drinking this potion, a billow of flame erupts from your mouth. Each creature in a 15-foot cone must make a DC 13 Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

This potion glows a bright orange. Little red specs float around the vial and fade out like smoldering embers.

DRAGON SCALE ARMOR (RED)

Armor (scale mail), very rare (requires attunement)

While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to fire damage.

Additionally, you can focus your senses as an action to magically discern the distance and direction to the closest red dragon within 30 miles of you. This special action can't be used again until the next dawn.

CREATURE APPENDIX

The creatures and Non-Player Characters that are introduced in this book are detailed here and listed in order of appearance.

MOGLIN

In the present day, moglins are an extinct goblinoid race. However, their disappearance is not so far removed from history that details of these creatures have been lost.

Goblin Heritage. Moglins are cousins to the hobgoblins and like other goblinoid races, were subservient to the hobgoblins. They are shorter in stature than their Hobgoblin kin, but are also stockier and pudgier. Skin colors range from blue to teal. Moglins on average are much less intelligent than the typical hobgoblin, but where they lack in intelligence they make up for in strength, ferocity, and toughness.

History suggests that the moglins filled the same roles in goblinoid society as goblins do today - perhaps implying that goblins held an even lower place in the hierarchy. Though they are subservient, moglins are loyal to the hobgoblin upper caste. Moglins rely on the hobgoblin leadership for survival and hobgoblins quietly respect the tenacity and fealty of the moglin ranks.

Barbarous Background. Moglins culture divorced from the command and supply of the hobgoblins is much more primitive. Wood, leather and hide are the preferred materials for dress and protection. While proficient with metallic weaponry and tools, moglin blacksmiths are almost unheard of.

Tragic Superstitions. Magic affinity is a rare occurrence among moglins. Unlike the "nilbog" which is viewed as a curse amongst the other goblinoid races, these magically inclined moglins often become shamanistic figures within their tribes. In the company of hobgoblins however, they are often assigned near-impossible quests; teased with the fantasy of earning the warlord's favor. They are dispatched to parts unknown with the intention of this moglin never making it back.

MOGLIN

Medium humanoid (goblinoid), chaotic evil

Armor Class 15 (leather armor and shield)

Hit Points 15 (1d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

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

ACTIONS

Short sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.



BUGBEAR

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor and shield)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (0)	9 (-1)

Skills Stealth +6, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

HOBGOBLIN

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (0)	10 (0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

HOBGOBLIN CAPTAIN

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (splint)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (0)	14 (+2)	11 (0)	11 (0)	15 (+2)

Saving Throws Con +4, Wis +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 3 (700 XP)

Brave. The hobgoblin captain has advantage on saving throws against being frightened.

ACTIONS

Multiaction. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

HOBGOBLIN RAIDERS

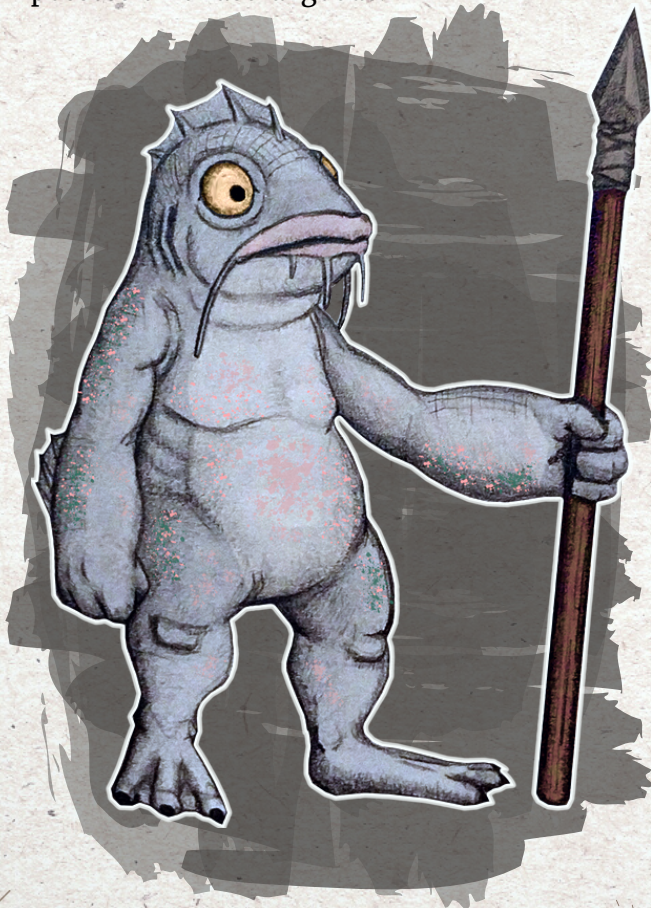
The hobgoblin led raiding company of the Past hails from a far off land. Aided by the intelligence and reconnaissance of Jendrick, these hobgoblin forces made swift work of the temple's defenders and champions.

