

AT-01

FOR
DUNGEONS AND DRAGONS
FIFTH EDITION

Dungeon Module AT-01

It's About Time An Ancient Evil

by Rommy Hart

AN ADVENTURE FOR FIRST LEVEL CHARACTERS.



This is the first adventure in a series of adventures that make up the "**Its About Time**" campaign arc. It also provides a framework for the players to incorporate the use of time travel into the game by using supplement **AT-01 Time Travel Rules for D&D**. These adventures will take a group of adventurers from level 1 to level 20. It starts with our adventures arriving in the small fishing village of Saltport Cove.

This module brings back some of the classic "anything can happen" feeling of the earlier versions of the game.

Requires the use of the fifth edition ***Player's Handbook***, ***Monster Manual***, and ***Dungeon Master's Guide***.

Contents

Introduction

PREPARATION.....	1
Encounter Levels	1
Running the Adventure.....	1
Size and Scope.....	1
Buying Equipment.....	1
Time Travel	1
Counting the Years.....	1

Welcome to the world of Manoria.

TIME IS IMPORTANT TO THE PEOPLE OF MANORIA.....	1
THE CREATION MYTH	1

The Pantheon

MAJOR DEITIES:.....	2
MINOR DEITIES:.....	2

The Overarching Story

THE SHATTERED CLOCK	3
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Part 1: Saltport Cove

Encounters in Saltport

ENCOUNTER. CULTIST AMBUSH.....	5
ENCOUNTER. FIN IS SPOOKED	5

Locations in Saltport

1. THE TIPSY MARLIN	7
2. THE SALT BREEZE STOCKADE	8
3. THE SALTY DOCKS	8
4. AULDHAMMER FORGE.....	9
5. MRS. PEAL'S BAKERY	10
6. THE NET MENDER'S GENERAL STORE	10
7. THE DAWNBRINGER CHAPEL	11
8. SALTPORT COVE'S CEMETERY	12
9. THE WHISPERING MILL	12
10. THE ABANDONED LIGHTHOUSE	13

Ringin' in the Millennium!

THE FESTIVITIES BEGIN!.....	15
PC Encounters	16
A Dire Prediction.....	17

Disclaimer

The following is an adventure module for the fantasy role playing game Dungeons and Dragons. You will need the fifth edition Player's Handbook, Dungeon Master's Guide and Monster Manual to make full sense of this.

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This document is intended to assist Dungeon Masters in running a game using an already standing game system. No information herein is to be copied and sold for profit. A free copy can be downloaded here: <https://olddungeonmaster.com/>

AS MIDNIGHT APPROACHES	17
FREBALL IN THE SKY!	17
THE AFTERMATH.....	17
The Sheriff's Request	
The Journey to the Island	
A TEMPORAL MISHAP ON AETHELGARD	19

Part 2: A Primal World

HELP ARRIVES.....	22
CONCLUDING THE ADVENTURE.....	22

Appendix A: NPCs

ALANA SUNRAY	23
BRINT "SALTY" BRINEBORN	23
CAPTAIN FINN KELLEY.....	24
CAPTAIN SILAS HAWSER	24
DURIN AULDHAMMER	25
FREDERICK "FRED" KNEAD.....	25
JINGLE SILVERSTRING	26
MRS. PEAL.....	26
LANDER THE FLUMP.....	27
PUCK THE SPRITE	28
SALTY SCALAWAG.....	28
SHERIFF AMELIA WAVESHIELD.....	29

Appendix B: New Monsters

CAVE LION	29
CULTIST FANATIC.....	29
DIRE WOLF.....	30
GIANT SQUID.....	30
MAMMOTH CALF.....	30
MINOR SIREN.....	30
NEANDERTHAL WARRIOR	30
PIRATE.....	31
SWARM OF BARRACUDA.....	31

Appendix C: Maps

SALTPORT COVE	32
THE ABANDONED LIGHTHOUSE	33
THE ISLAND OF AETHELGARD - PLAYERS MAP	34

Digital Accessories Pack

Each of the adventures in the "It's About Time" adventure path includes a "Digital Accessories Pack" which is a .ZIP file containing copies of the maps, player handouts, and other playing aids related to the adventure.

Abbreviations

PC.... Player Character	PHB	Players Hand Book
DM .. Dungeon Master	DMG	Dungeon Master's Guide
NPC..Non Player Character		
	MM	Monster Manual

Introduction

This is Dungeon Module *AT-01 An Ancient Evil*. It is the first adventure in the *It's About Time* campaign. The entire campaign is an adventure arc that will take characters from 1st level to 20th level. The first book in this series is the Time Travel Supplement *AT-00 Time Travel Rules for D&D*. AT-00 was written to be used throughout the *It's About Time* campaign. It introduces a new school of magic called Chronomancy, along with many Chronomancy spells. It also describes "Time Points", "Time Saves" and a few other new features. It does not contain any new feats or new classes.

This adventure is intended for a party of four first level characters. By the end of this adventure they will be ready to start the next adventure as 2nd level characters.

Preparation

"An Ancient Evil" is written for Dungeon and Dragons, 5th Edition. It requires the use of the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*.

The text in white boxes is meant to be read aloud or paraphrased to the players. The green shaded boxes (sidebars) contain additional information. The statistics for monsters and non player characters (NPCs) are included in abbreviated form with each encounter [similar to the abbreviated stat block format shown here <https://theangrygm.com/abbreviate-stat-blocks/>]. Common monsters are indicated by their names being in bold type. The page number is listed where common monsters can be found in the *Monster Manual* (MM), or the *Dungeon Master's Guide* (DMG). For new monsters and NPCs the page number is listed for where they can be found in this document.

Encounter Levels

An Ancient Evil is designed for a party of 4 PCs, you may need to adjust the encounters to account for a larger or smaller party. The encounters may be especially deadly for a smaller party.

As your charters proceed through the *It's About Time* campaign, it is recommended that instead of experience points you allow the characters to "level up" before starting an adventure designed for the next level. This is commonly referred to as using the milestone method of character advancement.

Running the Adventure.

During this adventure, the PCs will travel to different times and locations. This requires you, as the DM, to be able to describe the change in their surroundings and how the things done in an earlier point in time has changed things in their current point in time.

Size and Scope

The entire *An Ancient Evil* campaign arc takes PC from 1st to 20th level. You should expect it to take several months to play if your party plays once a week.

Buying Equipment

When the players create their characters they should have all the adventuring equipment available to them as beginning first level characters. Use the following as a guide when they want to purchase additional equipment. Saltport Cove is only a poor

fishing village, they can't buy anything that cost more than 50gp. Further adventures will take them to larger cities where they can then buy anything listed in the Player's Handbook. No items, including magic items, are available for purchase except those specifically listed in the campaign.

Time Travel

This adventure was written to utilize the time travel rules presented in Supplement *AT-00 Time Travel Rules for D&D*.

Counting the Years

The adventure begins in the year 999 or 999AD. "AD" stands for "After Discovery" and is commonly omitted. That is After the Discovery of the eastern continent. The first year was year 1 (there was no year 0). Earlier years are "BD" or Before Discovery of the eastern continent. For example the year that was 436 years before the discovery will be referred to as 436BD, or sometimes simply as -436.

Welcome to the world of Manoria.

The world that the residents call Manoria is about the same size as our Earth. It has one moon and one sun, both about the same size and distance from the planet. This D&D fantasy campaign setting takes inspiration from medieval Europe around 1400, before the introduction of gunpowder or the printing press.

Time is important to the people of Manoria.

A year in Manoria is exactly 336 days long and the days are exactly 24 hours long. The people here have divided the year into 12 months of 28 days each, which corresponds to the exact amount of time it takes the moon to cycle through its phases. Each month has four 7 day weeks. The first day of each month is also the first day of the first week in that month. It is also the darkest night of the month being that it is also the first day of the new moon. Also, the first day of the year is also the first day of spring.

The sun always rises at 6:00 in the morning and sets at 6:00 in the evening. Twilight lasts for 30 minutes before sunrise and after sunset.

Time must also be important to the gods for them to have managed for everything to function so precisely.

The Creation Myth

Two colossal entities, Gaia, the embodiment of life and creation, and Xythan, the embodiment of time and destruction, existed in an eternal dance. Their constant struggle birthed the universe, Gaia's fertile touch countered by Xythan's relentless decay. The first sparks of life emerged from their clashes, resilient and determined to survive in the ever-changing dance of creation and destruction.

