

The Chronolith

AN ADVENTURE FOR CHARACTERS OF LEVELS 1-5



The background is a textured, aged parchment or paper with various stains in shades of brown, tan, and red. The top right corner shows a dark, possibly black, material, likely the book's cover, which is slightly worn and peeling. The overall appearance is that of an antique or historical document.

The Chronolith

An Éric Nieudan adventure

Credits

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Table of Contents

Credits	2	Appendix	32
Table of Contents	3	Acolyte	32
Introduction	4	Animated Aesegai	32
Foreword	5	Bandit	32
“I’m Not the Right Level for This!”	5	Bandit Captain	33
Tips for Staying True to the Essence of Sandbox Games	5	Bark Elf	33
What About History?	5	Boar	33
Which Languages Do the Characters Speak?	6	Bugbear	34
The Lamentrope	6	Chimera of Tahenn Pass	34
An Extravagant Dream	6	Commoner	34
Things to Keep in Mind About Experience Points	7	Dire Wolf	35
Preparation	7	Druid	35
Appendix	7	Moonskin	35
Random Tables	7	Giant Badger	36
What Level Is This Adventure Meant For?	7	Giant Centipede	36
The Adventure	8	Giant Crocodile	36
A Bloodied History	8	Giant Lizard	37
Kingdoms of the Drakenbergen	8	Giant Spider	37
An Ordinary Mission	10	Giant Toad	37
Random Encounters	10	Giant Vulture	38
Starting the Adventure	11	Goblin	38
The Horned Caravan (A)	12	Guard	38
The Old Watchtower (B)	13	Half-Dragon Veteran	39
The Temporally Chaotic Pass	18	Knight	39
The Dungeon, Your New Home	18	Gwen	39
The Tower Throughout the Ages (B)	19	Merkenx	39
The Village (C)	20	Mage	40
The Forest (D)	21	Zyrlia	40
The Prime-Wyrms’ Dome (E)	23	Olyé	40
The Purple Ezen’s Orcs (No Location on the Map)	26	Mastiff	41
The Road (F)	27	Plesiosaurus	41
The Swamp (G)	28	Priest	41
Leaving the Vale	30	Ghezelon	41
Closing Time!	30	Prime-Wyrm	42
Scatter Breadcrumbs	30	Saber-Toothed Tiger	42
This Way Out!	30	Scout	42
To Leave is to Die a Little	31	Orc Riders	42
A Thousand Reasons to Return	31	Shield Guardian	43
		Skeleton	43
		Spy	44
		Viper	44
		Thug	44
		Tribal Warrior	44
		Triceratops	45
		Tyrannosaurus Rex	45
		Veteran	45
		Sister Silence	45
		Will-O’-Wisp	46
		Wolf	46



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An Éric Nieudan adventure



Introduction



hen an easy job turns into a fight for survival...

Who would have guessed that this small valley at the edge of the kingdom was harboring a power able to force the doors of time wide open? Legions of conquerors and forgotten hordes, torn from a chaotic history, have turned Tahenn Pass into a perilous powder keg. For a party of adventurers trapped by the temporal catastrophe, there are as many opportunities to get rich as there are chances to lose their lives.



foreword





This adventure is a “sandbox” meant for beginning adventurers, and for game leaders able to think on their feet. If you are a beginner yourself, this will be an excellent learning opportunity. The sandbox is an honored tradition in the art of role-playing that harkens back to its origins: the first adventures of this kind often featured dangerous places for the players to visit, where varied factions were more or less in open conflict. It was up to the players to explore, make enemies and alliances, and create their own goals throughout the play sessions. Such an adventure has no pre-established story nor pre-written ending. The adventure is over when the players’ characters have a good reason to leave, when they have nothing interesting left to accomplish in the region, or when they’ve all perished. To help out, we provide some suggestions at the end of the adventure for how to wrap things up.

“I’m Not the Right Level for This!”

In general, a sandbox isn’t concerned with being balanced. Your 1st-level adventurers head into a cave repeatedly described as the lair of a large chaotic bronze dragon? They ignore the sulfuric smell and seared bones at the entrance? Too bad then. At least, you’ll have established that the villagers aren’t lying—valuable information for your players and their new characters.

Your job as game leader won’t be to offer balanced encounters to your players as much as drip-feeding them truthful information. Give warnings well in advance to avoid nasty surprises.

Tips for Staying True to the Essence of Sandbox Games

-  Be generous with NPC-given hints and advise caution. If needed, speak directly to the players to remind them that the environment is not level-adjusted.
-  Make reinforcements available to them. There are many potential allies in the Pass. To confront powerful adversaries, it’s better to join forces.
-  Remember that not all encounters automatically lead to combat. Monsters of all kinds can be cautious, clever, or even cowardly: they won’t blindly attack the players to slaughter them and won’t fight to the last if things go badly. Any intelligent creature will be able to communicate, at least by gesturing, if nothing else.
-  Be fair. Don’t cheat to save characters, even if they haven’t done anything to deserve their fate, but don’t go overboard with the dangers they face either.

What About History?

Paradoxes are everywhere, and no logic is required! The aim of this adventure isn’t to fill your campaign with time travel head-scratchers. Killing Gwen of Rodenkhar won’t change the history books. If you feel like adding more weight to the players’ actions by giving them actual consequences worthy of a sci-fi movie, have fun with it! However, to avoid headaches and inconsistencies, the **FATEFORGE** Scripting Committee recommends the use of a proven and entirely scientific concept: *the astral scramble*. The Chronolith hasn’t actually removed people from the tapestry of time but instead has generated echoes of the past. No matter what happens to them, the originals are safe in their own timeline. If your players decide to try cheating the course of history, you have the authority to make use of the lamentrope, an immortal entity that doesn’t appreciate people playing around with space-time. See the framed information on the next page to find out more.



Which Languages Do the Characters Speak?

The players will frequently have a chance to meet characters and trade with them. If you wish to be rigorous with languages spoken, here are a few guidelines:

- 🏰 **Inhabitants of Cyfandir:** Travelers, villagers, pilgrims, and crusaders speak Cyfand (possibly a dialect or ancient version that could make communication more difficult).
- 🏰 **Deserters:** The Arolavian bandits (in particular) speak their own language—Arolavian, in this case.
- 🏰 **People of the Branches:** These elves speak Elvish; the language hasn't evolved much over time, so there shouldn't be any significant difficulty in understanding.
- 🏰 **Orcs:** These warriors speak Kaani.
- 🏰 **Prime-wyrms:** They speak an unknown language, some words of which may come from Draconic.



The Lamentrope

The lamentrope's profile isn't described in the appendix as it is so absurdly powerful compared to beginner adventurers that they only have one option: to run.

The lamentrope is a legendary creature, a guardian of space and time. It threatens arcanists that build portals and those that travel by teleportation. It will be irresistibly attracted to a Chronolith causing temporal anomalies, seeking to quell chaos and restore order. Here are a few tips for setting the scene (from afar):

- 🏰 Birds fall silent.
- 🏰 The air vibrates, light falters, even the sun becomes grayish, as if hidden by mist, and the ground trembles around the area at which the lamentrope will appear. Animals panic.
- 🏰 A portal opens; the air vibrates more and more. Many creatures are fleeing. Some objects start levitating, while others become abnormally heavy.
- 🏰 A Medium-sized creature steps out, vaguely humanoid in shape, and draped in what seems like a black coat. It travels at a speed of 25 ft. (a little slower than the average adventurer). It tends to set aside its whims of vengeance (temporarily) after giving chase for between 10 minutes and an hour.
- 🏰 The creature doesn't have a face... and for those who realize this, it's already too late.
- 🏰 The lamentrope takes the corpses of its victims and leaves. It'll be back.
- 🏰 The lamentrope may be pushed back, chased away, or temporarily beaten, but it's immortal and will return sooner or later.



An Extravagant Dream

The events featured in **THE CHRONOLITH** are extraordinary and colorful. If you're aiming for a more toned-down theme in your campaign, this frame will offer a suitable justification. Energy from the Astral Plane that powers the Chronolith is also closely tied to dreams. Thus, it is possible to make this adventure into an expansive dream experience, with no actual impact on the Material Plane. If you opt for this version, here a few ideas to consider:

- 🏰 The players' characters lost consciousness at the moment of the accident involving the Chronolith.
- 🏰 The Chronolith is actually an artifact granting passage directly to the Astral Plane, but the incident led Tahenn Pass to become a "place" caught between the Material and Astral Planes.
- 🏰 Exploring areas on the map will allow players to find strange crystal fragments. Reassembling these fragments in the old tower will end the collective dream, and the party will find themselves in the present, tired but unscathed.
- 🏰 Considering the dream state of the adventure, you can decide either to make death permanent (the being believes they are dead and succumbs to that belief) or to make resurrection easy within the dream, with many methods of resuscitating a lost companion.
- 🏰 The dream explanation implies the players can't bring any physical object back with them.
- 🏰 The dream allows many encountered creatures to be understood, even if they theoretically speak ancient or forgotten languages. The game leader decides which creatures the adventurers can understand through a strange accent, and which they will never understand, no matter their efforts. In practice, it can be acceptable for the adventurers to speak normally with any creatures except for the prime-wyrms. This anomaly will perhaps clue in the adventurers as to the dream nature of their situation (even more so as they start meeting tyrannosauruses swapping steak tartare recipes).
- 🏰 As for experience points, as long as the adventurers are unaware they are in a dream, they are afraid, wary, they stay on their guard—in other words, they learn. Therefore, they can earn experience points as normal. However, if they realize they are in a dream and in no real danger, they will stop earning experience, or earn it at a much slower rate.

Things to Keep in Mind About Experience Points

The progression curve of **FATEFORGE** characters is very fast at low levels. In the following pages, you will find material for many hours of play. If you want this adventure to last more than four or five sessions while remaining interesting, we advise ignoring the **FATEFORGE** progression rules—at least temporarily.

Rather than adding up the experience points of each encounter, we suggest counting the **objectives** completed by the party. At the beginning of a session, ask the players to set a goal for themselves. It can be as vague as exploring the swamp or discovering an archaeological treasure, or as specific as finding the elf camp, convincing the crusaders to stop their banditry, or finding their way through the swamp. As game leader, you have the freedom to turn down a goal

that seems too easy or unconvincing. The party can change their mind at any time and, if you feel generous, you can validate an objective after the fact, for example if the players accomplish something important that wasn't expected at the start of the session.

To level up, a character must complete as many objectives as the level they're to reach (two for a 1st-level character, three for a 2nd-level character, and so on). On average, accomplishing an objective should take one or two game sessions of four hours.

This method of progression will push your players to think realistically: they'll come up with stakes, weigh risks, and stop thinking in terms of vanquishing monsters or "advancing the plot."

What Level Is This Adventure Meant for?

By virtue of the randomness of encounter tables, it can be tricky to get a precise measure of the threat. Characters levels 1 to 3 will probably find themselves in danger often and seriously tested. They'll need to be cautious, clever, and sometimes just lucky. Higher-level characters will be more at ease tackling the perils ahead.

It's up to you to decide the type of game you're aiming for!

Preparation

In a sandbox, the game leader's role is not limited to following the players. Your job is first and foremost to bring the world to life. The heroes' actions have consequences, and so too does their inaction. If no one helps the bark elf hunters defend themselves from the saber-toothed tigers, you can't expect them to still be around next time.