SILURIAN

Silurians are scaled humanoids resembling a cross between frog and fish. They have huge soul-piercing eyes and webbed hands and feet. Silurians live along the bottom of the ocean and around deep subterranean oases.

Strange Origins. Silurian history is difficult to compile as the race had existed long before human recordings. Reasons for their widespread madness vary and include: mental domination by eldritch monsters, genetic degradation due to inbreeding, dark rituals made to their mad gods, the mental strain caused by constant suspicion and brutality, and the spread of insanity like a disease in their communities. Regardless, the deranged Silurian subconscious mind is a powerful supernatural force; one in which, with enough collective faith, can manifest divine entities into reality.

Solidary Species. Silurians are typically antagonistic to almost every other subterranean race and all surface-dwellers. They are especially hostile toward the Dark Elves and Grey Dwarves whom they share a long history of conflict and oppression. Despite this they do maintain tenuous trade relations, mitigated by the Dark Elves' and Grey Dwarves' possession of useful goods.



SILURIAN

Medium humanoid (silurian), chaotic neutral

Armor Class 13 (natural armor, shield)

Hit Points 18 (4d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (0)	11 (0)	11 (0)	10 (0)	8 (-1)

Skills Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages Undercommon

Challenge 1/4 (50 XP)

Amphibious. The silurian can breathe air and water.

Otherworldly Perception. The silurian can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The silurian has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the silurian has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

REACTIONS

Sticky Shield. When a creature misses the silurian with a melee weapon attack, the silurian uses its sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the silurian's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

MINNESOTA COPPERBOTTOM

Medium humanoid (Dwarf Scout), neutral

Armor Class 13 (leather armor)

Hit Points 115 (9d10+54)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	14 (+2)	11 (0)	11 (0)	15 (+2)

Skills History +4, Perception +7, Sleight of hand +6, Survival +3

Senses darkvision 60 ft., passive Perception 12

Languages Common, Dwarven, Elven, Goblin and Terran

Challenge 3 (700 XP)

Keen Hearing and Sight. Minnesota Copperbottom has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Riveting Storyteller. Minnesota can use his masterful oration of past expeditions to help revitalize wounded allies during a short rest. Any friendly creatures who can hear his tales and regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

ACTIONS

Multiattack. Minnesota makes two whip attacks

Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

Hand crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit: 4 (1d6 + 1) piercing damage.



MINNESOTA COPPERBOTTOM

The famed and esteemed explorer, Minnesota Hornsfel Copperbottom III, has contributed to many of the world's greatest archaeological discoveries. Never one to shy away from danger, Minnesota Copperbottom came to the Temple of Oscilax in pursuit of the legend of a magnificent library here. In this library, one particular book is said to contain locations to many treasures lost to time.

LUMBERING MARMALADE

The lumbering marmalade is a viscous, emerald-colored ooze that slogs about in swamps, mires, and caves. The creature gets its namesake by the way it clammers and crawls on pseudopodia like that of a fledgling beast.

Marmalades are characterized by their chunky, colloidal composition. Branches, rocks, sediment and bones are all common substrates by which these oozes bind to. Because of this uniquely dense structure, the marmalade pseudopod has a longer, deadlier reach. Often its prey is mercifully knocked out or simply killed just from the blunt impact as it lashes out.

LUMBERING MARMALADE

Large Ooze, unaligned

Armor Class 12 (Natural Armor)

Hit Points 33 (5d8 + 10)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	22 (+6)	1 (-5)	6 (-2)	1 (-5)

Damage Resistances cold, fire, lightning.

Damage Immunities acid, poison.

Condition Immunities blinded, charmed, deafened, exhausted, frightened, prone.

Senses blindsense 60 ft. (blind beyond this radius), passive Perception 9

Challenge 5 (1,800 XP)

Ooze Nature. The lumbering marmalade doesn't require sleep.