The Pantheon

Major Deities:

Gaia (The Mother)



Domain: Life, Creation, Nature, Fertility
Associated Races: All living things
Worshippers: Druids, Rangers, Farmers, Healers
Alignment: Neutral Good
Holy Symbol: A blossoming flower entwined with gnarled roots

Xythan (The Father)



Domain: Time, Destruction, Entropy, Change
Associated Races: None directly, but his influence touches all
Worshippers: Necromancers (evil), Assassins (neutral), Philosophers (neutral good)
Alignment: Lawful Neutral
Holy Symbol: An hourglass with swirling sand

Eos (Dawn)



Domain: Dawn, Light, New Beginnings
Associated Races: Birds, creatures of the dawn
Worshippers: Bards, Clerics (hope domain), Paladins (oath of redemption)
Alignment: Neutral Good
Holy Symbol: A rooster crowing against a rising sun

Erebus (Darkness)



Domain: Night, Darkness, Secrets, Dreams
Associated Races: Creatures of the night (owls, bats)
Worshippers: Rogues, Spies, Warlocks (pact with night entities)
Alignment: Chaotic Neutral
Holy Symbol: A crescent moon shrouded in mist

Pontus (Storms)



Domain: Sea, Oceans, Storms, Earthquakes
Associated Races: Merfolk, aquatic creatures
Worshippers: Sailors, Fishers, Barbarians (sea reavers)
Alignment: Chaotic Neutral
Holy Symbol: A coiled sea serpent or a crashing wave

Ge (Earth)



Domain: Earth, Mountains, Minerals, Stability
Associated Races: Dwarves, creatures of the underground
Worshippers: Fighters (earth domain), Smiths, Miners
Alignment: Lawful Neutral
Holy Symbol: A jagged mountain peak or a sturdy oak tree

Uranus (Sky)



Domain: Sky, Weather, Stars, Distance
Associated Races: Aarakocra (bird people), creatures of the sky (eagles)
Worshippers: Astrologers, Navigators, Monks (seeking enlightenment)
Alignment: Neutral Good
Holy Symbol: A swirling celestial map or a shooting star

Minor Deities:

Helios (Sun)



Domain: Light, Heat, Agriculture
Associated Races: Humans (farmers), Aasimar (celestial heritage)
Worshippers: Farmers, Clerics (Sun Domain), Paladins (oath of devotion)
Alignment: Neutral Good
Holy Symbol: A radiant sun disk

Selene (Moon)



Domain: Guidance, Protection, Mystery
Associated Races: Elves
Worshippers: Rangers, Hunters, Druids, Rogues
Alignment: Neutral Good
Holy Symbol: A crescent moon wreathed in mist

Oceanids (Water)



Domain: Fresh Water, Salt Water
Associated Races: Aquatic Elves, Merfolk, Tritons
Worshippers: Sailors, Druids
Alignment: Neutral
Holy Symbol: A seashell filled with water

Hecatonchires (Earth)



Domain: Raw Power, Untamed Nature
Associated Races: None (feared by all)
Worshippers: Orcs, Giants
Alignment: Chaotic Neutral
Holy Symbol: A Hundred-Handed Giant

Cyclopes (Fire)



Domain: Craftsmanship, Forging, Fire
Associated Races: Dwarves, Gnomes
Worshippers: Smiths, Dwarven Craftsmen, Engineers
Alignment: Lawful Neutral
Holy Symbol: A blacksmith's hammer in front of a flaming anvil

Xylon, the Shepherd of Souls (Death)



Domain: Time, Destruction, Death, Entropy
Associated Races: None directly, but his influence touches all
Worshippers: Necromancers (neutral), Assassins (evil), Philosophers (neutral)
Alignment: Neutral
Holy Symbol: A broken clock face

Thanatos, the Necromancer (Undead)

Domain: Time, Destruction, Death, Evil
Associated Races: Intelligent undead of all races
Worshippers: Necromancers (lawful evil), Assassins (evil), Philosophers (evil), Spellcasters (evil)
Alignment: Lawful Evil
Holy Symbol: A Skull



The Overarching Story

The Shattered Clock

Once, a delicate balance existed between the realms of the living and the dead. This harmony was overseen by a pantheon of gods, each with their domain. Among them was Xylon, the Shepherd of Souls. He was given the Clock of Aeons, an artifact that regulated the flow of time. With it he ensured the peaceful transition of spirits from the mortal plane to the afterlife.

The Corruption: Millennia ago, Xylon succumbed to a creeping corruption. Whispers from a malevolent entity, the Necromancer God, Thanatos, seeped into his essence. This corruption twisted Xylon's purpose, transforming him from a shepherd into a jailer. He began to hoard souls, preventing them from reaching their rightful destination and bolstering his own power.

The Sundering: The other gods recognized Xylon's corruption and realized the threat Thanatos posed through him. In a cataclysmic event known as The Sundering, they imprisoned Thanatos, banished Xylon, and fractured Xylon's power by shattering the Clock of Aeons, scattering fragments of the Clock across the timestream. These fragments manifested as Necrotic Anchors, corrupting areas and warping time around them.

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

Lander, a time traveler: Lander is a flump. A flump is a creature that is only a couple of feet in diameter that floats in the air and resembles a jellyfish. But appearances can be deceptive. Lander is a hero with powerful magical abilities and unwavering resolve. He used his power to sever Thanatos' strongest tendrils of influence. However, the strain was immense. Lander sacrificed his own place in time, becoming unmoored from the flow of history. In the future that Lander witnessed, Thanatos' cult was able to release him from his prison. Now, he travels the river of time searching for a way to stop what he has already seen in the future, the world ravaged by Thanatos.

Puck, the Mischievous Sprite: Accompanying Lander is Puck, a mischievous sprite with an affinity for temporal anomalies. Though seemingly carefree, Puck possesses an uncanny knowledge of time and fate. His playful demeanor masks a deep purpose – to guide those chosen by destiny to fulfill their roles in protecting the world from Thanatos' return.

The Heroes' Role: Having witnessed the world's destruction, Lander seeks to prevent it by piecing together the fragments of the Clock scattered across different timelines. Puck acts as his guide. The player characters (PCs) in this adventure are uniquely attuned to the echoes of time, making them crucial allies in this quest.



PART 1: SALTPORT COVE

The characters just arrived at the small fishing village of Saltport Cove, known for its mysterious folklore and its uncharted nearby Island. They have heard that the island is feared by the locals who think it is haunted, and that it may contain ancient treasures, ready for a brave group of adventures to explore and profit from. They recently met each other and decided to travel here to see what opportunities might present themselves.

When the characters first arrive in Saltport Cove it is just about noon and they have been walking all morning. Read or paraphrase the following:

A salty spray tickles your faces as you cross the ox-cart bridge, revealing the charming chaos of Saltport Cove. Nestled within a rocky inlet, the scent of brine hangs heavy in the air, mingling with the sweet, yeasty aroma that seems to waft from every corner. You soon learn from several different people in the street that the smell of fresh baked bread is a testament to Mrs. Peal's legendary bakery just around the corner. Sun-bleached fishing nets drape over rigging like forgotten tapestries, and boats bob gently in the harbor, their reflections dancing on the shimmering water. The rhythmic clang of a blacksmith's hammer echoes from somewhere deeper in the town, a counterpoint to the cheerful shouts of fishermen unloading their day's catch. Above it all, a weathered sign creaks ominously in the salty breeze, proclaiming this salty haven as "The Tipsy Marlin".

WHERE TO GET ADVENTURING GEAR.

The Net Mender's General Store

Jingle Silverstring, the female gnome proprietor of the Net Mender's General Store, doesn't sell magic items, potions, weapons or armor. Otherwise PCs can purchase anything that is in the PHB with a value of 25 gp. or less. Although she does sell travel rations, to her friends or special customers she will recommend that they buy theirs at Mrs. Peal's Bakery. Mrs. Peal sells hers at the same price and they are much higher quality. Jingle usually has a few (never more than 6) 50 gp healing potions. She never reveals her source, but she re-stocks her healing potions every couple of weeks.

Auldhammer Forge

Other than mundane items made from iron, the blacksmith sells Medium Armor, Shields, Axes, and Hammers, but none that are listed as costing over 25 gp in the PHB. He can sharpen and repair swords and daggers. He can recommend a good swordsmith that lives in a city nearby.

Mrs. Peal's Bakery

She does sell travel rations, but you have to ask her for them. She doesn't advertise that she sells these. She has built her business on breads and sweet cakes.

Encounters in Saltport

The characters are free to explore Saltport Cove however they wish. The three encounters presented here each start with a description of when it would be appropriate to run for the characters.

Encounter. Temporal Awareness

Run this encounter as soon as the characters enter the central plaza, that area between areas 1 and 3 on the map.

As you walk a little further into Saltport Cove, you witness a group of people arguing with their near-identical counterparts. The scene is chaotic, filled with shouts of confusion and disbelief. As the you approach, you see the figures begin to shimmer and fade, some dissolving into nothingness, others reappearing moments later in different spots around the town. A panicked scholar, clutching a stack of weathered scrolls, explains that a powerful artifact has shattered, causing rifts in time.

Then he and the duplicates all disappear. Everyone is acting normally again, as if nothing happened. They remember nothing of the event you witnessed.

Witnessing this event grants the PCs a heightened sense of the flow of time around them. This gives them one "Time Point". Refer to the Time Travel Supplement **AT-00 Time Travel Rules for D&D** for what benefits they now have. You should allow your players full access to all the information in Supplement **AT-00**.

Encounter. Cultist Ambush

Run this encounter any time they are walking around town, after they have made inquires regarding the uncharted island.

As you are walking around Saltport Cove you hear a commotion coming from a narrow alleyway ahead. A young fisherman stumbles out, clutching his arm and bleeding. He gasps out a warning about cloaked figures before collapsing unconscious.

The fisherman appears to be stable, just unconscious. If healed to 3 HP (his maximum) he runs off while looking back at the alley. When the PCs investigate the alleyway three figures that were hidden in the shadows jump out and attack.