Between play sessions, it's up to you to decide what's going on behind the scenes—when in doubt, roll the dice

to make up your mind. If the players harry two groups of enemies, perhaps they'll form a temporary alliance and set a trap? Similarly, don't hesitate to throw in details that there wasn't room for in the book; add ideas, encounters, or locations from your imagination or from the multitude of compatible publications. Tahenn Pass is your playground: do with it as you please and let your players surprise you with ingenious plans and harebrained schemes.

Appendix

As an appendix to this adventure, you'll find the stats of the creatures your players are liable to encounter. In the adventure's random tables, the entry corresponding to the creature's stats will be specified if it's different from the name or text.

Random Tables

This adventure makes widespread use of various random tables. In order to guide you, here's a summary:

- 📖 (1) **Table of historical tales.** All the information needed to spin tales of Tahenn Pass and its history, p.9.
- 📖 (2) **Table of random encounters before and after the catastrophe.** Events and hostile, neutral, or friendly encounters, p.10-11.
- 📖 (3) **Table of the underground.** The Chronolith's dungeon holds many surprises, perils, and mysteries, p.14.
- 📖 (4) **Table of the watchtower's appearance.** Every time the players visit it, the tower will change form to a different time in its history, p.19.
- 📖 (5) **Table of Hobsnosh village's appearance.** Only a ruin remains in the present day, but the adventurers will get to discover its past—at times serene, and other times troubled, p.20.
- 📖 (6) **Table of prime-wyrm special traits.** The prime-wyrms are a strange folk that PCs will only meet thanks to the Chronolith. Each one is different in appearance. This table will let you determine these creatures' traits, p.23-25.
- 📖 (7) **Table of swamp creatures.** This table will help you describe the ambiance and create encounters with dinosaurs and the local giant fauna, p.28-29.



The Adventure

A Bloodied History

Tahenn Pass is a small, forgotten valley, lost amid the Drakenbergen. Nowadays, travelers and traders use highways or maritime transport, but that hasn't always been the case. For millennia, the pass was one of the main access points to a certain kingdom (which one is flexible, see **Kingdoms of the Drakenbergen**). As generations passed, many armies trod the soil of the gorge, and numerous battles once raged there. Rather than an encyclopedic presentation, here's a table of tales. It will be useful for providing information to the player characters should they have a reason for knowing the region's reputation, pass a DC 15 Intelligence (History) check, or simply gather information from an NPC. Information is presented in chronological order and is rarely entirely truthful.

Kingdoms of the Drakenbergen

The Drakenbergen name refers to a mountain range ruled by the dwarf clans. The surface, however, has been subject to diverse claims, among them the Boreal civilization and Stopstep Empire. Currently, the north is split between Lothrienne (north-west) and Arolavia (north-east). Cyrillane—despite its climate of crisis—still holds the south-east, while the Free City, by proxy through semi-independent regions, watches over the south-west. The center and east of the Drakenbergen are shattered into a multitude of autonomous valleys and micro-kingdoms.

The valley presented in this adventure may be located in the center of the Drakenbergen or to the east. Its exact placement is left to the game leader's convenience. Therefore, the mentioned "certain kingdom" with Tahenn Pass as its entrance may be a fallen one (an ancient kingdom with currently no ruler), or it may have become part of another territory (a vassal to Cyrillane or the Free City, for example).

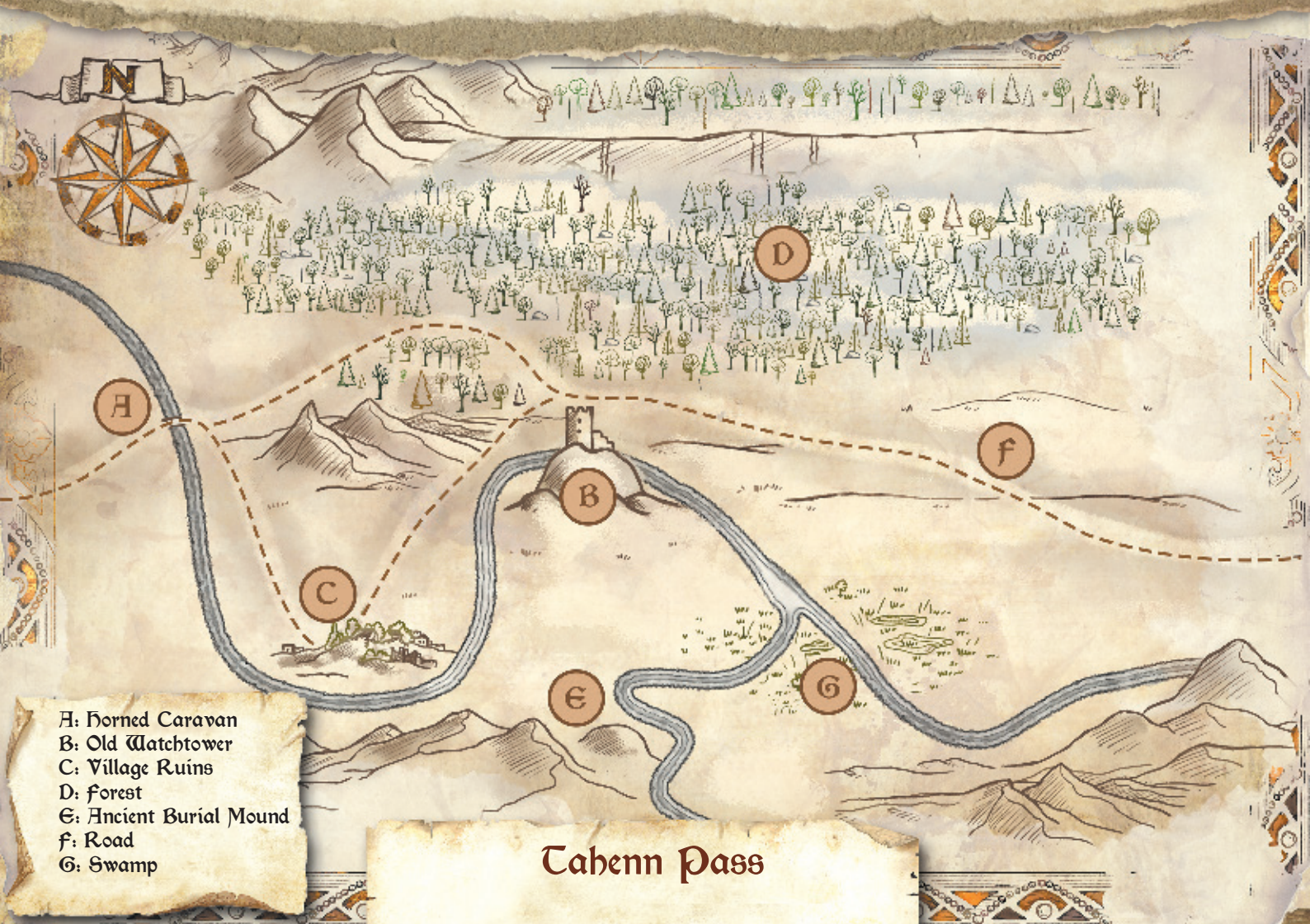


Table 1: Historical Tales

To use this table, roll a d20, or a d4 for a specific period or people.




Period	d20	Event
Prime-Wyrms Age of Travelers (Dawn of Time)	1	Sages believe the myth of the prime-wyrms is tied to the Travelers. Perhaps they were their first creations, or descendants. There is no proof to substantiate either theory.
	2	The rare remains of prime-worm existence have always been discovered in places of power; for example, near Ateak portals.
	3	The prime-wyrms wielded magic that even the most powerful archmage could only dream of. The legendary thanaturgic staff is but one example among many.
	4	The prime-wyrms' appearance varies according to the source: giant snakes for some, angelic-faced humanoids for others. One author even speaks of living bronze statues.
Bark Elves Prehistory (Age of the Fated Kings)	5	A now-extinct clan of elves is reported to have lived in these mountains. Manuscripts, copied and altered many times over, hold the rare traces of their existence. History has dubbed them the People of the Branches.
	6	It is thought that bark elves were very close to the animal spirits and to the great trees in which they lived. Perhaps they were the first druids? Only Eana knows.
	7	It is said that the legend of warrior-princess Vepierea and her impossible love with Bechnaor—a royal huntsman torn between good and evil—comes from the bark elves.
	8	According to elven tradition, the bark elves were the first to master magic related to the element of air, like flight and controlling the wind.
Primitive People Beginning of Civilization (Boreal Civilization)	9	Farmers and fishermen have lived in the valley for ages. The village is still there, and it's believed it was deserted after one of the wars that ravaged the region.
	10	Skeletons of dragon-like creatures have been unearthed from the foothills near the river.
	11	Gnome coalmen initiated the deforestation of the valley. Their village was on the riverbank, close to where others have settled since.
	12	There used to be a sort of primitive temple where the ruined watchtower now stands. This fact is known because its foundation still holds stones engraved with unknown runes.
Horde of the Purple Ezen A Thousand Years Ago (New Empires)	13	The Purple Ezen, a barbarian leader, founded his capital where Moramiek is today, in the south of Arolavia. An unlucky pretender to Tamerakh's succession, he had long entertained the idea of starting his own kingdom.
	14	The Mauvoi horde took advantage of war further to the north to send its barbarian legions through the mountains and bring ruin to the Empire.
	15	The purple orcs were stopped in the pass by a coalition between a dwarf expeditionary group from the fortresses of Falska, and Arolavian hussars determined to reclaim their ancestral territory.
	16	The Ezen wasn't after the Empire's wealth, but rather a powerful Traveler relic. That didn't stop him from pillaging and slaughtering everything in his path.
Crusaders of St-Phulmin A Few Centuries Ago (Free City)	17	The Church of Blacksmith led a campaign to rid the mountainous region of barbarian occupation. According to legend, the order of crusaders of Saint-Phulmin was founded for this specific purpose.
	18	The grandmaster of the order, Gwen the Peacebringer, was a humble laborer before he heard the call of the divine. He became a paladin blessed by the heavens, able to summon angels to his aid.
	19	A terrible battle occurred around the watchtower when a new, monstrous invasion descended upon the crusaders from higher up the mountains.
	20	The Peacebringer's crusade freed many treasures from Kaani lands. He invested it in the Maker's order and did good throughout the whole kingdom.

An Ordinary Mission

This part of the adventure aims to bring the players to the Chronolith so they'll be present for the temporal catastrophe. If you have enough time, and your players are the inquisitive type, you can play out the journey from the Free City and let the adventurers visit the valley on their way. The different locations in the temporally chaotic pass all feature a box describing them before the catastrophe. Try to make the journey a fairly pleasant pastoral experience. The contrast with what comes next will only make things more interesting.

Random Encounters

Exploration in a hostile environment is never restful. Every time the adventurers travel for more than an hour, take a break, waste time, or are noisy, roll 1d6.

-  On a 1, take an encounter from the table below (1d6 before the catastrophe, 1d20 after) and introduce it in a logical and interesting manner for your story. You can detail the circumstances of most encounters by rolling 1d3 and referring to the table.
-  On a 2, pick from the table as well, but the encounter isn't immediate: the adventurers hear some noise, find tracks, or obtain some sort of clue that something is close. It's up to you to decide if the creature(s) are aware of the adventurers' presence.
-  On a 3 through 6, the coast is clear.