ACTIONS

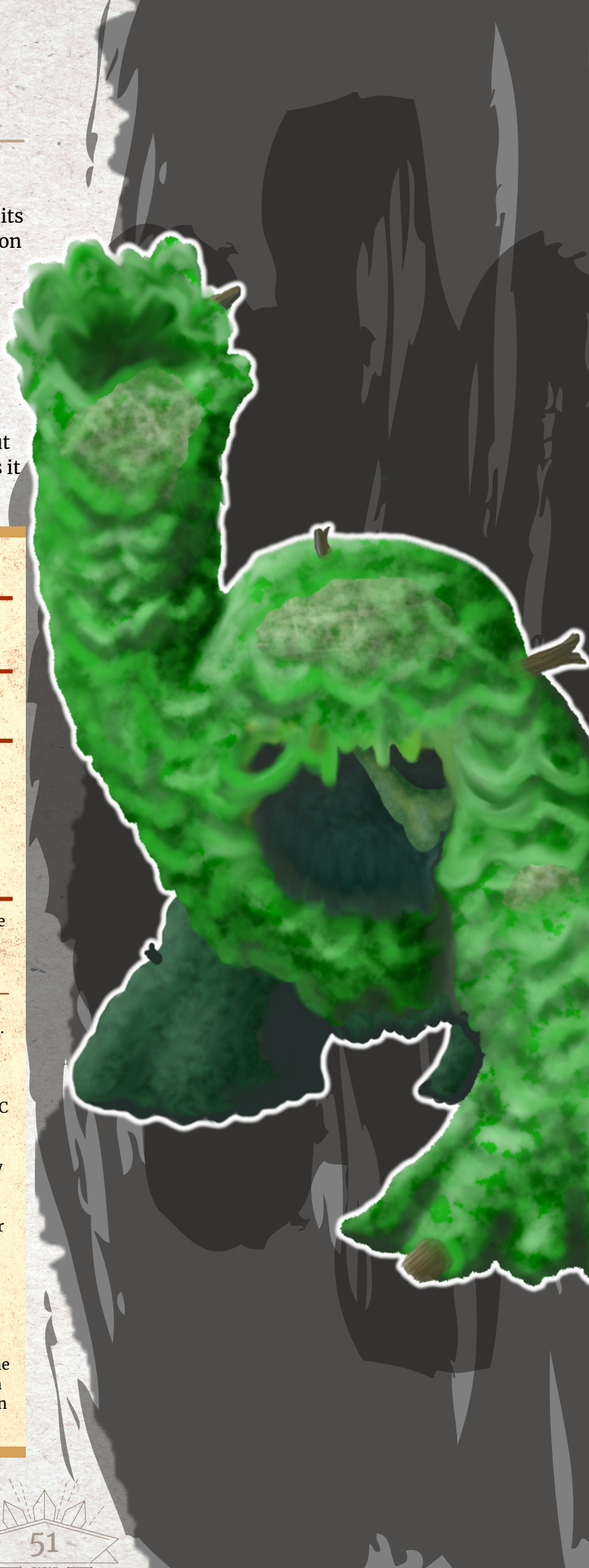
Multiattack. The lumbering marmalade makes two Pseudopod attacks, uses Snatch, then uses Engulf on it.

Pseudopod. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 9 (1d8 + 4) bludgeoning damage and 5 (1d8) acid damage and the target is grappled (escape DC 14).

Snatch. The marmalade pulls each creature grappled by it up to 10 feet straight toward it.

Engulf. The lumbering marmalade engulfs a Medium or smaller creature grappled by it. The engulfed creature can't breathe, is restrained, and takes 14 (3d8) acid damage at the start of each of the marmalade's turns. When the marmalade moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the marmalade. The lumbering marmalade can have only two creatures engulfed at a time.



RALDRANUL

Medium humanoid (goblinoid), lawful evil

Armor Class 12 (15 with mage armor)

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (0)	17 (+3)	12 (+1)	11 (0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish, Goblin, Giant

Challenge 3 (700 XP)

Spellcasting. Raldranul is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +4 to hit with spell attacks). Raldranul has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *friends*, *mending*, *message*
1st level (4 slots): *charm person**, *mage armor*, *burning hands*

2nd level (3 slots): *hold person*, *invisibility*, *suggestion*

3rd level (2 slots): *fireball*, *haste*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used in two hands.

REACTIONS

Instinctive Charm (*Recharges after the Enchanter Casts an Enchantment Spell of 1st Level or Higher*). The enchanter tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The enchanter must decide to do so before the attack hits or misses.

The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than the enchanter itself. If multiple creatures are closest, the attacker chooses which one to target.