Three ragged figures lunge forward from the shadows, crude bone axes held high. Their eyes gleam with a mad fervor as they charge towards you.

Have each PC make a (DC 15) Perception (Wisdom) check. PCs that fail the check are surprised and don't act during the first round of combat. The Cultist won't hesitate to use themselves as human shields to protect each other.

Creatures: Cultist Fanatics (3)



[The full stat block is on page 29]

Cultist Fanatic (Medium E Humnoid) (10 XP)
AC 12 HP 5 SPD 30'
STR -1 DEX +0 CON +0 INT -1 WIS -1 CHA -0
Darkvision 60'
Improvised weapon: MWATT +3, 1d6+1 slashing

Tactics: The mindless fanatics charge blindly into battle, screaming the praises of Thanatos. "For Thanatos! We claim this land for the eternal night!" They are specifically targeting the PCs because they have been asking about the Aethelgard Isle. They fight to the death.

Hidden altar: As the battle progresses, a hastily closed hidden compartment in the alleyway cracks open to reveal a crude altar adorned with fish bones and dark candles.

Treasure: Searching the fallen cultists reveals a single pouch containing a brass amulet with a symbol of a human skull engraved on its surface (worth 5 sp).

Examining the altar reveals a scrap of parchment with a single unfinished sentence "*The time has come to call all Deathbringers to ...*"

Encounter. Fin is Spooked

Run this encounter their first morning here.

As the PCs are just finishing breakfast at the Tippy Marlin, a frantic fisherman named Finn bursts through the door. His face is pale, and his eyes are wide with fear.

Finn claims he was fishing near the island of Aethelgard the night before when a strange light erupted, followed by a deafening boom. He saw monstrous shadows moving on the island and barely escaped with his life. The other villagers scoff at his story, calling him a drunken fool.



[The full stat block is on page 24]

Captain Finn Kelley (Medium E Humnoid) (450 XP)
AC 15 HP 27 SPD 30'
STR +1 DEX +2 CON +1 INT +2 WIS +0 CHA +3
Ship's Captain. Adv on DEX (Navigation) checks. Proficient in Navigator's tools.
Folk Hero. Adv on CHA checks to influence common folk
Mastermind (2/Day). Bonus action, a creature within 60 feet has Disadv on the next save before end of your next turn.
Cutlass (2 attacks). MWATT +5, 1d8+3 slashing

Sheriff Amelia (page 29) was just leaving the Tippy Marlin as Finn came in with his story. She approaches the PCs, concerned about the potential for panic. She tells them that she has quite a lot she needs to take care of this morning and asks them to discreetly talk to Finn, see if there's any truth to his story, and calm him down before he causes a scene. She says that if they will do her this favor, she will make it up to them.

Resolution: Through careful questioning, the PCs might learn Finn is a known embellisher, but his fear seems genuine. They can investigate his boat (finding a singed fishing net) and talk to other fishermen who saw a strange light in the distance, lending some credence to his story. Reassuring Finn and subtly suggesting he leave out the "monstrous shadows" part helps maintain order in the village.

Reward: Sheriff Amelia appreciates the PCs' discretion and offers them a discount on any future services at the Saltbreeze Stockade (jail cells hopefully not included).



- Map Key
- 1 The Topsy Marlin
 - 2 The Saltbreeze Stockade
 - 3 The Salty Docks
 - 4 Auldhammer Forge
 - 5 Mrs. Peal's Bakery
 - 6 The Net Mender's General Store
 - 7 The Dawnbringer Chapel
 - 8 Saltport Cove's Cemetery
 - 9 The Whispering Mill
 - 10 Abandoned Lighthouse



Saltport Cove

Locations in Saltport

These are the notable places indicated on the Saltport Cove map.

1. The Topsy Marlin Rest, Relief, and Revelry

This cozy tavern/Inn is the only one in town and is the heart of Saltport Cove. Owned by a gruff but kind half-orc named Brint “Salty” Brineborn, the Topsy Marlin offers warm meals, a well-stocked bar, and rooms for weary travelers (1 gp per night). Brint loves swapping stories with patrons and can be a source of local gossip and lore (especially after a few drinks).

The building is a two-story structure built with weathered, salt-washed wood. A large, brightly colored marlin flag flaps in the wind above the entrance. Several mismatched lanterns hang from the porch overhang, casting a warm glow on arriving patrons.

As the PCs enter the Topsy Marlin, read or paraphrase the following:

The weathered oak door of the Topsy Marlin creaks open with a sigh, releasing a wave of warmth, savory smells, and a chorus of boisterous laughter into the cool noon air. Stepping inside, you find yourselves enveloped in the cozy embrace of Saltport Cove’s only tavern.

A large stone fireplace dominates one wall. Wooden beams crisscross the low ceiling, adorned with fishing nets, model ships, and the occasional mounted trophy fish.

Several round tables are scattered about the room. Stools and high-backed chairs beckon weary travelers. In a corner, a worn leather armchair sits beside a small, overflowing bookshelf.

Behind the bar, an array of tankards, mugs, and bottles filled with every shade of the rainbow line the shelves. The savory aroma of roasting meat and fresh bread mingles with the ever-present tang of salt from the nearby sea.

Servers

Fiona: A cheerful and friendly human barmaid who greets guests with a warm smile.

Grog: A burly halfling server who quickly and efficiently attends to patrons’ needs.

Patrons

Mixture of Races: 75% human, with the remainder being dwarves, elves, and halflings.

Occupations: Sailors, fishermen, merchants, locals, and travelers.

Mood: Merry and convivial, with patrons enjoying drinks, chatting, and listening to the live music.

Brint “Salty” Brineborn

At the center of it all stands Brint “Salty” Brineborn, the tavern’s half-orc owner and bartender. As the PCs walk up to the bar:

Salty greets the PCs with a nod and a mug of his finest ale.
“Welcome to the Topsy Marlin, travelers! What can I get you this fine evening?”

[Salty’s full stat block is on page 23]

Salty is a gruff but kind-hearted owner and bartender who takes pride in his tavern and is always happy to chat with patrons. Salty is a heavily-muscled half-orc with graying tusks and a mane of unruly black hair.



If the PCs ask about the uncharted island they learn the following from Salty:

“Aye, Aethelgard’s the name of it. Nasty volcano sticks out like a sore thumb on the west side, just twelve measly miles from Saltport Cove. You can see it if yer squintin’ on a clear day. Rollin’ hills all soft n’ green around the base, leadin’ up to the center. Then on the other side, a right thick forest yer momma wouldn’t wanna get lost in. Another patch of trees sneakin’ up north of the volcano too. Beaches all around most of the island, mind ye, except for the west side where cliffs as sharp as a goblin’s tooth hug the volcano tight. Got a river windin’ through the middle, spittin’ itself out in a big ol’ bay on the east side.”

Intriguing Encounters:

Old Man Eldrin (Sailor): A weathered man with a face tanned like leather and a bushy white beard that reaches his chest. He sits hunched over a tankard of ale, a faraway look in his eyes. (Been in Saltport Cove for 40 years)

“Aethelgard, aye... that’s a name that chills the bones. Seen a shipwreck there myself, years back. Spewed right up on the western coast, south of that smoking mountain.” (If pressed about the island): “They say the island’s cursed. Strange lights dance at night, and whispers on the wind can drive a man mad. Best leave it be, lads.”

Elara, the Wave Whisperer (Fisherwoman): A strong woman with sun-kissed skin and bright blue eyes that seem to hold the secrets of the sea. She meticulously mends a fishing net, occasionally glancing out the window at the harbor. (Been in Saltport Cove all her life)

“Aethelgard? My grandfather wouldn’t go near it. Spoke of a temple swallowed by the earth, guarded by spirits restless and dark.” (If pressed about folklore): “Legends say an evil god slumbers beneath that volcano, waiting to break free and bring death upon the world. Some even whisper of a cult that seeks to wake it.”

Bar Brawl: As the evening progresses, a drunken brawl erupts between two fishermen arguing about a near miss with a strange glowing light spotted near Aethelgard on their last fishing trip. This could be a chance for the PCs to intervene and showcase their skills, or simply add a layer of intrigue to the island’s reputation.

2. The Saltbreeze Stockade Justice with a Salty Breeze

This small, two-story building serves as both the town hall and jail. Sheriff Amelia Waveshield, a human woman with a stern demeanor and a keen eye for justice, presides over the law. The jail consists of two sturdy cells on the upper floor and a town-hall and sheriff's office on the first floor.

The Saltbreeze Stockade embodies a sense of order amidst the bustling chaos of Saltport Cove. This two-story structure, built from weathered gray stone, stands resolute against the salty winds.

A single, sturdy door with a barred window dominates the front facade. A large, weathered wooden sign proudly displays the words "Saltbreeze Stockade" in bold lettering.

Interior - First Floor (Sheriff's Office)

As the PCs approach the Sheriff's Office, they notice the sturdy wooden building with its barred windows and heavy wooden door. They knock on the door, and it opens to reveal a small, sparsely furnished office.

The sheriff's office, located off the town-hall meeting room, is a spartan space adorned with ledgers, wanted posters, and perhaps a confiscated weapon or two as grim reminders. A small, worn bookshelf in the corner holds legal documents, local ordinances, and even a few dusty adventure novels for Amelia's off-duty reading.