Do note that you can also use this table to determine the activities of various factions present in the valley.

If you play in the valley for a long time and encounters start getting repetitive, don't hesitate to replace some or all of them.

Table 2: Random Encounters Before and After the Catastrophe

(*) When you use this table before the catastrophe, roll a d6 instead of a d20.

Encounter	d20*	Encounter	d3 : Activity or Details
Wolves	1	A pack of 3d6 wolves	1. hungry; 2. scared; 3. tracking... (reroll d20)
Boars	2	1d8 boars	1. aggressive; 2. wounded; 3. chased by... (reroll)
Bandits	3	1d6 deserters (bandits) of a broken army	1. sickly; 2. waiting in ambush; 3. hunting for treasure
	4	1d12+6 well-organized bandits , led by a bandit captain with a thug at their side	
Dwarves	5	2d4 workers (commoners) from the iron mines of a neighboring valley	1. carrying ore; 2. returning with gear; 3. wounded or sickly
	6	2d6 pilgrims (acolytes or commoners) led by a priest , heading to a Blacksmith temple hidden in the mountains	
Prime-Wyrms	7	1 prime-wyrm and 1d12 mind-controlled bodyguards (guards), from their own time or another one (choose a faction and/or a period)	1. on a mission: riding giant lizards ; 2. hunting: 1d4 leashed mastiffs ; 3. at war: accompanied by 1d3 red half-dragon veterans
	8	1d3+1 traveling prime-wyrms	1. share the same mind; 2. brothers and sisters; 3. formed a fragile alliance to reach a common goal
Bark Elves	9	1d12 bark elves	1. arboreal camp; 2. religious ceremony; 3. waiting in ambush
	10	2d4 hunting bark elves . Reroll the die on this table to determine their prey	
Orcs of the Purple Ezen	11	3d6 riders (scouts riding horses) on a raid and prepared to do anything for loot, led by one of the four lieutenants (veteran)	
	12	1d4+1 Mauvoï (scouts) sent ahead; prefer being stealthy and try to take prisoners	
	13	1d12 Mauvoï (scouts) in trouble (roll 1d20 on this table to find out what threatens them)	1. closely followed; 2. under attack; 3. followed at a distance

Crusaders of Saint-Phulmin	14	1d10 soldiers (guards) looking for:	1. goods to loot; 2. prey to hunt; 3. a place to set up camp
	15	1d4+1 soldiers (guards) in trouble	1. wounded; 2. struck with time fever; 3. chased by... (reroll)
	16	2d8 crusaders (guards) on a mission, led by:	1. Gwen of Rodenkhär (knight), in pursuit of enemies; 2. Father Ghezelon (priest), looking for a sacred place; 3. Sister Silence (veteran), looking for her missing mentor
Creatures From the Past	17	A giant vulture	1. carrying prey; 2. hungry; 3. wounded and aggressive
	18	Two saber-toothed tigers	1. on the hunt; 2. asleep; 3. with their cubs
	19	1d12 triceratops	1. grazing on vegetation; 2. on the move; 3. spooked by a predator
The Chimera	20	An amalgam of creatures pulled from different times, fused together by the Chronolith's magic, the chimera of Tahenn Pass roams the area, mad with rage and torn between the clashing instincts of its multiple heads	

Starting the Adventure

If you opted to not play through the journey to the pass, begin by giving the players some background information.

They have been hired by Mirë Lelyen, a famous scholar and traveler living in the Free City. Their destination is located one to three weeks to the north (depending on the game leader's choice of place). Use the characters' backgrounds to link them to the amicable elven researcher. For example, he could be the mentor of a character with the Scholar background or an old client of an Explorer of Wild Lands. Their mission: explore beneath an abandoned tower in a valley of the Drakenbergen. Mirë pays handsomely for any knowledge about the mythical Travelers. Use the information contained in the box **The Travelers** to answer the players' questions on the subject.

To make this introduction more interactive, ask each player to come up with something that happened on the road (an obstacle, an ambush, a whim of the weather or fate, etc.) and explain how their character reacted. It's a good way for a new party of adventurers to learn about each other without spending hours on it.

Finish the introduction by mentioning the landmarks seen en route towards the tower, using the pre-catastrophe map. As they approach their destination, the adventurers find a camp of nomads.



The Travelers

The Age of the Travelers refers to the period from the world's origin until about 10,000 years ago. There are no witnesses left of this time (at least, as far anyone knows), and there are almost no traces of it left. Although history books mention the Travelers, they do not speak of their exact nature, and with good reason: they vanished entirely when their civilization

fell. Many scholars theorize a strong link with giants or dragons, but without any further detail.

It is known that the Travelers had an advanced mastery of arcane magic and could travel to other planes and far-off worlds thanks to their incredible portals, the Ateaks. Some even posit that they created the moons Melancholia and Eternity.

Replacing Dead Characters

It should be noted that, for all intents and purposes, this adventure is meant to be lethal. Unless they're very lucky and cautious, not all the characters from the initial party will reach level 3. Ghezelon and Moonskin are both able to bring someone back from the dead, but with difficulty, and it will require a great favor to convince them to resurrect a stranger. The prime-wyrm dome, meanwhile, might conceivably contain a machine able to transfer spirits into lizardfolk bodies. In most cases, a dead character will have to be replaced. Of course, it's possible that a new hero will wander into the pass by chance, or that Mirë

Lelyen has sent them. However, you can also allow a motivated player to choose a time castaway: a bark elf thirsting for knowledge, a hick from Hobsnosh, a Wood-Nose gnome, or even (dare we say it) an open-minded crusader. You could also promote one of the carnies of the Horned Caravan to player character status. The addition of a hero from among one of the valley's factions would no doubt change the balance of power in play, which is always interesting. Make sure a player who loses their character is aware of these options. The idea of playing a unique character should help when mourning their dead hero.

☒ The Horned Caravan (H)

Just beyond the bridge, which crosses over the river irrigating the valley, a small caravan has made camp. The caravan comprises a half-dozen covered wagons and as many mountain oxen (a variety of trusty draft oxen). It is led by Fiora Scorpiria, the matriarch of a family of exiles, tieflings for the most part. She and hers are headed for the Free City, stopping in hamlets to display their talents: artisan work, music, medicine, and curse removal. Often shunned by superstitious villagers, these demonic performers have learned to distrust everyone. Their caravan includes:

- ☒ **Fiora Scorpiria**, a clairvoyant psychic (tiefling **mage**, NG). Mysterious, smiling, and still flirty despite her old age. She leads her caravan on the roads, curious about the world around her but never enough to get mixed up with sedentary business.
- ☒ **Ophi Scorpiria**, beast tamer (tiefling **scout**, NG). Fiora's daughter is friendly to people as well as animals. Her menagerie comprises an albino bear (Sintulsir), a talking crow (Humu), and a litter of acrobat kittens (Two, Three, Seven, Twelve, and Million).
- ☒ **Iféo Scorpiria**, acrobat and juggler (tiefling **spy**, CG). Ophi's twin brother is a typical aggressive teenager who is just a little too keen on playing with fire and knives.
- ☒ **Diram-Diram**, healer and alchemist (half-orc **druid**, CN). A hoary elder from the lands of Kaan, he knows many alchemical formulae. He's a grump who hasn't gotten any softer in his old age, but his mind is still sharp.
- ☒ **The Seven Midgets** (Mestre, Verecundus, Kushami, Gongolo, Seppl, Ypnaras, and Vortchoune, **commoners**, N), of different origins and species, but comparable sizes. Artisans, wagon drivers, porters. They also have a comedy show together. The audience loves making fun of their misshapen bodies and throwing rotten cabbage at them.

Relations With the Adventurers

Upon their first encounter, Fiora and her people are wary of the player characters. However, with a little diplomacy, it'll be possible for them to open up or even assist the party, such as by bringing aid to a wounded character. They might relate to the party that they spotted a band of bugbears on the path to the tower (see **The Rival Expedition** below).

After the catastrophe, things will be different: the carnies will probably be the party's first allies.

☒ The Old Watchtower (B)

Before the Catastrophe

Two of the four walls are still intact, one of the floors has collapsed, barely any stairs remain—this tower has seen better centuries. Adventurers from a military background will estimate that it could shelter a dozen men, and historians will know it was part of the imperial network of outposts meant to sound the alarm in case of invasion. Dwarves and other characters knowledgeable about stonework will notice stones of various ages and sources, indicating the tower isn't the first structure erected on this rocky outcropping. The ruins only contain traces of these generations of occupants: hearths covered in soot, windowsills painted over with crow droppings, graffiti engraved in the stone, straw beds left by rare travelers, etc.

On the first floor, under a pile of dead leaves gathered by the wind, there's a trapdoor leading to underground depths.

The Underground

Exploring the underground can take an entire play session or more. You'll find hereafter a guideline for the complex of tunnels running under the tower. A *guideline*, because things aren't so simple. Indeed, the Chronolith creates space-time anomalies, so the underground can prove as treacherous or as straightforward as you might wish. It can be amusing to make the players come across the same rooms a few times until they realize something's wrong...

For each room, roll 2d6 and 1d12 to determine its nature and contents. Compare the results in the bottom part of the table to find which version of the room is encountered. If need be, use the **Watchtower's Appearance** table to get an archetype for the spot and its inhabitants.



Table 3: Underground Chambers

2d6	Type of room	1d12	Details, danger, or obstacle
2	Library (rune stones, tablets, scrolls, etc.)	1	Centuries of cobwebs and dust darken the room.
		2	Any non-magical light is absorbed by permanent darkness.
3	Astronomical planisphere (mosaics, measuring instruments, etc.)	3	A battle occurred here: bodies, broken weapons, traces of magic, etc.
4	Water room (basins, latrines, etc.)	4	A cave-in makes passage difficult or impossible.
5	Temple or sanctuary	5	A nest of giant spiders .
6	Utility corridor (narrow and humid)	6	1d10 goblins from the past.
7	Cellar (barrels, crates, sacks, etc.)	7	The room's entrance has been barred centuries ago: pass a DC 20 Strength check to gain access.
8	Crypt (sarcophagi, frescoes, etc.)	8	An ancient trap, currently deactivated, but in good enough shape to be put back to use: pass a DC 15 Wisdom (Perception) check to detect it. To rearm or disable it, pass a DC 20 Dexterity (thieves' tools) check. DC 16 Dexterity saving throw to take half damage (3d10 bludgeoning damage).
9	Common rooms (beds, chests, etc.)	9	Fairly recent bodies of adventurers. Some gear could be scavenged.
10	Guardpost (weapons, pitchers, dice, etc.)	10	A wounded bugbear abandoned by Zyrilia (see A Rival Expedition). He is unconscious and left for dead.
11	Dungeons (skeletons, chains, etc.)	11	A crude trap left by Zyrilia's bugbears (see A Rival Expedition): pass a DC 12 Wisdom (Perception) check to spot it, DC 12 Dexterity saving throw to take half damage (1d12 bludgeoning damage).
12	Laboratory (books, retorts, potions, etc.)	12	Actual ghosts linger here. They are harmless but not entirely sane of mind. Nevertheless, they can still be a source of information.