RALDRANUL

Raldranul, an enchanter, is a specialist wizard who understands how to alter and control minds using magic. Though magic is generally eschewed in hobgoblin culture, it is sometimes tactically pragmatic. When a hobgoblin company has a thoul within its ranks, it is imperative to ensure that such an unwieldy creature maintain its focus and brutality against the enemy and not its own. Enchantment magic is one such case in which non-martial magics are a necessity

THOUL

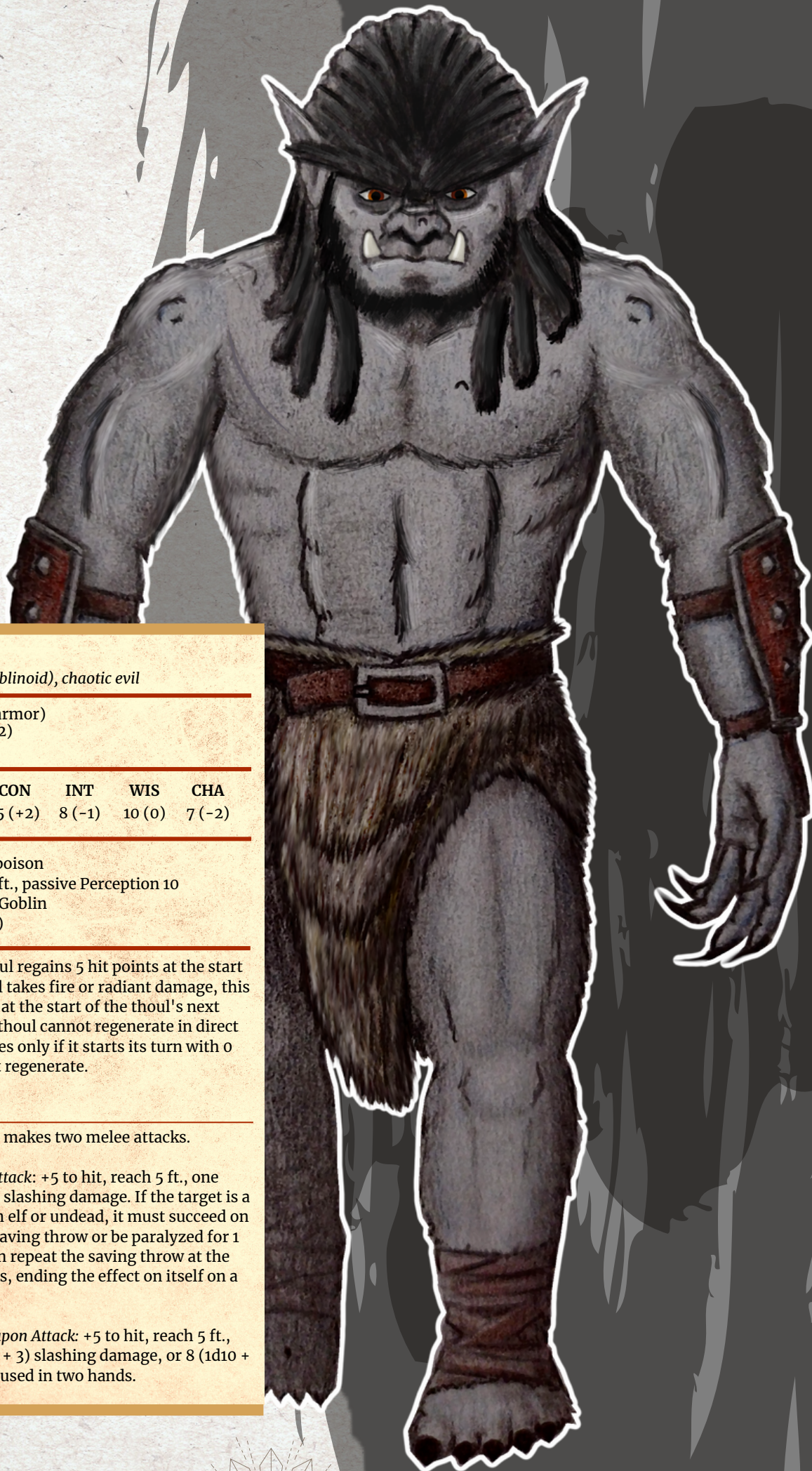
Goblin folklore speaks of foul hybrid creatures created by the hobgoblin clans countless ages ago. In modern times the hobgoblins eschew non-combat oriented magics, maintained on the basis of militaristic pragmatism. It is unbecoming of hobgoblin culture to give superstition any credence, however, such prohibited dabbling is met with harsh rebuke lest their camps be plagued with thouls.