A door to the left is open to a surprisingly well-lit town-hall meeting room. Sunlight streams through high windows, illuminating rows of simple wooden benches facing a raised platform at the far end.

To the right there is a simple flight of stairs leading up to the upper floor.

Sheriff Amelia Waveshield

As the PCs enter the sheriff's office:

Behind a large wooden desk sits Sheriff Amelia Waveshield. She is a middle-aged woman with a deceptively un-wrinkled face, a stern expression and sharp eyes. Her hair is loose, and she wears a brown leather uniform with a Sheriff's badge.

[Amelia's full stat block is on page 29]

A stern, no-nonsense woman with eyes as sharp as the sea breeze presides over the Stockade. Sheriff Amelia Waveshield commands respect with her unwavering dedication to justice.

While Amelia is firm and unforgiving towards lawbreakers, she also possesses a keen sense of fairness and will listen to reason (though convincing her might not be easy).



First meeting with the sheriff

If the PCs are polite and respectful, Sheriff Waveshield will welcome them and inquire about their business.

She is initially skeptical of the PCs' claims of seeking adventure, but if they can provide evidence of their good intentions (such as a letter of introduction from a trusted source), she will gradually warm to them.

Sheriff Waveshield:

"I've heard tales of young adventurers seeking glory and fortune in these parts. But let me warn you, this is no place for the faint of heart. The dangers that lurk around Saltport Cove are real and unrelenting."

The PCs can ask Sheriff Waveshield about the stockade, the prisoners, and any rumors or unusual events she may have heard.

She will provide them with basic information, such as the location of the prison cells.

However, if the PCs press her too much about sensitive topics (such as the identity of the prisoners or the nature of their crimes), she will become evasive and refuse to answer.

Sheriff Waveshield:

"I cannot divulge such information to strangers. My duty is to protect the integrity and security of the stockade. If you wish to learn more, you will need to earn my trust."

Interior - Second Floor (Jail)

A steep wooden staircase leads to the second floor, which houses the jail cells.

The air is thick with the stale scent of sweat and regret. Two sturdy iron-barred cells occupy most of the space. Each cell is furnished with a single, uncomfortable cot and a bucket for less glamorous needs.

A small barred window in each cell provides a limited view of the bustling harbor, a cruel reminder of freedom just out of reach.

3. The Salty Docks A Symphony of Commerce and Salt

The Salty Docks pulse with the lifeblood of Saltport Cove. Here, the rhythmic creak of rocking boats mingles with the boisterous calls of seabirds and the cacophony of human activity. The salty tang of the sea permeates the air, a constant reminder of the power and bounty of the ocean.

The Ships

Masts rise from the docks, their sails billowing in the wind like flags announcing faraway destinations. Fishing vessels of many sizes bob gently in the water, their weathered hulls testament to countless voyages.

A couple of larger merchant ships rest alongside the smaller fishing ships.

A Bustle of Activity

The docks teem with activity. Tanned fishermen, their faces etched with the lines of sun and wind, unload their nets overflowing with glistening fish.

Muscle dockworkers heave cargo crates onto waiting wagons, their rhythmic grunts echoing across the harbor.

Weathered wooden shacks line the docks, serving as makeshift taverns, bustling fish markets, and salty supply stores catering to the needs of sailors and travelers.

Shrewd merchants hawk their wares – exotic spices, handcrafted trinkets, and nautical charts promising hidden treasures.

Seagulls squawk and squabble overhead, snatching scraps of fish and adding to the cacophony of the docks.

A large, weathered notice board near the harbormaster's office displays announcements of arriving ships, departures, and even wanted posters for pirates or ne'er-do-wells who have dared to disrupt the peace of Saltport Cove.

Encounters at the Salty Docks:

Silas Hawser (the Harbormaster): A gruff but fair man with a weathered face and a booming voice maintains order amidst the chaos. His watchful eyes ensure the smooth flow of traffic and keep a wary eye for trouble.

He maintains a meticulous logbook detailing arriving and departing ships, their destinations, and their captains.

For a well-placed compliment (or a small fee), Silas might be persuaded to share information about specific vessels, their reputations, or even rumors of hidden cargo or daring adventures.

If asked about ask about the uncharted island, he points then toward Tornen.

Torben: An leather faced man who has spent his life sailing the seas. He is a kind and knowledgeable man, and is always willing to share his stories.

If the PCs ask about the uncharted island, Torben tells them:

"Aye, Aethelgard it is. Uncharted and best that way. Nasty rumors whisper about that island, twelve miles northeast of here if ye can believe it. See it yourself, if ye squint real hard. Top of a mountain peekin' through the mist. But that's all you want to see of it, trust me. Cursed place, they say. Filled with creatures that'll make yer nightmares look like kittens and storms that'll turn yer bones to powder. No ship worth its salt will sail there, not for any price. Not. A. One." Torben shakes his head, his voice laced with a mixture of warning and disgust.

Ingrid (Torben's wife): A skilled cook and a master of local lore.

Other fishermen: A group of hardworking fishermen who can provide information about the local fishing grounds.

The fishermen are not hostile and will welcome the PCs to the village. They can give the PCs tips on fishing and navigation.

4. Auldhammer Forge

Where Metal Meets Might

The rhythmic clang of hammer on anvil announces Auldhammer Forge. The forge itself is a squat, sturdy building constructed from dark, fire-scorched stone. A wide awning made of rough canvas shades the entrance, offering a respite from the searing heat that emanates from within.

A stout dwarf blacksmith named Durin Auldhammer runs the forge, crafting fishing implements, tools, and the occasional weapon or suit of armor. Durin is gruff but honest, and enjoys good craftsmanship (offering discounts to PCs who appreciate his work).

A massive iron anvil sits proudly in the center of a small, gravel-filled courtyard. Half-finished tools and discarded metal scraps rest nearby, testaments to Durin's ongoing projects.

Leaning against the wall is a collection of well-maintained axes, hammers, and other basic weaponry – available for purchase by adventurers or wary travelers.

As the PCs enter the forge, read or paraphrase the following:

As the PCs approach the forge, they hear the rhythmic clang of a hammer on metal. They see an old, grizzled dwarf in a leather apron working at a small auxiliary anvil. He is tall and broad-shouldered, with a long brown beard.

Durin Auldhammer

A stout dwarf with a thick beard and a face etched with years of labor sits behind the anvil, wielding his hammer with practiced ease. The dwarf looks up from his work and sees the PCs. He smiles and beckons them closer.

"Welcome, mortals," says the dwarf. "I am Durin Auldhammer, master of this forge."

[Durin's full stat block is on page 25]

Durin invites the PCs to sit down and share a tankard of ale. He asks them about their travels and their reasons for coming to the forge.

Durin is a kind and wise old dwarf. He tells the PCs stories of his adventures and shares his knowledge of the region. He also gives them advice on how to improve their skills and abilities.

The PCs can learn a lot from Durin if they ask the right questions. He can teach them about the history of the forge, the techniques of smithing, and the secrets of the dwarves.

Gruff but honest, Durin takes pride in his work and enjoys the company of those who appreciate the art of crafting. He welcomes adventurers and travelers, offering discounts on purchases to those who recognize the quality of his work.

Keen eyes miss little, and Durin might be able to identify the origin or purpose of unusual weaponry brought into his forge. For a hefty price (or a favor rendered), he might even be persuaded to repair or modify such items.

Area Description

A massive stone hearth dominates one side of the room, roaring with flames that illuminate the space. Sparks dance in the air, momentarily illuminating an array of metalworking tools hanging on the walls.

Stacks of iron bars, sheets of metal, and coils of wire fill every nook and cranny. A large workbench groans under the weight of half-finished projects and a well-worn leather tool belt hangs nearby.

A large, dusty ledger sits on a small desk near the entrance, meticulously recording every transaction.

A worn leather-bound book nestled on a shelf might contain sketches and notes detailing Durin's more unique creations.

A small, caged songbird hangs near the hearth, its cheerful melody a surprising counterpoint to the rhythmic clang of the forge.



5. Mrs. Peal's Bakery

A Haven of Warmth and Sweets The aroma of freshly baked bread and sugary confections draws you in long before you even reach Mrs. Peal's Bakery. Nestled amongst the bustling shops of Saltport Cove, this charming little establishment offers a delightful escape from the salty winds and the clamor of the harbor.

The bakery boasts a warm, inviting facade. The walls are painted a cheerful yellow, accented with white trim and overflowing window boxes filled with vibrant blooms. A crooked wooden sign hangs proudly above the entrance, proclaiming "Mrs. Peal's Bakery - Where Sweet Dreams Come True" in a whimsical font.

As you push open the weathered wooden door, a wave of warmth and the most enticing aroma washes over you. The air is thick with the heavenly scent of cinnamon, nutmeg, and freshly baked bread. It's a fragrance that instantly awakens your taste buds and sends a pleasant rumble through your stomachs.

Mrs. Peal, the Baker Extraordinaire

A kindly woman with a warm smile and flour-dusted apron presides over her bakery kingdom. This is Mrs. Peal, renowned for her delectable baked goods and her generous spirit. Her kind eyes sparkle and her smile is as warm as her fresh bread.

A small bell hangs above the door, tinkling merrily with every customer's entrance, announcing their arrival to Mrs. Peal.