Temporal anomalies: compare the sum of 2d6 to the result of 1d12

2d6 < d12: The room looks like it originally did at the time of its use, for 1d10 minutes

2d6 = d12: Same as above, but the original occupants are present as well. They disappear after 1d6 rounds

2d6 > d12: The room is in ruins.

The descriptions in the table are very loose, don't be afraid to add your own details. Remember that most of the peoples described later have used these underground areas at some point or another. Follow your inspiration without worrying too much.

Take note of the encountered rooms or, even better, ask the players to draw a map. These underground chambers will be in use for the rest of the adventure.



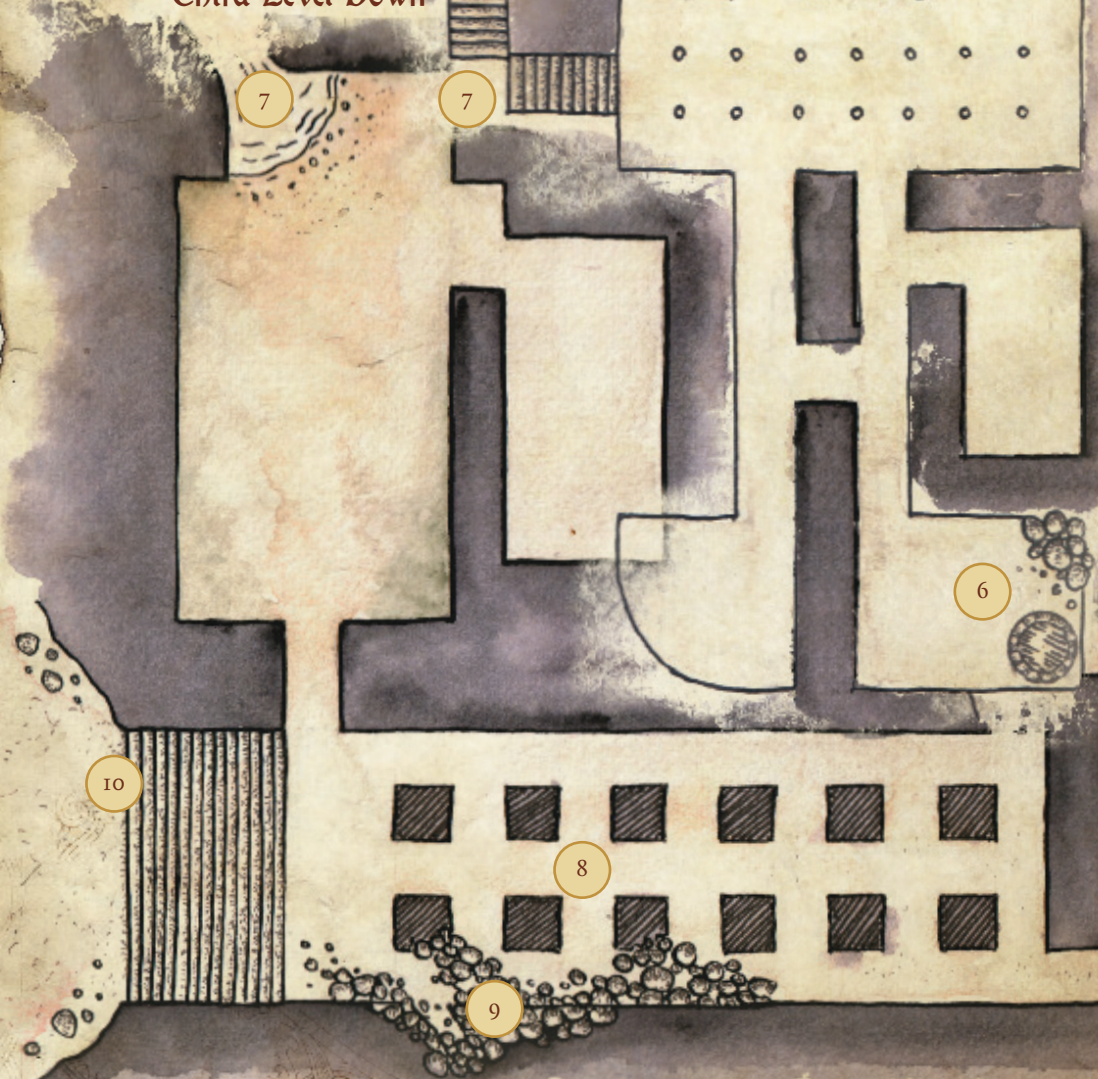
First Level Down



Second Level Down



Third Level Down



- 1. Entrance
- 2. Collapsed floor leading to 5
- 3. Leads down to 4
- 4. Leads up to 3
- 5. Rubble and hole in the ceiling, leading to 2
- 6. Well leading to the third level down
- 7. Main passageway between second and third levels
- 8. Room with massive columns
- 9. Caved-in winding tunnel
- 10. Way to the Chronolith

A Rival Expedition

The adventurers will quickly realize that they're not the only ones braving the underground. Unlike them, Zyrilia and her bugbears know what they're looking for in Tahenn Pass.

Scholar for some, tomb robber for many others, Zyrilia Ivekovna has been interested in Traveler ruins for many years. She recently acquired an artifact: an ivory orb she believes is the key to a sanctuary located under the ruined tower. Zyrilia knows nothing about the function of the Chronolith, which she calls "the Ateak." Impulsive and independent, she needed little encouragement to investigate things herself. She's a mature woman who no longer needs to prove herself, but an inextinguishable thirst for knowledge pushes her ever onward, down paths not always legal.

For this expedition in the mountains, she's secured the protection of a small band of bugbear mercenaries: Firouz the One-Eyed, and his five litter brothers.

This group is an asset for you: they will trigger the catastrophe that serves as the starting point for the adventure. Afterward, you can make Zyrilia either an adversary or a partner for the valley's exploration (see box below). If you choose to develop the introduction to this adventure further, mentioning Zyrilia early could be a point of interest. In particular, she might have stolen the Chronolith's key from Mirë Lelyen, who would have then hired the adventurers to pursue her.

The Chronolith and Its Key

No living person could explain the true nature of the impressive construct, composed of floating stones and buried beneath the tower. The most probable explanation is that it is an Ateak portal built by the Travelers to access the flow of time. The existence of a Time Demiplane has been theorized many times but never proven. Millennia after it stopped functioning, only a fraction of the Chronolith's original power remains. As the game leader, it's up to you to determine if it can be fixed and what the extent of its functions would be. Zyrilia's ivory orb is actually a centuries-old petrified dragon's eye. The draconic essence of the object unlocks the sanctuary as soon as it is brought near. Therefore, at your discretion, a dragonborn character or draconic bloodline sorcerer can have the same ability.



The Chronolith's Chamber

In this cave awash in a surreal glow, a circle of gigantic monoliths floats motionlessly. This room is separated from the rest of the watchtower's underground passages by a stone door covered in ancient inscriptions (a DC 15 Intelligence (Arcana) check will uncover that they are related to dragons). The confrontation will take place in front of this entryway, as the door opens with a gravelly creak, unveiling the ancient reactivating apparatus.

Zyrlia's group has a head start on the adventurers. Consider having the adventurers catch up to the bugbears in the process of entering the Chronolith's chamber. If you think your players are curious enough to explore on their own, you can have them encounter Zyrlia and her bugbears earlier.

What happens next depends on your players.

- ☞ If their characters would rather talk it out, Zyrlia orders Firouz to hold back his pack and welcomes conversation.
- ☞ If they attack without a word, play out the fight without holding back. Firouz and his brothers are fierce, seasoned warriors, and will only surrender if their hirer flees.
 - Zyrlia, on the other hand, will do all she can to avoid a bloodbath if she feels the adventurers aren't there to kill her.
 - In the opposite case, she'll try to flee, preferring to return later. She will cast the *wall of force* spell only as a last resort to save her life.

Chronocatastrophe!

The game leader needs to have a good sense of timing. At the most opportune moment (before or after combat, right before the lethal blow—it's up to you), describe the Chronolith vibrating more and more intensely. Dust cascades from the ceiling as tremors shake the room. The cave is collapsing! Over a series of rounds, give everyone a chance to react. Those who stay put must make a DC 12 Dexterity saving throw, taking 16 (3d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Any that flee can seek shelter in one of the rooms above. If the collapsing ceiling knocks a character unconscious, a nearby character can extract them from the rubble in 3 rounds, provided they pass a DC 12 Strength (Athletics) check.

Afterward, describe to the spellcasters how a powerful magical wave surged through the rock from the Chronolith's chamber. Let them guess what the effects of this thaumaturgic explosion are until they witness the results upon their return to the surface.



Easing Tensions Between Zyrlia and the Party

As the leader, you know your players, and you know whether you want to give Zyrlia a long-term role. If you're worried that the clash with Zyrlia's group would alienate her from the PCs for the rest of the adventure, one way to smooth out their relations would be to have her intervene during the "chronocatastrophe." She could, for example, use her *wall of force* to protect the adventurers.

The Temporally Chaotic Pass

The following descriptions of the valley's major landmarks refer to them post-catastrophe. Each section includes a small box or paragraph to provide details in case of an earlier exploration.

The Dungeon, Your New Home

As they reach the surface, the adventurers discover a very different landscape. Clouds with unnatural hues hang over a mist-shrouded canopy. Landmarks spotted on the way in are unrecognizable. The tower itself has vanished, though it may reappear later (see the table on the next page).

The PCs may wonder if they were transported somewhere else until they see familiar faces approaching. Not far away, the Horned Caravan's wagons climb the slope towards them with difficulty. According to the performers, they saw the world change before their very eyes while they were on the road. The forest suddenly grew muggy, and large horned lizards (triceratops) sprang out, tipping several of their wagons over. Some of the entertainers are injured, and four of the Seven Midgets are missing (which ones, as well as their fate, is up to you).

Fiora and the others will set up camp to lick their wounds and figure out where to go from there. When he learns of the underground's existence, Diram-Diram suggests relocating there to avoid any attacks. It should be a clear message for your players: the pass has become a very dangerous place, and the adventurers' only allies are settled in the dungeon. If they have a modicum of sense, they'll do the same. The underground will not change, no matter what form the tower takes, making for a stable base camp.

Sheltered from Outside

Danger

As you might have noticed, this adventure reverses the usual scenario, where the dungeon is the only dangerous place in a peaceful area. In the pass battered by a time storm, even taking a short rest is a decision that can carry heavy consequences. Trying to set up a camp would be a fruitless endeavor. The encounter rules (under **An Ordinary Mission**) are there to simulate the risks present in Tahenn Pass.

Conversely, the underground should be a safe haven, in particular because—unlike the rest of the valley—it no longer seems to be affected by the Chronolith's residual magic. Beware, though, that doesn't mean a well-armed group won't try to root out the adventurers if given a good reason to do so.



- A: River Crossing
- B: Old Watchtower
- C: Village
- D: People of the Branches' Forest
- E: Prime-Wyrms' Dome
- f: Encampment of the Grand-Master's Crusaders
- G: Swamp

Tahenn Pass

Zyrilia's Three Faces

If anyone is unfazed by the strange events, it would be Zyrilia. She is immediately keen to explore. She suggests the PCs do the same, in a different direction. If no one puts forward a theory about the temporal anomaly, she'll shed some light on the situation. Perhaps she was privy to bits of information which she can now, in the wake of current events, make sense of. As you might guess, she very quickly understands the magnitude of the treasures now within reach. The anomaly offers a wealth of knowledge, but surely material riches as well.