Bred For War. Abominable even by Goblin standards, the thoul is a preternatural fusion of troll and ghoul into a hobgoblin base.

Conceived through profane rituals and vile experimentation, the thoul was bred to be a living weapon – an unrelenting spearhead for the hobgoblin war campaign. Classically, this role would be delegated to the bugbears. While they are certainly fearsome and powerful in their own right, they do not share the same motivations of their hobgoblin kin and require incentive to employ; making alliances brittle at best. The thoul however embodied the brawn and endurance of trolls, the ravenousness and tenacity of ghouls, with the regimen, duty, and cunning of a hobgoblin soldier.

More Than Meets The Eye. Thouls appear at a glance like tall, brutish hobgoblins. Their long hair is coarse and twisted; dark like that of their kin. They have long, sharp claws with which they paralyze their foes. Leathery, sage-colored flesh stretches across their muscular frame and displays an unnatural healing affinity. Thouls prefer to skulk in dark places, becoming more active at night to feed on the corpses of their enemies.

Civilized Savages. Like hobgoblins, they favor brightly colored clothing, usually favoring blood-red cloth and gleaming-black leather. Thouls are cunning combatants. Though they relish the feeling of ripping flesh with their claws and delight in torturing their paralyzed victims, they are well aware of creatures such as elves who are immune to such conditions. Because of this, they typically carry a sword and a bow which are always well cared for and brilliantly polished.



THOUL

Medium humanoid (goblinoid), chaotic evil

Armor Class 13 (hide armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	8 (-1)	10 (0)	7 (-2)

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Regeneration. The thoul regains 5 hit points at the start of its turn. If the thoul takes fire or radiant damage, this trait doesn't function at the start of the thoul's next turn. In addition, the thoul cannot regenerate in direct sunlight. The thoul dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The thoul makes two melee attacks.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used in two hands.



BLAZING SENTINEL

According to the legends, during the crusades of the Warpriest Cayne, it is said that he came across a magic lamp. This lamp contained a bound Efreeti.

A long career of warfare had made Cayne a seasoned negotiator. He struck a bargain with the Efreet. In exchange for its freedom the Efreeti imbued the lamp with fire magic and contracted the services of lesser denizens of the Plane of Fire.

Left with no other options, Kel'vhanas summoned a powerful fire elemental – a contractually binding act by which the presiding Librarian sacrifices their body in exchange for the elemental's subservience. Dominated by the soul of the Kel'vhanas, the elemental has but one duty – to defend the Chronicon by any means necessary. Once dismissed, the elemental returns to the Plane of Fire. Kel'vhanas' soul, however, is unable to move on and be one with Oscilax.

BLAZING SENTINEL

Huge elemental, unaligned

Armor Class 14
Hit Points 168 (16d12 + 64)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	18 (+4)	8 (-1)	12 (+1)	9 (-1)

Skills Athletics +4, Intimidation +2, Perception +4

Damage Resistances bludgeoning, piercing, and slashing from non magical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Ignan

Challenge 8 (3,900 XP)

Brute. A melee weapon deals one extra die of its damage when the elemental hits with it (included in the attack).

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's

space on a turn, that creature takes 5 (1d10) fire damage and catches fire, until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The thoul makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

REACTIONS

Parry. The elemental adds 3 to its AC against one melee attack that would hit it. To do so, the elemental must see the attacker and be wielding a melee weapon.

Elemental Nature. The fire elemental doesn't require air, food, drink, or sleep.

THE JUDGE

The Judge appears in the "Hostile Interactions" scenario. The Judge is an imposing figure relative to its kin. Yorich employs this enforcer to keep its people in line when their own delusional fears will not suffice.

THE JUDGE

Medium humanoid (silurian), chaotic neutral

Armor Class 11 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	14 (+2)	12 (+1)	14 (+2)	11 (0)

Skills Perception +6, Religion +4

Senses darkvision 120 ft., passive Perception 16

Languages Undercommon

Challenge 1 (200 XP)

Amphibious. The silurian can breathe air and water.

Otherworldly Perception. The silurian can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The silurian has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the silurian has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The Judge is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The Judge has the following cleric spells prepared:

Cantrips (at will): *sacred flame*, *thaumaturgy*
1st level (3 slots): *bane*, *shield of faith*

ACTIONS

Multiattack. The Judge makes two attacks: one with its bite and one with its pincer staff.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Pincer Staff. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the silurian can't use its pincer staff on another target.