"Well hello there! New faces in Mrs. Peal's Bakery, aren't we? What brings you fine adventurers to my humble establishment today?"

[Mrs. Peal's full description and stat block is on page 26]

Mrs. Peal takes pride in her craft and uses only the freshest local ingredients.

She's always happy to chat with customers, sharing stories and offering recommendations based on their preferences. For a regular or someone with a genuine interest in baking, she might even be willing to share some of her secret recipes (for a hefty price or a completed errand, of course).



Area Description

Sunlight streams generously through the large windows, illuminating rows upon rows of mouthwatering pastries nestled on a rustic wooden counter. Each pastry looks like a miniature work of art, glistening with sugary glazes and adorned with plump berries and candied nuts.

Glass jars filled with colorful candies and candied fruits line the shelves behind the counter, adding a touch of whimsy to the space.

A large, crackling fireplace in one corner provides a warm and inviting atmosphere, perfect for enjoying a treat on a chilly day.

A comfortable seating area with a few mismatched tables and chairs offers a place for patrons to savor their treats.

A worn guestbook filled with compliments and sketches of favorite pastries lies on the counter, a testament to Mrs. Peal's enduring popularity.

Mrs. Peal's Bakery Prices

Item	Price	Item	Price
Bread (Loaf)	1 sp	Pies (Slice)	3 sp
Croissants	2 sp	Pies (Whole)	15 sp
Cookie (1)	5 cp	Cupcakes	1 sp
Muffins	1 sp	Coffee (Cup)	5 cp
Brownies	2 sp	Tea (Cup)	1 sp

6. The Net Mender's General Store For the Practical and the Curious

A worn sign hanging above the entrance proclaims "The Net Mender's - We Fix More Than Just Nets (But Mostly Nets)".

This cluttered shop sells everything a fisherperson or adventurer might need - fishing tackle, rope, basic adventuring gear, and various odds and ends. The proprietor is a wiry female gnome named Jingle Silverstring.

Jingle Silverstring, the Gnome Proprietor

Stepping through the weathered wooden door, a wave of warmth and the salty fragrance of rope washes over you.

As you enter Net Mender's General Store a wiry gnome, barely taller than a halfling's knee, darts through the cluttered aisles, her curly, messy, silver hair flowing in all directions.

Tinkling bells tied to her clothing announces her every move. She glances up at you as she continues searching through crates and boxes.

She eventually stops, shakes her head, lets out an audible sigh and jumps up on the nearest crate. Looks at you and says "You wouldn't happen to know where my crate of adventuring supplies walked of to?"

[Jingle's full description and stat block is on page 26]

Jingle is a master bargainer. She loves a good haggle and is always up for a witty exchange. However, beneath her gruff exterior lies a surprising well of knowledge about the local area and its inhabitants.



Jingle Silverstring

After introductions, Jingle says:

“Blast it all to the Goblin Mines! My storeroom’s lighter than a pixie’s wink! A whole crate full of adventuring essentials - ropes, torches, even the good dwarven flasks - vanished like smoke in a dragon’s nostril! Now, I ain’t sayin’ who I suspect, but those Salty Scalawags, those rascally young ruffians with more mischief than a bag of squirrels, well, let’s just say they’re known for their... ‘acquisitive tendencies.’ If any of you brave souls could sniff out my missing supplies, I wouldn’t be stingy with a reward. Two nice, healing potions for for your group, for your troubles, what say you?”

She pleads with the PCs to find her missing supplies. If they choose to accept her offer, they can talk her into increasing the reward to a healing potion for each of the PCs.

She says that she heard that the Salty Scalawags hang out near the abandoned lighthouse on the outskirts of the village (area 10 on the map).

Before they leave her shop she pleads with them to not harm them. “After all, they are just mischievous teenagers.”

Also, “Would you like to hear a song before you go?” If they agree to a song, her mood changes immediately. With a big smile she pulls out her lute, which she keeps behind the counter, and regals them with a song, or two, or three. She is an excellent player and has a wonderful singing voice.

Store’s Description

The shop is a maze of overflowing shelves crammed with an eclectic mix of merchandise. Nets of every size dangle from the ceiling, casting dancing shadows on the uneven floorboards. Coils of rope, thick and thin, snake across counters and threaten to trip the unwary.

Walls are adorned with an ever-shifting display of miscellaneous items: rusted tools, tarnished trinkets, maps adorned with fantastical creatures, and the occasional dented helm.

Tucked away in a shadowy corner, a caged parrot squawks out nonsensical phrases, adding to the general air of organized chaos.

A dusty scale sits on the counter, perpetually unbalanced due to the overflowing assortment of weights: polished stones, a rusted anchor charm, and a chipped ceramic mug.

A small, glass-fronted display case near the counter holds Jingle’s most prized (or simply most peculiar) items. This includes a glowing crystal shard and a petrified mouse wearing a tiny suit of armor.

7. The Dawnbringer Chapel A Beacon of Light in Saltport Cove

The Dawnbringer Chapel sits atop a gentle rise, overlooking the bustling village of Saltport Cove. This whitewashed structure serves as a beacon of hope and faith for the community. Atop the chapel’s peaked roof gleams a magnificent golden sun, the symbol of Helios, the god of light and healing. Attached to the main building is clock tower. The tallest structure in town. The clock can be read from the Salty Docks. Its large bell chimes one time each hour on the hour.

A well-worn cobblestone path winds its way up the rise, inviting weary travelers and worshippers alike to seek solace within the chapel walls.

Vibrant flower beds, bursting with colorful blooms, flank the path, adding a touch of life and cheer to the surroundings.

The sturdy wooden doors of the chapel are adorned with intricate carvings depicting scenes from Helios’ myths. A large brass knocker, shaped like a radiant sun, gleams in the sunlight.

Stepping inside, a sense of peace and tranquility washes over you. Sunlight streams through stained-glass windows, casting a kaleidoscope of colors across the polished stone floor.

Alana Sunray, the Radiant Priestess

A tiefling woman with warm brown skin and a kind smile radiating warmth greets visitors to the chapel. This is Alana Sunray, the cheerful priestess who presides over the Dawnbringer Chapel.

Her horns, a mark of her tiefling heritage, are adorned with delicate silver chains and hold no menace, reflecting her gentle and compassionate nature.

As you enter the chapel, you see Alana sitting in prayer at the altar. Her eyes are closed in meditation

If the PCs approach Alana, she will greet them warmly and ask how she can help them. She is interested in hearing about their adventures, and she is happy to offer advice or assistance.

Alana offers spiritual guidance, blessings to the faithful, and healing for those in need (for a donation to the church, of course).

She possesses a deep well of knowledge about the history of Saltport Cove, the tenets of the Helios faith, and perhaps even ancient legends or forgotten lore passed down through generations of priests.

She can give the PCs information useful on their coming quest. She will tell them what she knows if asked directly. She knows the stories about The Shattered Clock, The Corruption and The Soundering (described on page 3). She is unaware of Thanato’s influence or Deathbringer cultists. And she well knows the creation myth and the Pantheon (on pages 1, 2 and 3).

[Alana’s full description and stat block is on page 23]

Alana Sunray (Medium KG humanoid (tiefling)) (200 XP)
AC 16 HP 22 SPD 30'
STR +0 DEX +2 CON +1 INT +1 WIS +3 CHA +2
Channel Divinity (Recharge 5-6). Action, deal 4d6+3 radiant (or heal that much) to 1 within 30'.
Mace of Healing. Alana mace glows faintly. Bonus Action: expend 1 Channel Divinity point - mace sheds 10' r. bright/30 r. dim light for 1 minute. Also: Anyone that ends turn in bright light regains 1 hit point. It does extra 1d6 radiant to undead or fiends. On a hit, can expend 1 Channel Divinity to heal 2d6+3 HP.
Spells. ability is WIS (save DC 13, +5 to hit). Cantrips (at will): guidance, light, mending, sacred flame 1st Level (4 slots): cure wounds, inflict wounds, sanctuary, shield of faith 2nd Level (3 slots): healing word, lesser restoration, spiritual weapon
Mace. MWATT +4, 1d6+2 bludgeoning
(Bonus Action) cast a Cleric cantrip.
(Reaction) Use a spell slot to cast Healing Word , range 60' restores (1d4 + Spell Slot Level modifier) hit points.

Chapel Description

The air is filled with the warm scent of incense and the soft strains of music emanating from a hidden pipe organ.

Rows of simple wooden pews face a raised platform at the far end of the chapel, where a gleaming golden altar adorned with a statue of Helios stands bathed in the soft glow of eternal flames.

A small, ornately bound book resting on a lectern near the altar contains prayers, hymns, and historical accounts of the Dawnbringer Chapel.

A basket overflowing with colorful scarves and shawls sits near the entrance, offered to those who may feel out of place due to their attire or heritage – a testament to the chapel’s welcoming spirit.

Sunlight filtering through the stained-glass windows casts dancing colored patterns on the walls, creating a sense of awe and wonder within the sacred space.

8. Saltport Cove’s Cemetery A Resting Place Steeped in Memory

Saltport Cove’s cemetery sits atop a windswept hill overlooking the bustling harbor. Weathered headstones and crooked grave markers stand sentinel, each a silent testament to a life lived. The salty wind whispers through the tall grasses, carrying with it the scent of the sea and the faint echo of bygone laughter.