She may play several roles in the valley's exploration:

- 🗨️ **Informant.** She has studied the region's past and can elucidate many of its mysteries to the adventurers.
- 🗨️ **Sponsor.** This is a historian's dream. Zyrilia may offer quests to the PCs or suggest possible expeditions. Payment will be either in acknowledgment of debt—valid in the Free City—or via information and magical services.
- 🗨️ **Opponent.** If the heroes make their own objectives without including Zyrilia, the hothead will take it poorly, recruiting her own crew from among the performers and forming alliances with the valley's factions.

If Zyrilia is killed, Diram-Diram of the Horned Caravan can fill in as an alternative informant and sponsor.

🏰 The Tower Throughout the Ages (B)

Like all the valley's structures after the catastrophe, the tower's appearance fluctuates between different periods. Every time the characters return to or exit the underground (or every 1d3 days), roll a die and refer to the table below. The entries are in chronological order.

Table 4: The Watchtower's Appearance

1d6	The Watchtower's Appearance
1	Bare rock, except for many bloodstains. A pack of 2d8 wolves prowls nearby.
2	A ring of sparkling metal, floating a few feet from the top. It's a prime-wyrm observatory, defended by powerful runic traps. Runic trap: DC 12 Constitution saving throw, 21 (6d6) electric damage or half damage on a success. They trigger when a creature crosses a threshold without wearing an amulet linked to the rune. Each rune is hidden and can be spotted with a DC 15 Wisdom (Perception) or Intelligence (Investigation) check. Their use can be understood with a DC 11 Intelligence (thieves' tools) or Intelligence (Arcana) check. It's possible to disarm them with a DC 15 Dexterity (thieves' tools) check. Understanding how the observatory works requires a DC 20 Intelligence (Arcane) check: once per day, a far-away place can be observed, as if using the <i>scry</i> spell.
3	An altar and a cromlech of black stone. 1d6 will-o-wisps appear at night, searching for victims.
4	A small dry-stone chapel dedicated to a local aspect of Eana. Making an offering recovers 3d6 hp (once per day).
5	The ruins of an ancient temple sacked and blackened by flames. 1d12 skeletons emerge from the debris when someone approaches the altar.
6	The watchtower, intact and inhabited. Roll 1d4: 1. 1d12 militiamen (commoners) from Hobsnosh (see the table The Village's Appearance); 2. 1d8 crusaders (guards) from Saint-Phulmin; 3. 1d6 Mauvoï orcs (scouts); 4. 2d6 hungry Arolavian deserters (bandits).

☒ The Village (C)



Before the Catastrophe: Reclaimed by Nature

If the adventurers visit the village before the Chronolith is reactivated, they only find a dozen stone and cob houses covered in ivy, mushrooms, and various waste. An apple tree has pierced the roof of the town hall, and several of the ruins are sheltering boars, foxes, or crows.

Like the tower, the village alternates between different periods (presented in chronological order in the table below). Whoever they are, the inhabitants are surprised by the adventurers' anachronisms. Convincing them to help at all will take diplomacy or excellent bluffing aptitude. Take note that if a local leaves the village—with the PCs, or with another extra-temporal character—they will find themselves taken out of their own time, and will be forever trapped in the present.

Table 5: Hobsnosh Village's Appearance

id6	The village's appearance
1	Zsiask's observatory. The smell of ozone wafts in a perfectly circular clearing, where a slender glass tower stands. A metallic voice warns that "intruders will be disintegrated in ten, nine, eight..." in Draconic. ☒ Dangers: Shield guardians, electric runes (see the second result in The Watchtower's Appearance), and other deadly defenses. Zsiask is a prime-wurm archmage, currently traveling through faraway planes of existence. ☒ Rewards: A horrible death and the certainty that the prime-wyrms shouldn't be trifled with.
2	A hunting camp. Tents are set up in the trees; there is a buried campfire and smoking meat, as well as a black stone engraved with interlaced runes and covered in fresh blood. ☒ Dangers: Poisoned traps, bark elf hunters uncomfortable with conversation, but ready to trade. ☒ Rewards: A guide, hunting techniques, and pelts.
3	A chapel to Eana, a humble structure of dry stone. A simple altar dedicated to a local aspect of the earth goddess and decorated with seven bronze-tipped assegai. There's a small hearth and recently used straw bedding. ☒ Dangers: A protective spirit punishes whoever disrespects the place or tries stealing offerings. On the other hand, it defends those seeking shelter for the night. It has the power to animate the assegai (animated assegai). ☒ Rewards: Crushed cereals, dried fish, a gold and ivory idol (100 gp).
4	A coalmen camp. Smoke-belching chimneys, huts of wood and pelts, half-wild goats. ☒ Dangers: The Wood-Nose clan: gnomes (tribal warriors) with blackened features and distrustful looks, armed with simple bows and archaic iron weapons. ☒ Rewards: Weapons and food, information about the forest.
5	Hobsnosh hamlet. A log palisade, cabbage patches, a pen of skinny cows, fishing nets, smoke-houses spreading a pleasant smell of salmon. ☒ Dangers: Uncouth and narrow-minded humans (commoners), vassals to Baron Hobbs, who lives in a nearby valley. ☒ Rewards: A warm meal, a straw bed at the inn, racist insults, an escort of weekend militiamen.
6	The village is at war. Partially burnt stone and cob houses, barricades, heads stuck on pikes. The place is constantly fought over by two sides. ☒ Dangers: Taken over by the crusaders of Saint-Phulmin (guards, knights), the Purple Ezen orcs (scouts), or both at once. If they're not busy fighting, they're tired, injured, and in a bad mood. ☒ Rewards: Weapons and armor of the deceased, a few valuable objects taken from the village (30 gp), an escort.

☒ The forest (D)

Before the Catastrophe: Enchanting Woods

At the north end of the valley, the woody expanse still shows signs of upkeep. Pathways that the villagers used are now animal trails, and the remains of cabins are still visible in the undergrowth. The village was abandoned, but lumberjacks and shepherds still stay over the summer. There is also a clearing sacred to the cult of Eana.

Almost the entirety of the valley is covered with a dense and hostile primordial forest. Paths are rare and hard to find, and leaving them involves hacking your way through with a blade. Consider the terrain difficult, or worse. Describe millennia-old oaks, ferns as tall as men, and gigantic mushrooms. The closer you get to the cliffs, the more immense and majestic the trees grow, covered in vines and fungi.





The People of the Branches

Bark elves are different from any other elves the players may have seen. Living in vast timberlands since the dawn of time, they've evolved such that they never need to touch the ground. Lighter than other elves, they can glide from one branch to another with a membrane stretched between their arms and legs. They can also handle objects with their prehensile feet.

The People of the Branches lead simple lives of hunting and gathering, and only fear the large flying reptiles that sometimes venture beneath the canopy. Their magic is powerful but rarely used, as it is seen as sacred. They make no use of metal, but their secret crafting techniques bestow steel-like strength to the amber, ivory, and wood their weapons and armor are made of.

Bark elves don't live in villages. They gather into family groups of a dozen individuals at most, in cabin-nests hidden from intruding eyes. The only place they will band together is on the cliff faces, where a dozen families are settled between the roots of trees at the top. This is where they ready for war and where the fates of prisoners are decided.

There is no central authority on the cliffs. The most influential individuals are Moonskin, a matriarch respected for her bond with the spirits of nature, and her daughter Viper, a scarred warrior whose feats are nearly legendary. A young hunter called Blackbeak—whom Viper rebuked on more than one occasion—is at the head of a less peaceful group who are determined to push the borders of the clan's territory outward, even if it should lead to conflict. Bark elves are generally wary of other intelligent creatures.

☒ The Prime-Wyrms' Dome (€)

Before the Catastrophe: An Ancient Burial Mound

Nobody knows how many dozens, or even hundreds, of centuries this dome has weathered. However, no one knows of its existence either. Over time, it has sunk into the ground and been covered with humus and short grass. Nowadays, it looks like a hill, though a bit rounder than most. An expert eye might guess that it's a funerary structure. An ethereal border—a geomagical effect blocking scrying magic—prevents any glimpse of what lies inside.

At the swamp's edge, where the shattered mountains thrust towards the south, lies a crystal dome, blue as the winter sky. About 500 feet high and across, it shelters several towers that sparkle like the purest silver. This is where a small colony of prime-wyrms lives.

This reptilian species is the result of experiments conducted on other worlds by the Travelers themselves. As inscrutable as they are intolerant, the prime-wyrms once aspired to dominate the world. However, their eternal squabbling prevented them from reaching such a lofty goal, and their influence was ultimately kept very confined.

The Prime-Wyrms

Thanks to a technology so advanced that it's indistinguishable from magic (unless it's the other way around), the prime-wyrms can reincarnate in bodies adapted to their day-to-day needs. Each reptile the players encounter is different. See the table below to find out its appearance and special abilities. Roll for each part if you have the time, or only one or two of them if you are in the middle of playing. If you need to pull out a random trait, just roll 1d100. Apply modifications to the profile in the Appendix depending on the results of the rolls.

Table 6: Prime-Wyrm Special Traits

d4	Torso	d100
1	Snake body: AC +3.	01-02
2	Female torso.	03-04
3	Male torso.	05-06
4	Fragile snake body: AC -1.	07-08
d6	Legs	-
1	Constrictor snake (3d10 feet long): swim 30 ft.	09-10
2	Rattlesnake (3d6 feet long): Intimidation +6.	11-12
3	Snake with 1d4 tails: <i>melee attack</i> : +8 to hit, reach 10 ft., one creature. <i>Hit</i> : 7 (2d6) bludgeoning damage. When it attacks, the prime-wyrm may do so with up to 3 tails simultaneously (<i>multiattack</i> : 3 tail attacks).	13-14
4	Four reptilian legs: climb 30 ft.	15-16
5	Scaly human: AC +3.	17-18
6	Human (1d3: man, woman, child).	19-20
d10	Arms	-
1	None.	21-22
2	Vestigial and weak: Strength -2, Dexterity +2.	23-24
3	Strong and scaly: Strength +4.	25-26
4	Human (1d3: man, woman, child).	27-28
5	Grafted weapons and tools: <i>melee attack</i> : +6 to hit, reach 5ft., one creature. <i>Hit</i> : 4 (1d8) slashing damage.	29-30
6	Hands are miniature heads of the same type (roll 1d8 in the head section to see which one).	31-32
7	Animated stone: <i>melee attack</i> : +2 to hit, reach 5ft., one creature. <i>Hit</i> : 9 (2d6 + 2) bludgeoning damage.	33-34
8	Arms are venomous snakes: two additional <i>Poisonous Bite</i> attacks (see the prime-wyrm's profile in the Appendix).	35-36
9	Thanaturgic staff: the target must succeed a DC 12 Constitution saving throw or drop to 0 hit points with two death saving throws already failed.	37-38
10	Several pairs: reroll twice.	39-40