JENDRICK THE INFILTRATOR

Having infiltrated the ranks of the temple acolytes, Jendrick has orchestrated a surgical assault against the temple and its disciples circumventing much of the temple's primary defenses. To spearhead this raid Jendrick struck an alliance with Hobgoblins. In exchange for his guidance he asks only for one particular relic found within the vault.

JENDRICK THE INFILTRATOR

Medium humanoid (human), neutral evil

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	14 (+2)	12 (+1)	10 (0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages Common, Draconic

Challenge 2 (450 XP)

Dark Devotion. Jendrick has advantage on saving throws against being charmed or frightened.

Spellcasting. Jendrick is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*
1st level (4 slots): *command*, *inflict wounds*, *shield of faith*
2nd level (3 slots): *hold person*, *spiritual weapon*

ACTIONS

Multiattack. Jendrick makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

TATHAN

Hailing from the same cult that Jendrick belonged to, Tathan is tasked with stealing the secrets and artifacts of the Order of Oscilax. He and a group of fellow cultists have been tailing the party, stalking them from afar allowing the adventurers to absorb the dangers of the ruins.

TATHAN THE CUNNING

Medium humanoid (human), neutral evil

Armor Class 14 (dragon scale armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (0)	13 (+1)	10 (0)	11 (0)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 12

Languages Common, Draconic

Challenge 2 (450 XP)

Dark Devotion. Tathan has advantage on saving throws against being charmed or frightened.

Spellcasting. Tathan is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, bane*

2nd level (3 slots): *hold person, blindness/deafness*

ACTIONS

Multiattack. Jendrick makes two melee attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 5 (1d10) slashing damage.

TATHAN THE INVIGORATED

Medium humanoid (human), neutral evil

Armor Class 14 (dragon scale armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (0)	16 (+3)	11 (0)	11 (0)	16 (+3)

Saving Throws Strength +5, Constitution +5

Skills Athletics +5, Insight +2, Intimidation +5, Religion +4

Senses passive Perception 10

Languages Common, Draconic

Challenge 5 (1,800 XP)

Dark Devotion. Tathan has advantage on saving throws against being charmed or frightened.

Spellcasting. Tathan is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Tathan has the following paladin spells prepared:

1st level (4 slots): *bane, command, hellish rebuke, inflict wounds, shield of faith*

2nd level (2 slots): *crown of madness, darkness, magic weapon*, protection from poison*

Vicious Smite. As a bonus action, Tathan can expend a spell slot to cause its melee weapon attacks to magically deal an extra 9 (2d8) psychic damage to a target on a hit. This benefit lasts until the end of the turn. If Tathan expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st. The damage decreases by 1d8 if the target is an undead or a fiend.

ACTIONS

Multiattack. Tathan makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Control Unholy. Tathan can choose a single fiend or undead that can see or hear Tathan within 30 feet forcing it to make a DC 13 Wisdom saving throw or become forced to obey Tathan's commands for the next 24 hours. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Tathan's Control Unholy for the next 24 hours. At any time, Tathan can control one fiend or undead with challenge rating equal to or lesser than its own.

REACTIONS

Parry. Tathan adds 3 to his AC against one melee attack that would hit it. To do so, Tathan must see the attacker and be wielding a melee weapon.

THOULGHAST

Medium undead, chaotic evil

Armor Class 13 (Natural Armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	6 (-2)	8 (-1)	6 (-2)

Damage Resistances cold, necrotic.

Damage Immunities poison.

Condition Immunities charmed, exhausted, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands Common and Goblin but can't speak

Challenge 5 (1,800 XP)

Regeneration. The thoulghast regains 10 hit points at the start of its turn. If the thoul-ghast takes fire or radiant damage, this trait does not function at the start of the thoul-ghast's next turn. In addition, the thoul cannot regenerate in direct sunlight.

Undead Fortitude. If damage reduces the thoulghast to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant, fire, or from a critical hit. On a success, the thoul drops to 1 hit point instead.

ACTIONS

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

THOULGHAST

The thoulghast is the grisly evolution of an already gestalt monstrosity whose endurance defies death itself. When the thoul, Gar, fell in battle the regenerative nature of its trollish descent and the corruptive nature of its ghoulish blood reacted discordantly. Having endured centuries of a hellish existence torn between life and undeath, the thoul has lost all sense of its former coherent self and has taken on more ghastly aspects.

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