Encounter: Restless Spirits

As you cautiously enter the overgrown cemetery, you are met with an eerie silence. The headstones are weathered and crumbling, and the air hangs heavy with a sense of decay. Suddenly, a low moan echoes through the mist.

Creatures:

4 **Zombies** (MM p. 316)

1 **Ghoul** (MM p. 148)

Zombie (Medium NE Undead) (50 XP)
AC 8 HP 22 SPD 20’
STR +1 DEX -2 CON +3 INT -4 WIS -2 CHA -3
Darkvision 60’
Undead Fortitude. If not radiant damage or critical hit, At 0 HP, CON save (DC 5 + damage) and go to 1 HP instead.
Slam: MWATT +3, 1d6+1 bludgeoning

Ghoul (Medium CE Undead) (200 XP)
AC 12 HP 22 SPD 30’
STR +1 DEX +2 CON +0 INT -2 WIS +0 CHA -2
Immunities: charmed, exhaustion, poisoned Darkvision 60’
Bite. MWATT: +2, 2d6+2 piercing Claws. MWATT: +4, 2d4+2 slashing. If not elf or undead, (DC 10) CON save or paralyzed for 1 minute. Can save at end of each of its turns.

The zombies shamle towards the PCs, their eyes glowing an unnatural green. The ghoul lunges from the shadows, its claws extended.

Tactics: The zombies attack in a relentless wave, using their claws and bites to inflict damage.

The ghoul focuses on one target at a time.

Treasure: If the PCs defeat the undead, they find a small locket hidden under a crumbling headstone. It contains a miniature portrait of a beautiful woman (worth 1 gp).

9. The Whispering Mill Where Grain Meets Gossip

The rhythmic churn of the watermill creates a constant soundtrack for this squat, stone building. A large wooden waterwheel, glistening with droplets, spins merrily beside the structure, powered by the rushing stream that snakes past.

Ivy creeps up the rough-hewn stone walls, adding a touch of life to the utilitarian building.

Sacks of grain are stacked neatly beside the entrance, waiting their turn to be transformed into flour.

A cheerful sign hangs above the door, depicting a jolly miller tending his grindstone. The inscription reads “The Whispering Mill - We Grind More Than Just Grain (But Mostly Grain)”.

As the PCs enter the mill, read or paraphrase the following:

Stepping inside, you’re greeted by the warm, earthy scent of freshly ground flour. The air hums with the constant whirring of gears and the rhythmic gurgling of water.

A jolly man with a round belly and a face perpetually dusted with flour dusts his hands off and a wide smile stretches across his face as he greets you, his booming laughter echoing through the mill.

Fredrick “Fred” Knead, the Jolly Miller

This is Fredrick Knead, the owner and operator.

“Welcome to the Whispering Mill. Come in. Pull up a grain sack and have a seat.

I’m Fred. I’m the owner of this place. What can I do for you?”

[Fred’s full description and stat block is on page 25]

Fredrick takes pride in his work and enjoys a good chat. He’s a wealth of knowledge about the lives and happenings of Saltport Cove’s residents.

For a customer willing to listen (and perhaps share some news of their own), Fredrick might be happy to dispense gossip, local lore, or even rumors of nearby adventures.



Mill’s Description

Sunlight streams through small windows, illuminating a series of large millstones arranged in a row. Flour dust motes dance in the golden light.

Sacks of grain line the walls, their earthy aroma mingling with the scent of wood and leather. Leaning against a post is a well-worn broom and a long-handled shovel, tools of the miller’s trade.

A large ledger sits on a dusty table near the entrance, meticulously recording the comings and goings of grain and flour.

Flour sacks with colorful stitching or unique markings hint at their origins or destinations, sparking conversation with the observant adventurer.

10. The Abandoned Lighthouse

A Sentinel Wracked by Time

Standing sentinel at the mouth of Saltport Cove, the abandoned lighthouse cuts a lonely figure against the ever-churning sea. This once-proud structure, now weathered and worn, holds a silent vigil, a haunting reminder of a bygone era.

The lighthouse tower, built from weathered gray stone, rises from a rocky outcrop like a skeletal finger pointing towards the sky. The lantern room, perched precariously at the top, is missing its glass panes, exposing it to the harsh elements.

Wrapping around the base of the tower is the old Light Station, which once contained the keeper's quarters, oil house and coal shed. Deep cracks mar its once-smooth surface, and chipped paint reveals layers of faded red beneath.

You crest the hill, the wind whipping salty spray at your faces. The path ends abruptly at a pair of weathered wooden doors, their paint chipped and faded. They're firmly bolted shut, as if sealed for ages. But that's hardly a deterrent. One look reveals a large gap in the side of the building, like a giant took a bite out of it.

Area 1 - Old Keeper's Quarters

With cautious steps, you enter the derelict lighthouse. Dust motes dance in the faint light filtering through the ruined walls. Cobwebs drape like ghostly shrouds from the cracked ceiling, and the stale air stings with the smell of forgotten things - seaweed, mildew, and the lingering tang of salt. The room is a jumbled mess of overturned furniture, broken crates, and overflowing boxes.

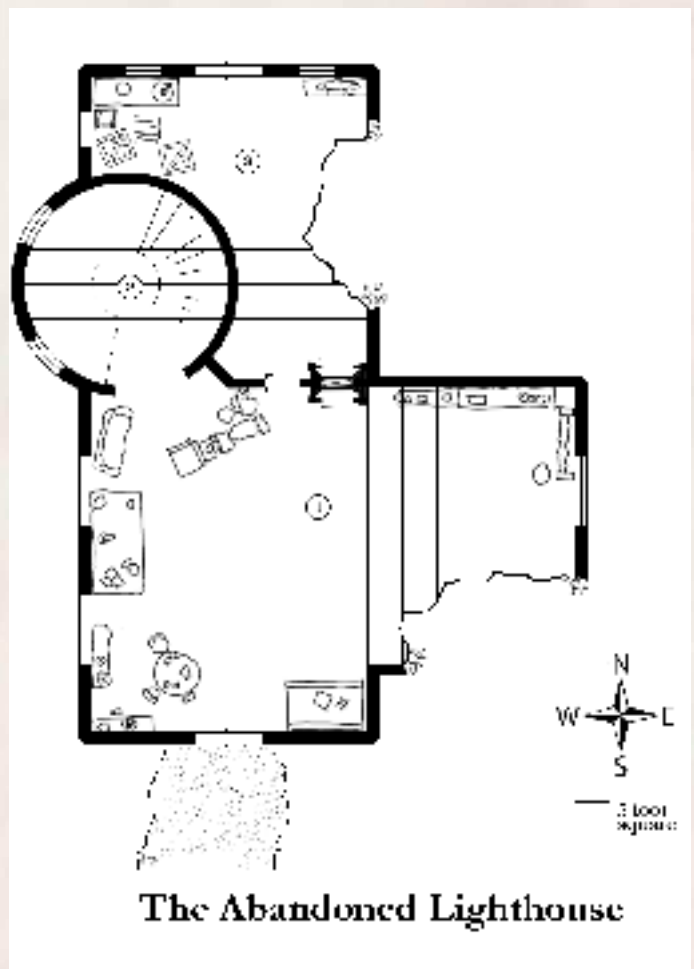
Encounter. The Salty Scalawags

To the north, a doorway leads past a dusty fireplace. In the opposite corner is an opening to the base of the lighthouse tower. Standing between you and the tower entrance is a makeshift barricade constructed from crates, bags, and abandoned trunks. Behind this ramshackle defense, five figures emerge from the shadows.

If the PCs have been to the Net Mender's General Store they will be expecting to find the Salty Scalawags here.

Five scruffy children, barely teenagers, stand defiant. They're dressed in a motley collection of tattered clothes and makeshift pirate gear - bandannas, eye patches fashioned from cloth scraps, and mismatched boots. The tallest, a boy with a defiant glint in his eyes, brandishes a clump of mud.

"Avast, ye scurvy landlubbers!" he shouts in a voice cracking with bravado. "This here be our pirate haven, and there's no treasure for the likes of ye! Take this!"



The air fills with the wet splat of mud as they hurl makeshift mud "bombs" at you. From behind the barricade, slingshots launch small, stinging stones.

Creatures:
5 Salty Scalawags

[Salty Scalawags full description and stat block is on page 28]

Salty Scalawag (Small N human teenager) (10 XP)
AC 10 HP 4 SPD 30'
STR -1 DEX +1 CON +0 INT +0 WIS +0 CHA +1
Mischief Maker. Range 10', target makes (DC 10) WIS save or has Disadv 'till end of its next turn.
Slingshot. RWATT: +2, range 30/120', 1 point bludgeoning. Target at 0 HP is unconscious but stable.
Mud Pie. RWATT: +1, range 20', blinded 'til the end of its next turn
Bag of Flour. RWATT: +2, range 30/120', Disadv on grapple attempts for 4 rounds.



Blackheart



Lightnin'



Ironhook



Lucky



Sharktooth

Tactics: These are just kids playing pirates. They launch a volley of mud pies and slingshot stones until the PCs make a move towards them. At the first sign of aggression, they turn and scramble up the lighthouse tower's spiral staircase each child grabbing a bag of flour left conveniently on the steps. They'll toss the flour at their pursuers with surprising accuracy. If grappled or cornered, they'll surrender, fearing the wrath of the "real" pirates they pretend to be. But if given a chance, they'll bolt again.