d8	Head	-
1	No head: the face is somewhere else. Intelligence +6.	41-42
2	Desiccated skull: vulnerable to radiant damage.	43-44
3	Spitting cobra: the <i>Poisonous Bite</i> attack has a range of 30ft.	45-46
4	Constrictor anaconda: Strength +6.	47-48
5	Old madman or witch: can cast the same spells as a mage .	49-50
6	Young attractive man or maiden: Charisma +6.	51-52
7	Child with snake eyes: can <i>Sneak Attack</i> like a spy .	53-54
8	Metal, reroll for the appearance (without additional effects). Resistance to piercing, bludgeoning, and slashing damage.	55-56

d12	Ability—DC = 10 + 1d6 if applicable	-
1	<i>Detect thoughts</i> (same as the spell) at will.	57-58
2	<i>Dominate person</i> (same as the spell) twice per day.	59-60
3	<i>Passwall</i> (same as the spell) once per day.	61-62
4	<i>Regenerate</i> (same as the spell) once per day.	63-64
5	<i>Fear</i> (same as the spell) at will.	65-66
6	Their venom causes paralysis (same as the <i>hold person</i> spell).	67-68
7	Their venom causes the target to age 2d12 years.	69-70
8	<i>Blink</i> (same as the spell) at will.	71-72
9	<i>Polymorph</i> (same as the spell) three times per day.	73-74
10	<i>Programmed illusion</i> (same as the spell) twice per day.	75-76
11	<i>Reverse gravity</i> (same as the spell) twice per day.	77-78
12	Multiples: reroll twice.	79-80

d20	Motivation	
1	Visiting this new world.	81
2	Gathering ever more magical knowledge.	82
3	Finding information about... (choose a group or pick randomly).	83
4	Allying with... (choose a group or pick randomly).	84
5	Enjoying earthly pleasures.	85
6	Gorging themselves.	86
7	Taking revenge on... (choose a group or pick randomly).	87
8	Winning the heart of an NPC or PC.	88
9	Being revered as a god.	89
10	Mastering the power of time.	90
11	Foiling the plans of... (choose a group or pick randomly).	91
12	Restoring the prime-wyrms to their former glory.	92
13	Possessed by Canker.	93
14	Leaving the realm of mortals.	94
15	Visiting the Maze.	95
16	Carrying out grotesque experiments.	96
17	Finding the Dragons and becoming their new prophet.	97
18	Is afflicted by hallucinations and takes the PCs for long-gone friends or foes.	98
19	Eradicating the... (choose or pick randomly).	99
20	Finding a glorious end.	100



Under the Crystal Sky

Beneath the dome lies a prime-wurm outpost. The temporal anomalies affecting the valley have turned it into a nightmarish place best avoided. However, if your players are daring, here are some themes to guide you: cosmic horrors, sentient machines, death rays, the laws of both physics and magic in tatters, heroes lost in space with no hope of return. Don't be afraid to borrow from science-fiction and give the place a bizarre ambiance. Make it clear to your players that they are venturing into an area as cryptic as it is dangerous.

☒ The Purple Ezen's Orcs (No Location on the Map)

The Purple Ezen's orc legions aren't the bloodthirsty barbarians they're described as in the history books. The Mauvoï, as they refer to themselves, are a harsh but honorable people. In fact, their culture is quite advanced in their time (a thousand years before the present). Although the Mauvoï are on the verge of settling in Arolavia, their military traditions are still nomadic. The purple riders never camp for more than two nights at a time, so you can place them wherever you wish. To randomly place an encampment, drop a die on the map: the higher the roll, the better the camp (defenses and guards, but also supplies and riders' health).

Merkhenx's Expeditionary Corps

A Mauvoï expeditionary corps with orders to harry the enemy in preparation for the arrival of the Ezen's forces, Captain Merkhenx's men were cast into the valley by the chronocatastrophe. The squadron is four packs strong of nine riders each (**scouts**). Expert archers, agile fighters, and hardened explorers all, they are experienced in guerilla tactics. However, the forests and swamps covering most of the valley force them to unsaddle more often than they'd like.

Merkhenx is an old warrior taking part in his last campaign; his only wish is to return home and see his grandchildren ride their first ponies. The four lieutenants

accompanying him are Baïlara, Satchena, Bilkoï, and Karoun (**bandit captains**). The orc riders (**scouts**) wear breastplates, and are each equipped with a scimitar, a spear, and a recurve bow.

Olyé, Merkhenx's daughter-in-law, accompanies the squadron. As both a translator and a tactical support **mage**, she's interested in the continent's history. The Purple Ezen himself asked her to bring back any remains of the Age of Travelers. She has a journal of her findings about underground passages beneath the tower, as well as other places in sometimes far-off regions (which may spur other adventures).



☒ The Road (f)

Before the Catastrophe: A Peaceful Road

The road is an ancient raised path, its pavement almost gone after centuries without upkeep. Sloping prairies and centuries-old trees border the path. A perfect spot for a stroll, where a sprain is the worst that might happen. An ancient oak is still stained red, as if it had drunk the blood of countless victims.

The road paved with light-colored granite traverses the valley, sheltered beneath majestic trees. To the east, it cuts through a large clearing occupied by an entrenched camp. Fifteen or so white and brown tents, a palisade of sharp stakes, sentinels wearing tabards bearing the symbol of Blacksmith: many details indicate this place is a safe haven from nearby danger.

The Grand-Master's Crusaders

The crusaders of Saint-Phulmin are on their way home, harshly tested by years of conflict. So much travel has not broadened their spirits; rather, the opposite: they are emotionally exhausted and consider any situation and any individual as a potential danger. They turned an oak into a torture rack, which they enthusiastically use on any prisoner they get their hands on.

As for their grand-master, she is very different from her historical representation, namely because she is a woman. Gwen of Rodenkhär (**knight**) was a penniless baroness who had the idea of refilling her coffers with a crusade into Kaan lands. Under a thin veneer of piety lies a calculating and cruel strategist. Returning after

years of pillaging, she has no intention of letting anyone get their hands on the chests full of gold and pieces of art transported by her troops—especially not stinking orcs! She is accompanied by Father Ghezelon (**priest**), a cleric of Blacksmith just as greedy as she is—as well as her lover—and Sister Silence (**veteran**), her bodyguard. The camp holds around thirty crusaders (**guards**)—soldiers who would kill their own mothers for a strength potion—two ox-driven wagons, and six tired steeds.



The Swamp (6)

Before the Catastrophe: A Nice fishing Spot

Two rivers flow down the mountains and meet at a flat shelf in the valley. The alluvium filled in an old lake and aquatic vegetation (reeds, lily pads, halfing-foot, etc.) covers the banks. The place is rich in fish, and game is abundant (boars, grouse, and ducks most notably). Travelers passing through the valley frequently stop here to stock up on fresh supplies.

This confluence of rivers has reverted to the flooded area it was many thousands of years ago. In the near-perpetual mist, it's difficult to distinguish where river ends and mire begins. Many small islands covered with wet vegetation dot the largest ponds.

Hunting remains a cherished practice in the swamp. However, the hunter might not be who you think. Each time the adventurers pass through, roll a d6 on the table below to determine who will be prey to whom. In addition to food, this area of the valley has several uses for the adventurers. They could lose pursuers there, for example. Incidentally, although facing off against a tyrannosaurus for sport would be a reckless act, luring it towards an enemy camp makes for an excellent diversion.

Table 7: Swamp Creatures

d8	Swamp creatures	d3: Activity or Details
1	A tyrannosaurus rex	1. enraged; 2. hunting; 3. chasing... (reroll)
2	A plesiosaurus	1. resting; 2. curious; 3. fleeing from... (reroll)
3	1d4 giant badgers	1. hungry; 2. playful; 3. spooked by... (reroll)
4	1d6 giant toads	1. waiting in ambush; 2. resting; 3. chasing... (reroll)
5	1d4 giant crocodiles	1. waiting in ambush; 2. eating; 3. sleeping
6	1d6 dire wolves	1. wary; 2. hungry; 3. tracking... (reroll)
7	1d10 giant centipedes	1. resting; 2. hidden; 3. prowling
8	Roll on the general encounter table at the start of the adventure	





Time fever

The Chronolith's magic has influenced the primordial swamp's miasma. Anyone who receives an open wound in this area must succeed on a DC 11 Constitution saving throw. In case of failure, their age varies each time they wake up. After a long rest, roll 1d20-1d20 and modify the sick person's age by that number. If their age exceeds the average life expectancy of the character's species (see **ADVENTURERS**), they lose 1d10 to all their stats. If their age is under 10, they lose 1d6 to all their stats (minimum 3). A character with an age under zero ceases to exist. Only magic can cure time fever. Like all diseases, spells such as *lesser restoration* can cure it, of course, but secret shamanic rituals known to the bark elves can also effect a cure.





Leaving the Vale






As previously mentioned, the adventures in the valley only stop when the players decide. There is no great mystery to solve, no malevolent warlord to bring to justice. Well, there potentially is, depending on how the sandbox develops, but it won't put an end to exploration.

Closing Time!

Being the game leader means letting the PCs have the freedom of choice and making the world react to their actions. However, you shouldn't ignore your own enjoyment either. Perhaps you'd like to stage new stories, explore a different region, or make use of other adventures in the series. There are several ways to drive the players away from Tahenn Pass.




Scatter Breadcrumbs

Although most NPCs encountered in the valley don't have current information about the outside world, they provide a unique insight into the past. How many buried treasures, forgotten crypts, and lost cities may be found thanks to them?

-  **The Saint-Phulmin crusaders** left a blood-soaked trail behind them from the Kaan lands (currently to the east of the conquering empire of Kartaçöl). The Temple of the Four Winds, for example, certainly has more secrets to reveal. After a bloody pillaging, the grand-master ordered the catacombs sealed, as they have the reputation of being haunted by the vampire sultan Zilombo.
-  **The People of the Branches** speak in legends of a tree that takes root in the heart of the world and the boughs of which hold up the sky. Could this be a reference to the valley of Osi in the equatorial forests of Mibu?
-  **The Mauvoï riders** sometimes get distracted from their guerilla missions to rob passing merchants, or even raid the odd rich, isolated villa. The fruits of these efforts are probably still buried somewhere near the ancient road that leads to Epirenne, a town of some importance in Cyrillane.
-  A particularly cooperative **prime-wyrm** could very well reveal the locations of other domes buried under millennia of dirt. Perhaps they would also know how to find the Ateaks of Bluefire Mountain, or of Treddabaki, or other ruins left behind by the Travelers.
-  **Zyrlia and the Horned Caravan**, who have traveled far, could give many leads to adventure around the Free City. For example, to the treasures of the Navi family, a dynasty of shipping magnates who were favored by the monarchy and lost all their holdings when the regime changed.

This Way Out!

Okay, so your feet are restless, and claustrophobia presses in. If you don't do something, you're worried your players will spend their entire lives in Tahenn Pass. The ranger wants to marry Viper, the paladin has vowed to put the crusaders back on the right path, and the wizard has apprenticed herself to a prime-wyrm... enough is enough! Here are a few ideas to push the PCs into finding their fates someplace else.

-  **The Chronolith goes haywire.** Every day spent in the valley makes characters from the present age by 1d4 years. The effect may be reversed at your behest, for example with a *remove curse* spell.
-  **The Chronolith explodes.** After all, it never worked right. Ending with a large *bang* is a spectacular, if permanent, way to end the adventure. The valley's peace resumes, and the castaways return to their proper times. The underground is destroyed forever, and it's a good bet no one will believe the adventurers' story.
-  **The Chronolith disappears.** A less extreme way to conclude this adventure's events is to stage the Chronolith's disappearance. The lamentope's intervention? A prime-wyrm's machination to take it into a dimension hidden from time itself? Whatever the reason, it's up to you whether the valley returns to normalcy, or if it and its inhabitants remain changed forever.

☒ To Leave is to Die a Little

The inhabitants of the valley are temporal anomalies. It's risky for them to venture anywhere else: as soon as they cross the pass or go more than a league into the mountains, they must pass a DC 10 Constitution saving throw or vanish forever. This saving throw must be repeated at each sunrise. Objects from the past are not affected if carried by a being from the present.

Let's take a moment to remember that the job of a game leader is never to limit the heroes' movements. If they decide to return to the Free City right off the bat, let them do it. They can always come back later. And if not, keep this adventure handy to play in a one-shot.

☒ A Thousand Reasons to Return

If you haven't ended, in some way or another, the temporal phenomena affecting the vale, it becomes an additional place of interest for your campaign. When rumors of its existence reach various factions around the world, it will almost certainly have consequences.

The scholars of the Free City and other places—Mirë Lelyen first among them—will want to know more: to verify historical and magical theories, meet historic people, study prehistoric animals, discover the traditions of an unknown elven people... all valid motivations to organize future expeditions into the valley. Your adventurers will be solicited to guide these journeys, or at least counsel their organizers. If they seem uninterested or are too busy saving the world somewhere else, have some rumors reach them of new discoveries.

Once the PCs have grown more seasoned, perhaps they'll decide to return and study the remains left by the prime-wyrms. Possibly armed with knowledge about the Travelers and their world (as well as more hit points), they'll have better chances of surviving the perils of forgotten ages.

It's up to you to determine how the inhabitants of the pass cohabit during the months or years before the PCs return; unless time passes very slowly there? Anything is possible with the Chronolith! Finally, if you need a solid reason for the heroes to return, the Chronolith itself could become a threat. Its area of effect spreads and the borders of the region suffer from the appearance of aggressive reptiles. And the hamlet of Hobsnosh? It's now inhabited by cavemen! Someone will have to face these dangers, dig up the Chronolith, and destroy it.



Appendix

Acolyte

Medium humanoid (any species), any alignment

- **Armor Class** 10
- **Hit Points** 9 (2d8) | **Wound threshold** 4
- **Speed** 30 ft.

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

- **Skills** Medicine +4, Religion +2
- **Senses** passive Perception 12
- **Languages** any one language (usually Common)
- **Challenge** 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

- Cantrips (at will): *light, sacred flame, thaumaturgy*
- 1st level (3 slots): *bless, command, cure wounds*

Actions

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

Animated Assegai

Small construct, unaligned

- **Armor Class** 17 (natural armor)
- **Hit Points** 17 (5d6) | **Wound threshold** N/A
- **Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

- **Saving Throws** Dex +4
- **Damage Immunities** poison, psychic
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 7
- **Languages** —
- **Challenge** 1/4 (50 XP)

Antimagic Susceptibility. The assegai is **incapacitated** while in the area of an antimagic field. If targeted by dispel magic, the assegai must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the assegai remains motionless and isn't flying, it is indistinguishable from a normal assegai.

Actions

Assegai. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Bandit

Medium humanoid (any species), any non-lawful alignment

- **Armor Class** 12 (leather armor)
- **Hit Points** 11 (2d8 + 2) | **Wound threshold** 5
- **Speed** 30 ft.

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

- **Skills** Intimidation +2, Stealth +3
- **Senses** passive Perception 10
- **Languages** any one language (usually Common)
- **Challenge** 1/8 (25 XP)

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Bandit Captain

Medium humanoid (any species), any non-lawful alignment

- **Armor Class** 15 (studded leather)
- **Hit Points** 65 (10d8 + 20) | **Wound threshold** 17
- **Speed** 30 ft.

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

- **Saving Throws** Str +4, Dex +5, Wis +2
- **Skills** Athletics +4, Deception +4, Perception +2, Stealth +5
- **Senses** passive Perception 12
- **Languages** any two languages
- **Challenge** 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.
Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.
Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

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

Bark Elf

Medium humanoid (bark elf), any alignment

- **Armor Class** 12 (hide armor)
- **Hit Points** 11 (2d8 + 2) | **Wound threshold** 5
- **Speed** 30 ft. (fly 40 ft.)

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

- **Senses** passive Perception 10
- **Languages** Old Elvish
- **Challenge** 1/4 (50 XP)

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

Actions

Multiattack. The bark elf makes two spear attacks.
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.

Boar

Medium beast, unaligned

- **Armor Class** 11 (natural armor)
- **Hit Points** 11 (2d8 + 2) | **Wound threshold** 5
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

- **Senses** passive Perception 9
- **Languages** —
- **Challenge** 1/4 (50 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked **prone**.
Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Bugbear

Medium humanoid (goblinoid), any neutral alignment

- **Armor Class** 16 (hide armor, shield)
- **Hit Points** 27 (5d8 + 5) | **Wound threshold** 7
- **Speed** 30 ft.

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

- **Skills** Athletics +4, 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.

Chimera of Tahenn Pass

Large monstrosity, chaotic evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 114 (12d10 + 48) | **Wound threshold** 29
- **Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

- **Skills** Perception +8
- **Senses** darkvision 60 ft., passive Perception 18
- **Languages** understands Draconic but can't speak
- **Challenge** 6 (2,300 XP)

Actions

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Fire Breath (Recharge 5-6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

The chimera of Tahenn is no ordinary beast. It's an amalgam of creatures pulled from throughout time, created by the Chronolith's magic; the chimera roams the area, mad with fury and torn between the clashing instincts of its multiple heads. Feel free to describe it differently from the myths, or even grant it new abilities.

Commoner

Medium humanoid (any species), any alignment

- **Armor Class** 10
- **Hit Points** 4 (1d8) | **Wound threshold** 4
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

- **Tools** any one tool suiting its profession
- **Senses** passive Perception 10
- **Languages** any one language (usually Common)
- **Challenge** 0 (10 XP)

Actions

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



Dire Wolf

Large beast, unaligned

- **Armor Class** 14 (natural armor)
- **Hit Points** 37 (5d10 + 10) | **Wound threshold** 10
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

- **Skills** Perception +3, Stealth +4
- **Senses** passive Perception 13
- **Languages** —
- **Challenge** 1 (200 XP)

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

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked **prone**.

Druid

Medium humanoid (any species), any alignment

- **Armor Class** 11 (16 with barkskin)
- **Hit Points** 27 (5d8 + 5) | **Wound threshold** 7
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

- **Skills** Medicine +4, Nature +3, Perception +4
- **Senses** passive Perception 14
- **Languages** Druidic plus any two languages
- **Challenge** 2 (450 XP)

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

- Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*
- 1st level (4 slots): *cure wounds*, *entangle*, *speak with animals*, *thunderwave*
- 2nd level (3 slots): *animal messenger*, *barkskin*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with *shillelagh*.

Moonskin

Alignment: N.

- **Items:**

📜 **Spell Scroll.** It contains the *reincarnate* spell.

🪄 **1 Whip Feather Token.** You can use an action to throw the token to a point within 10 feet of you. The token disappears, and a floating whip takes its place. You can then use a bonus action to make a melee spell attack against a creature within 10 feet of the whip, with an attack bonus of +9. On a hit, the target takes 1d6 + 5 force damage. As a bonus action on your turn, you can direct the whip to fly up to 20 feet and repeat the attack against a creature within 10 feet of it. The whip disappears after 1 hour, when you use an action to dismiss it, or when you are incapacitated or die.

🪄 **1 Tree Feather Token.** You must be outdoors to use this token. You can use an action to touch it to an unoccupied space on the ground. The token disappears, and in its place a nonmagical oak tree springs into existence. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius.

🪄 **1 Bird Feather Token.** You can use an action to toss the token 5 feet into the air. The token disappears and an enormous, multicolored bird takes its place. The bird obeys your simple commands but can't attack. It can carry up to 500 pounds while flying at its maximum speed (16 miles an hour for a maximum of 144 miles per day, with a one-hour rest for every 3 hours of flying), or 1,000 pounds at half that speed. The bird disappears after flying its maximum distance for a day or if it drops to 0 hit points. You can dismiss the bird as an action.



Giant Badger

Medium beast, unaligned

- **Armor Class** 10
- **Hit Points** 13 (2d8 + 4) | **Wound threshold** 6
- **Speed** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

- **Senses** darkvision 30 ft., passive Perception 11
- **Languages** —
- **Challenge** 1/4 (50 XP)

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

Actions

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

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Giant Centipede

Small beast, unaligned

- **Armor Class** 13 (natural armor)
- **Hit Points** 4 (1d6 + 1) | **Wound threshold** 5
- **Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

- **Senses** blindsight 30 ft., passive Perception 8
- **Languages** —
- **Challenge** 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but **poisoned** for 1 hour, even after regaining hit points, and is **paralyzed** while poisoned in this way.

Giant Crocodile

Huge beast, unaligned

- **Armor Class** 14 (natural armor)
- **Hit Points** 85 (9d12 + 27) | **Wound threshold** 22
- **Speed** 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

- **Skills** Stealth +5
- **Senses** passive Perception 10
- **Languages** —
- **Challenge** 5 (1,800 XP)

Actions

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage, and the target is **grappled** (escape DC 16). Until this grapple ends, the target is **restrained**, and the crocodile can't bite another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the crocodile. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked **prone**.

Hold Breath. The crocodile can hold its breath for 30 minutes.



Giant Lizard

Large beast, unaligned

- **Armor Class** 12 (natural armor)
- **Hit Points** 19 (3d10 + 3) | **Wound threshold** 5
- **Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	10 (-3)

- **Senses** darkvision 30 ft., passive Perception 10
- **Languages** —
- **Challenge** 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Giant Spider

Large beast, unaligned

- **Armor Class** 14 (natural armor)
- **Hit Points** 26 (4d10 + 4) | **Wound threshold** 7
- **Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

- **Skills** Stealth +7
- **Condition Immunities** blinded, deafened
- **Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 10
- **Languages** —
- **Challenge** 1 (200 XP)

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

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

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but **poisoned** for 1 hour, even after regaining hit points, and is **paralyzed** while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is **restrained** by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Giant Toad

Large beast, unaligned

- **Armor Class** 11
- **Hit Points** 39 (6d10 + 6) | **Wound threshold** 10
- **Speed** 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

- **Senses** darkvision 30 ft., passive Perception 10
- **Languages** —
- **Challenge** 1 (200 XP)

Amphibious. The toad can breathe air and water.

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

Actions

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

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is **blinded** and **restrained**, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting **prone**.

Giant Vulture

Large beast, unaligned

- **Armor Class** 10
- **Hit Points** 22 (3d10 + 6) | **Wound threshold** 6
- **Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

- **Skills** Perception +3
- **Senses** passive Perception 13
- **Languages** understands Common but can't speak
- **Challenge** 1 (200 XP)

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Actions

Multiattack. The vulture makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Goblin

Small humanoid (goblinoid), any chaotic alignment

- **Armor Class** 15 (leather armor, shield)
- **Hit Points** 7 (2d6) | **Wound threshold** 4
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

- **Skills** Stealth +6
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** Common, Goblin
- **Challenge** 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Guard

Medium humanoid (any species), any alignment

- **Armor Class** 14* (chain shirt)
- **Hit Points** 11 (2d8 + 2) | **Wound threshold** 5
- **Speed** 30 ft.