The Missing Crate: If the PCs manage to capture any of the Salty Scalawags without seriously hurting them, the captured child will spill the beans. Underneath a loose floorboard in a hidden corner of the north room (area 3), they've stashed the crate they "borrowed" from the Net Mender's General Store.

Afterward: Jingle Silverstring (refer to the Net Mender's General Store) offers to take the Scalawags as an apprentices, teaching them a useful skill and providing a positive role model. If that doesn't work out, they will be turned over to Sheriff Amelia Waveshield who will have the Scalawags pay a fine (which their parents would likely be responsible for) and be placed on probation, requiring them to check in with her regularly to ensure they stay out of trouble.

Reward: When her crate of adventuring gear is returned, Jingle is ecstatic and offers the promised reward, along with a 10% discount on future purchases.

Area 2 - The Lighthouse Tower

The Stairway: A spiral staircase of rusted iron winds its way up the inner wall of the tower, ascending thirty treacherous feet to a trapdoor in the weathered stone ceiling above. Missing steps and gaping holes punctuate the climb, making ascent a perilous endeavor.

The Lantern Room: The trapdoor creaks open, revealing the lantern room. A massive oil lamp sits lifeless on a short, chipped stone pedestal in the center. Shards of shattered glass glint on the floor, remnants of the once-powerful beacon. Encircling the room were once grand windows, now gaping holes that expose the elements.

Treasure: The seemingly solid pedestal conceals a hidden compartment, detectable only with a keen eye (DC 15 Wisdom (Perception) check). Inside:

- A weathered logbook, its pages brittle and yellowed. Cryptic entries scrawled by the last keeper detail sightings of strange lights emanating from a place called Aethelgard.
- A small, tarnished coffer holds 20 gold pieces, a meager reward for enduring the lighthouse's desolation

Area 3 - Ruined Workshop

Time and neglect have gnawed at this once-essential structure, leaving it a skeletal shell clinging to the lighthouse. A gaping hole in the eastern wall exposes the elements like a missing tooth in a weathered smile.

A blackened fireplace, hinting at past warmth, sits on the south wall. Beside it is a sturdy wooden door. Opposite the fireplace, a pair of weathered wooden doors stand stubbornly shut, likely sealed by years of accumulated grime and neglect.

A chaotic jumble fills the space. Dust-coated crates and rusting barrels lean precariously, their contents long forgotten. Broken tools and implements - remnants of maintenance past - litter the

floor. Scraps of paper, bottles, and empty boxes – evidence of a more recent intrusion – paint a picture of teenage revelry. The air hangs heavy with the musty scent of decay and the faint, metallic tang of rust.

Crude charcoal drawings: Scrawled on the walls, depicting ships, pirates, and fantastical creatures.

Half-finished wooden sword: Abandoned in a corner.

Searching the Crates and Barrels: A thorough search of the crates and barrels reveal:

Empty oil canisters: A stark reminder of the lighthouse's past function.

Ragged mops and dusty cloths: Hints at the keepers' efforts to maintain a semblance of order.

Shards of colored glass: Remnants of the lighthouse's once-gleaming lantern. A DC 10 Intelligence (Investigation) check reveals a single, larger piece with the faint inscription - "*In this direction there be Evil.*"

A half-buried tin of hard tack: A dry and unappetizing testament to lighthouse keeper rations. (DC 15 Wisdom (Survival) check to determine if it's still edible)

Hidden Compartment: A loose floorboard near the back wall (DC 12 Dexterity (Investigation) check to find) conceals a crate with "The Net Mender's General Store" marked on the side.

(Refer to area 6. The Net Mender's General Store.)

A New Millennium!

Tonight holds a special significance in Saltport Cove. As the year 999 draws to a close, a sense of anticipation hangs heavy in the salty air.

The villagers are preparing for a joyous celebration to mark the momentous occasion. Homes are decorated with twinkling lanterns and fishing nets strung with seashells.

Brint at The Topsy Marlin is pulling out all the stops, offering a celebratory feast with a special spiced rum he's been aging all year.

Alana at the Dawnbringer Chapel is leading an evening prayer service to give thanks for the blessings of the past year and ask for continued prosperity in the new millennium.

Jingle Silverstring at The Net Mender's General Store, known for her cryptic pronouncements, is unusually animated. She speaks of a rare celestial convergence. Some villagers dismiss her as a harmless eccentric, but others view it as a sign of great change or potential portent.

Sheriff Amelia Waveshield, ever vigilant, is aware of the potential for heightened emotions during the festivities. She's increased patrols around the docks and the tavern, hoping to prevent any drunken brawls or trouble.

As the sun sets:

The last rays of a fiery sunset bleed into a warm twilight as Saltport Cove bustles with preparations for the grand millennium celebration. The air thrums with anticipation, a mixture of nervous excitement and hopeful revelry. Tonight the village will bid farewell to the year 999 and usher in the mysterious year 1000.



A Celebration in Saltport Cove

The Festivities Begin!

Festive Flair: The open area between the “Topsy Marlin” and the “Salty Docks” has been transformed into a vibrant celebration zone. Colorful banners flap merrily in the gentle breeze. Bonfires crackle merrily, chasing away the evening chill and providing warmth for roasting fish and shellfish on makeshift spits.

Food and Drink: Long wooden tables groan under the weight of a communal feast. Roasted fish fresh from the day’s catch, plump apples and berries, hearty stews bubbling in cauldrons, and fresh-baked bread fill the air with a tantalizing aroma. Barrels of frothy ale and sweet honey mead are tapped, their contents flowing freely. If a PC attempts to pay, they are greeted with a hearty laugh “Your coins are not needed this night. Here, have another!”

Music and Dance: A lively band entertains the crowd with rousing jigs and traditional sea shanties played on lutes, drums, and a melancholic accordion. Laughter and cheers erupt as clumsy villagers attempt to replicate the energetic dances showcased by the more seasoned folks. The PCs are warmly encouraged to join the circle, their participation met with cheers and laughter.

Games and Revelry

The Great Herring Toss

A boisterous competition tests participants’ strength and aim. Contestants hurl plump herrings across the open space, aiming for a series of progressively smaller buckets.

Objective: Be the last contestant standing with a herring.

Equipment: Each player gets one plump herring from a bucket full of them. A series of five buckets are placed at increasing distances (10ft, 15ft, 20ft, 25 ft., 30ft.)

Rounds: In each round, contestants take turns throwing their herring from behind the throwing line, aiming for the nearest

bucket. The player who succeeds then retrieve their herring from the bucket and return to the throwing line. The nearest bucket is removed each round until there is only one remaining.

Throwing the Herring

Each round, players take turns throwing a herring, aiming for the smallest remaining barrel.

Non Player Characters: There will be 3 NPCs playing. They don’t make ability checks. Instead they each get +3 on their throw checks.

Players choose their throwing style:

Strength (Athletics) Check: A powerful throw focused on distance. Add the Athletics modifier to the d20 roll.

Dexterity (Acrobatics) Check: A controlled throw for pinpoint accuracy. Add the Acrobatics modifier to the d20 roll.

Critical Success (Natural 20): The herring lands squarely in the smallest barrel, regardless of throwing distance.

Critical Failure (1): The throw goes awry! The herring lands outside all the barrels, and the player is eliminated.

Hitting the Bucket: The DC to hit the smallest barrel starts at 8 and increases by 2 each round (DC 8, 10, 12, 14, 16).

Successful Throw (Meeting or exceeding DC): The herring lands triumphantly in the smallest barrel. The player proceeds to the next round.

Missed Throw (Falling short of DC): The throw falls short, or the herring ends up in a larger barrel. The first time, the player loses their current herring but remains in the competition. Their herring is replaced by one of the judges choice, which gives them -2 on future herring throwing checks. A second missed throw and the player is eliminated.

Special Actions

Charisma (Persuasion) Check (DC 13): A player can attempt to distract another contestant before their throw. On a success, the target contestant subtracts 2 from their d20 roll for their next throw.

Strength (Athletics) Check (DC 15): A player can attempt to jostle another contestant during the competition (within reason and without causing harm). On a success, the target contestant makes a Dexterity saving throw (DC 10) or drops their current herring. This counts as a missed throw.

Winning: The last contestant holding a herring is declared the champion!

Prizes

Bragging Rights: The champion earns the title of “Great Herring Tossler” and local fame.

Smoked Fish: A hefty reward of delicious smoked fish is awarded to the winner.

The Mighty Hammer Challenge

A burly fisherman challenges all comers to a test of strength, using a giant wooden hammer to drive pegs into a thick log.

Objective: Drive a peg further into the log than any other contestant.

Equipment: A large, sturdy log firmly planted in the ground.

A set of wooden pegs (one per contestant + a few extras).

A giant wooden hammer (obviously!)

The Challenge: Contestants take turns attempting to drive a peg into the log using the giant hammer.

Swinging the Hammer

Each player chooses how they will approach the challenge:

Non Player Characters: There will be 3 NPCs playing. They don't make ability checks. Instead they each get +3 on their hammer checks.