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

- **Skills** Perception +2
- **Senses** passive Perception 12
- **Languages** any one language (usually Common)
- **Challenge** 1/8 (25 XP)

Actions

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.

(*) A typical guard is equipped with a spear, a shortsword, and a dagger. If circumstances allow, they also carry a shield (AC +2).

Half-Dragon Veteran

Medium humanoid (human), any alignment

- **Armor Class** 18 (plate)
- **Hit Points** 65 (10d8 + 20) | **Wound threshold** 17
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

- **Skills** Athletics +5, Perception +2
- **Damage Resistances** fire
- **Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 12
- **Languages** Common, Draconic
- **Challenge** 5 (1,800 XP)

Knight

Medium humanoid (any species), any alignment

- **Armor Class** 18 (plate)
- **Hit Points** 52 (8d8 + 16) | **Wound threshold** 13
- **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
- **Skills** Animal Handling +4
- **Senses** passive Perception 10
- **Languages** any one language (usually Common)
- **Challenge** 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

Gwen

Alignment: LE

- **Items:**

🔱 **Flame Tongue (Longsword).** You can use a bonus action to speak this magic sword's command word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

🔱 **Dust of Disappearance (Single Use).** Found in a small packet, this powder resembles very fine sand. There is enough of it for one use. When you use an action to throw the dust into the air, you and each creature and object within 10 feet of you become invisible for 2d4 minutes. The duration is the same for all subjects, and the dust is consumed when its magic takes effect. If a creature affected by the dust attacks or casts a spell, the invisibility ends for that creature.

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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 with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Fire Breath (Recharge 5–6). The veteran exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. 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.

Merkhenx

Alignment: LN

- **Items:**

🔱 **Scimitar of Berserking:** You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, you must succeed on a DC 12 Wisdom saving throw in order to cease fighting.

Mage

Medium humanoid (any species), any alignment

- **Armor Class** 12 (15 with *mage armor*)
- **Hit Points** 40 (9d8) | **Wound threshold** 10
- **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** passive Perception 11
- **Languages** any four languages
- **Challenge** 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks).

The mage has the following wizard spells prepared:

- **Cantrips (at will):** *fire bolt, light, mage hand, prestidigitation*
- **1st level (4 slots):** *detect magic, mage armor, magic missile, shield*
- **2nd level (3 slots):** *misty step, suggestion*
- **3rd level (3 slots):** *counterspell, fireball, fly*
- **4th level (3 slots):** *greater invisibility, ice storm*
- **5th level (1 slot):** *cone of cold*

Actions

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

Zyrlia

Alignment: CN

• Items:

Bag of Holding. This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action. If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate. Placing a bag of holding inside an extradimensional space created by a handy haversack, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.



Dagger +1. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

- **Skills:** History +6, Investigation +6, Medicine +6, Religion +6, Stealth +6

• Spells:

- **Cantrips (at will):** *light, mage hand, mending, minor illusion, ray of frost*
- **1st level (4 slots):** *charm person, detect magic, expeditious retreat, floating disk*
- **2nd level (3 slots):** *invisibility, locate object, misty step*
- **3rd level (3 slots):** *clairvoyance, fly, tongues*
- **4th level (3 slots):** *banishment, stone shape*
- **5th level (1 slot):** *wall of force*

Olyé

Alignment: LG

• Items:

Wand of the War Mage +1. While holding this wand, you gain a +1 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

Wand of Web. This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *web* spell (save DC 15) from it. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Mastiff

Medium beast, unaligned

- **Armor Class** 12
- **Hit Points** 5 (1d8 + 1) | **Wound threshold** 5
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

- **Skills** Perception +3
- **Senses** passive Perception 13
- **Languages** —
- **Challenge** 1/8 (25 XP)

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 11 Strength saving throw or be knocked **prone**.

Plesiosaurus

Large beast, unaligned

- **Armor Class** 13 (natural armor)
- **Hit Points** 68 (8d10 + 24) | **Wound threshold** 17
- **Speed** 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

- **Skills** Perception +3, Stealth +4
- **Senses** passive Perception 13
- **Languages** —
- **Challenge** 2 (450 XP)

Hold Breath. The plesiosaurus can hold its breath for 1 hour.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

Priest

Medium humanoid (any species), any alignment

- **Armor Class** 13 (chain shirt)
- **Hit Points** 27 (5d8 + 5) | **Wound threshold** 7
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	12 (+1)	16 (+3)	14 (+2)

- **Skills** Medicine +7, Persuasion +4, Religion +4
- **Senses** passive Perception 13
- **Languages** any three languages
- **Challenge** 2 (450 XP)

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

- Cantrips (at will): *light, sacred flame, thaumaturgy*
- 1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
- 2nd level (3 slots): *lesser restoration, spiritual weapon*
- 3rd level (2 slots): *dispel magic, spirit guardians*

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.


Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.


Ghezelon

Alignment: LE

- **Items:**

 **Cape of the Mountebank.** This cape smells faintly of brimstone. While wearing it, you can use it to cast the *dimension door* spell as an action. This

property of the cape can't be used again until the next dawn. When you disappear, you leave behind a cloud of smoke, and you appear in a similar cloud of smoke at your destination. The smoke lightly obscures the space you left and the space you appear in, and it dissipates at the end of your next turn. A light or stronger wind disperses the smoke.

 **Spell Scroll.** It contains the *raise dead* spell.

Prime-Wyrm

Medium humanoid (prime-wyrm), neutral evil

- **Armor Class** 15 (natural armor, shield)
- **Hit Points** 22 (4d8 + 4) | **Wound threshold** 6
- **Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

- **Skills** Perception +3, Stealth +4, Survival +5
- **Senses** passive Perception 13
- **Languages** Draconic
- **Challenge** 1/2 (100 XP)

Actions

Multiattack. The prime-wyrm makes two melee attacks, each with a different weapon.

Poisonous Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

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

Spiked Shield. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Prime-wyrms usually have special traits (see **Table 6: Prime-Wyrm Special Traits**, p.23-25).

Saber-Toothed Tiger

Large beast, unaligned

- **Armor Class** 12
- **Hit Points** 52 (7d10 + 14) | **Wound threshold** 13
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

- **Skills** Perception +3, Stealth +6
- **Senses** passive Perception 13
- **Languages** —
- **Challenge** 2 (450 XP)

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked **prone**. If the target is prone, the tiger can make one bite attack against it as a bonus action.



Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Scout

Medium humanoid (any species), any alignment

- **Armor Class** 13 (leather armor)
- **Hit Points** 16 (3d8 + 3) | **Wound threshold** 5
- **Speed** 30 ft.

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

- **Skills** Animal Handling +5, Nature +4, Perception +5, Stealth +6, Survival +5
- **Senses** passive Perception 15
- **Languages** any three languages
- **Challenge** 1/2 (100 XP)

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

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Orc Riders

Apply the following changes:

- **AC** 16 (breastplate)
- They are equipped with a scimitar, a spear, and a recurve bow (similar to a longbow, but easier to carry and can be used on horseback)

Shield Guardian

Large construct, unaligned

- **Armor Class** 17 (natural armor)
- **Hit Points** 142 (15d10 + 60) | **Wound threshold** N/A
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

- **Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 10
- **Damage Immunities** poison
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
- **Languages** understands commands given in any language but can't speak
- **Challenge** 7 (2,900 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.
Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was pre-defined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

Actions

Multiattack. The guardian makes two fist attacks.
Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Reactions

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

Skeleton

Medium undead, lawful evil

- **Armor Class** 13 (armor scraps)
- **Hit Points** 13 (2d8 + 4) | **Wound threshold** N/A
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

- **Damage Vulnerabilities** bludgeoning
- **Damage Immunities** poison
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands all languages it knew in life but can't speak
- **Challenge** 1/4 (50 XP)

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.
Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spy

Medium humanoid (any species), any alignment

- **Armor Class** 12
- **Hit Points** 27 (6d8) | **Wound threshold** 7
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

- **Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4
- **Tools** depends on disguise
- **Senses** passive Perception 16
- **Languages** any three languages
- **Challenge** 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.


Actions

Multiattack. The spy makes two melee attacks.
Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.
Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Viper

Alignment: NE

- **Items:**

 **Spear +2.** You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Thug

Medium humanoid (any species), any non-good alignment

- **Armor Class** 11 (leather armor)
- **Hit Points** 32 (5d8 + 10) | **Wound threshold** 8
- **Speed** 30 ft.

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

- **Skills** Intimidation +2, Stealth +2
- **Senses** passive Perception 10
- **Languages** any one language (usually Common)
- **Challenge** 1/2 (100 XP)

Actions

Multiattack. The thug makes two melee attacks.
Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.
Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Tribal Warrior

Medium humanoid (any species), any alignment

- **Armor Class** 12 (hide armor)
- **Hit Points** 11 (2d8 + 2) | **Wound threshold** 5
- **Speed** 30 ft.

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

- **Senses** passive Perception 10
- **Languages** any one language
- **Challenge** 1/8 (25 XP)

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

Actions

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.
Shortbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) piercing damage.

Triceratops

Huge beast, unaligned

- **Armor Class** 13 (natural armor)
- **Hit Points** 95 (10d12 + 30) | **Wound threshold** 24
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (-3)	2 (-4)	11 (+0)	5 (-3)

- **Senses** passive Perception 10
- **Languages** —
- **Challenge** 5 (1,800 XP)

Trampling Charge. If the triceratops moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked **prone**. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Tyrannosaurus Rex

Huge beast, unaligned

- **Armor Class** 13 (natural armor)
- **Hit Points** 136 (13d12 + 52) | **Wound threshold** 34
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

- **Skills** Perception +4
- **Senses** passive Perception 14
- **Languages** —
- **Challenge** 8 (3,900 XP)

Actions

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is **grappled** (escape DC 17). Until this grapple ends, the target is **restrained**, and the tyrannosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Veteran

Medium humanoid (any species), any alignment

- **Armor Class** 17 (splint)
- **Hit Points** 58 (9d8 + 18) | **Wound threshold** 15
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

- **Skills** Athletics +5, Intimidation +2, Perception +3
- **Senses** passive Perception 13
- **Languages** any three languages (usually Common)
- **Challenge** 3 (700 XP)

Brave. The veteran has advantage on saving throws against being frightened.

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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 with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Sister Silence

Alignment: LN

- **Items:**

🛡️ **Half Plate +2.** Sister Silence's AC is 18.

Will-O'-Wisp

Tiny undead, chaotic evil

- **Armor Class** 19
- **Hit Points** 22 (9d4) | **Wound threshold** N/A
- **Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

- **Damage Immunities** lightning, poison
- **Damage Resistances** acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious
- **Senses** darkvision 120 ft., passive Perception 12
- **Languages** the languages it knew in life
- **Challenge** 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

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

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

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

Actions

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

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

Wolf

Medium beast, unaligned

- **Armor Class** 13 (natural armor)
- **Hit Points** 11 (2d8 + 2) | **Wound threshold** 5
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

- **Skills** Perception +3, Stealth +4
- **Senses** passive Perception 13
- **Languages** —
- **Challenge** 1/4 (50 XP)


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

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.





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