Strength (Athletics) Check: This is the classic approach, relying on brute force to drive the peg in deeply.

Dexterity (Acrobatics) Check: A more controlled swing, aiming for a precise strike to maximize peg penetration.

Success and Failure: 1d20 + Ability Modifier

Success: On a successful roll (meeting or exceeding the DC), the player drives the peg a certain distance into the log, measured in inches. Describe the effectiveness of the swing based on the roll's outcome (e.g., a high roll buries the peg deep, while a low roll barely makes a dent).

Critical Success (Natural 20): The player drives the peg further than anyone before them, setting a new temporary high score.

Critical Failure (1): The player mishandles the hammer, either missing the peg entirely or striking the log awkwardly. No peg movement for this round.

Difficulty Class (DC):

Round 1 (DC 12): A baseline challenge to get everyone started.

Round 2 (DC 15): The competition heats up as the bar is raised.

Round 3 (DC 18): Only the strongest (or most cunning) remain for the final push.

Special Actions

Charisma (Persuasion) Check (DC 14): A player can attempt to sweet-talk the burly fisherman before their turn. On a success, they gain a +2 bonus to their next ability check for this challenge. However, overuse of persuasion might backfire, making the fisherman suspicious.

Winning: The contestant who drives a peg the furthest into the log after three rounds is declared the champion!

Prizes

Bragging Rights: The champion earns the title of “Mighty Hammer” and local admiration.

Smoked Fish & Ale: A hearty reward of smoked fish and a flagon of freshly brewed ale is awarded to the winner.

The Sailor's Shell Game

A wizened old sailor runs a classic shell game, enticing players to guess which shell hides the coveted pearl.

The Setup: The sailor shuffles three identical shells with a small pearl hidden beneath one. He offers a chance to play for a silver piece, promising to double the wager if the player guesses correctly.

Important Note: This game is not rigged! The pearl is genuinely hidden under one of the shells.

Winning and Losing

Correct Guess: The player makes a (DC 15) Wisdom (Insight) check. On a success they correctly identify the shell with the pearl and the sailor gives them 2 silver pieces!

Incorrect Guess: If the guess is wrong, the player loses their wagered 1 silver piece to the sailor.

Using Skills

Mark the shell: A player can attempt to subtly mark the shell with the pearl during the shuffle. They make a (DC 14) Dexterity (Sleight of Hand) check. On a success, they gain advantage on their next Insight check to guess the pearl's location. However, a critical failure (natural 1) gives away their attempt to the sailor, making him suspicious and potentially refusing to play with them.

Distract the sailor: Charisma (Persuasion) Check (DC 10): A player can attempt to distract the sailor during the shuffle, hoping to catch a glimpse of the pearl's placement. They make a (DC 10) Charisma (Persuasion) check. On a success, they gain a +2 bonus to their next Insight check. However, overuse of persuasion will annoy the sailor, making him less likely to reveal anything.

The Sailor's Limit: The sailor is not out to cheat, but he doesn't want to lose all his coin either. If he loses 5 times in a row (players win 5 guesses consecutively), or he loses a total of 15 sp, he politely packs up his shells and moves on.

Other Activities

A group of burly fishermen engage in a good-natured arm wrestling competition. A wizened old sailor spins fantastical tales of sea serpents and krakens to a wide-eyed audience of youngsters.

PC Encounters

As the PCs navigate the festive throng, they might encounter some interesting situations:

A Lost Child: A frantic mother searches for her lost child. The PCs can help reunite them (Wisdom (Perception) check to find the child).

A Drunken Mishap: A jovial but inebriated sailor mistakes one of the PCs for a long-lost friend. He showers them with outlandish praise and attempts to drag them into a boisterous singalong. The PCs can navigate the situation with good humor, perhaps even joining in the sailor's merriment.

The Drunken Brawl: As the night deepens and ale flows freely, a heated argument erupts between two fishermen over a day's catch. One shoves the other, and a brawl seems imminent. The PCs can use their skills to de-escalate the situation (Charisma (Persuasion) check) or intervene physically (Dexterity (Acrobatics) or Strength (Athletics) checks).

A Dire Prediction

A gaunt figure, cloaked in rags that seem to drink in the firelight, weaves through the merry crowd. Bone trinkets, crudely carved and haphazardly strung, clatter with each step. His face, hidden entirely by the hood's deep shadow, is obscured except for two piercing eyes that glint with a manic energy.

Suddenly, he stops, throws his arms skyward, and lets out a shrill cry.

"Heed my words, fools!" he cries, his bony finger stabbing at the sky. "Tonight, with the dying breaths of this wretched year, the world itself shall perish! But fear not! For in the ashes of oblivion, a glorious new existence awaits! Embrace the end, for only through death can we achieve true, eternal life – as glorious undead!"

Silence falls, punctuated only by the crackling fire and the distant calls of gulls. The crowd stares, some with amusement, others with a hint of unease. A few children huddle closer to their parents, wide-eyed and apprehensive.

But the moment is fleeting. A hearty laugh erupts from a nearby group, quickly followed by others. A fishmonger shouts back, "Another prophecy from Barnaby the Bonkers? Tonight's special must have gotten to him early!" The crowd dissolves back into its revelry, leaving the lone figure standing amidst a wave of fading chuckles.

His manic grin seems to falter for a moment. With a sigh that ruffles his ragged cloak, he turns and melts back into the shadows, swallowed by the press of bodies and the flickering firelight. The unsettling pronouncement hangs in the air for a brief moment before being swept away by the joyous din of the celebration.

As midnight approaches

The celebratory fervor reaches a fever pitch. The sheriff, Amelia Waveshield, climbs atop a makeshift platform and raises a tankard of ale. The crowd falls silent, anticipation hanging heavy in the air.

Amelia says "For nine hundred and ninety-nine years, we have weathered storms and celebrated bounties! Tonight, we stand at the precipice of a new age, the year one thousand! Let us raise our voices in a toast to the coming year, a year filled with hope, prosperity, and bountiful seas!"

A tremor of anticipation crackles through Saltport Cove as the clock ticks closer to midnight. The villagers, already buzzing with the year-end festivities, fall silent as a collective gasp escapes their lips as they see something they had never seen before.

Fireball in the Sky!

A streak of fire appears in the inky black sky tearing directly towards the village. It screams overhead with a deafening boom that rattles windows, and continues on, straight into the island of Aethelgard, leaving a trail behind of searing white light,

When the fireball strikes the distant island, a blinding white light erupts, briefly turning night into day. Exposed skin feels a momentary, searing heat before plunging back into darkness. Then the initial sound of the explosion rolls across the water, a thunderous concussion that vibrates in your chest. It's followed by a sustained roar, like a thousand drums sounding at once, that gradually fades into an eerie ringing in your ears. This is followed by a powerful shockwave that slams into the village, pushing against you with a force that knocks you off your feet or sends you staggering backward. Loose objects clatter to the ground, shutters bang open, and smoke billows from chimneys. The earth shudders beneath your feet. The ocean churns and boils, a monstrous wave rising in the distance before crashing down on the dock with a thunderous roar. Salt spray whips through the air, carried by the wind that howls in fury.

The Aftermath

As the light fades and the ringing in your ears subsides, an eerie silence descends on Saltport Cove. Villagers emerge from their homes, faces etched with shock and fear, gazing out at the ravaged island shrouded in smoke and darkness. The festive lights seem pathetically inadequate in the face of such a monumental event. The air hangs heavy with the smell of sulfur and burnt earth. The once jubilant celebration has been replaced by a profound sense of awe and trepidation.

In the distance you hear a single ring of the clock tower bell. It's midnight. The new millennium is here.

Most people get very little sleep this night. Most of the damage was limited to the Dock area, where the large wave washed away the lighter structures and damaged the rest. Practically all the catch that was still there was lost. Fortunately just about everybody was at the party so there doesn't appear to be any loss of life.

The PCs may want to help them clean up and help save what can be saved.

The Sheriff's Request

Sheriff Amelia Waveshield, her face etched with worry lines deeper than usual, approaches the PCs at the Topsy Marlin the next morning. The once jovial atmosphere of the tavern hangs heavy with the aftermath of the previous night's cataclysmic event.

"That was unlike anything I've ever seen," Amelia says, her voice gruff but laced with a tremor of fear. "The island... it could be in ruins. But we need to know. We need to know if there's any danger to Saltport Cove."

She lays a weathered map on the table. The map depicts a rough outline of the island, a jagged mass sitting ominously twelve miles offshore.

“There’s no telling what that... thing... might have done,” Amelia continues. “We can’t afford to wait and see. I’ve hired Silas Hawser over at the docks to take a ship – The ‘Salty Gull’ – to the island. You lot seem like capable folks. Would you be willing to go? Your task will be to map the island’s interior, see what kind of damage the blast caused, and most importantly, determine if there’s any threat to Saltport Cove – strange creatures, toxic fumes, anything that could harm us.”

Amelia looks at each PC in turn, a plea for help flickering in her eyes. “There’s a good reward in it for you, of course. But more importantly, the safety of the village depends on what you find.”

Amelia can offer them 20 gp each, which will be paid when they return with the completed map and the information she asked for. She expects it to take at least a week to finish the survey. The captain will drop them off along with a rowboat. He will return for them in seven days. If they need to return earlier, or aren’t waiting

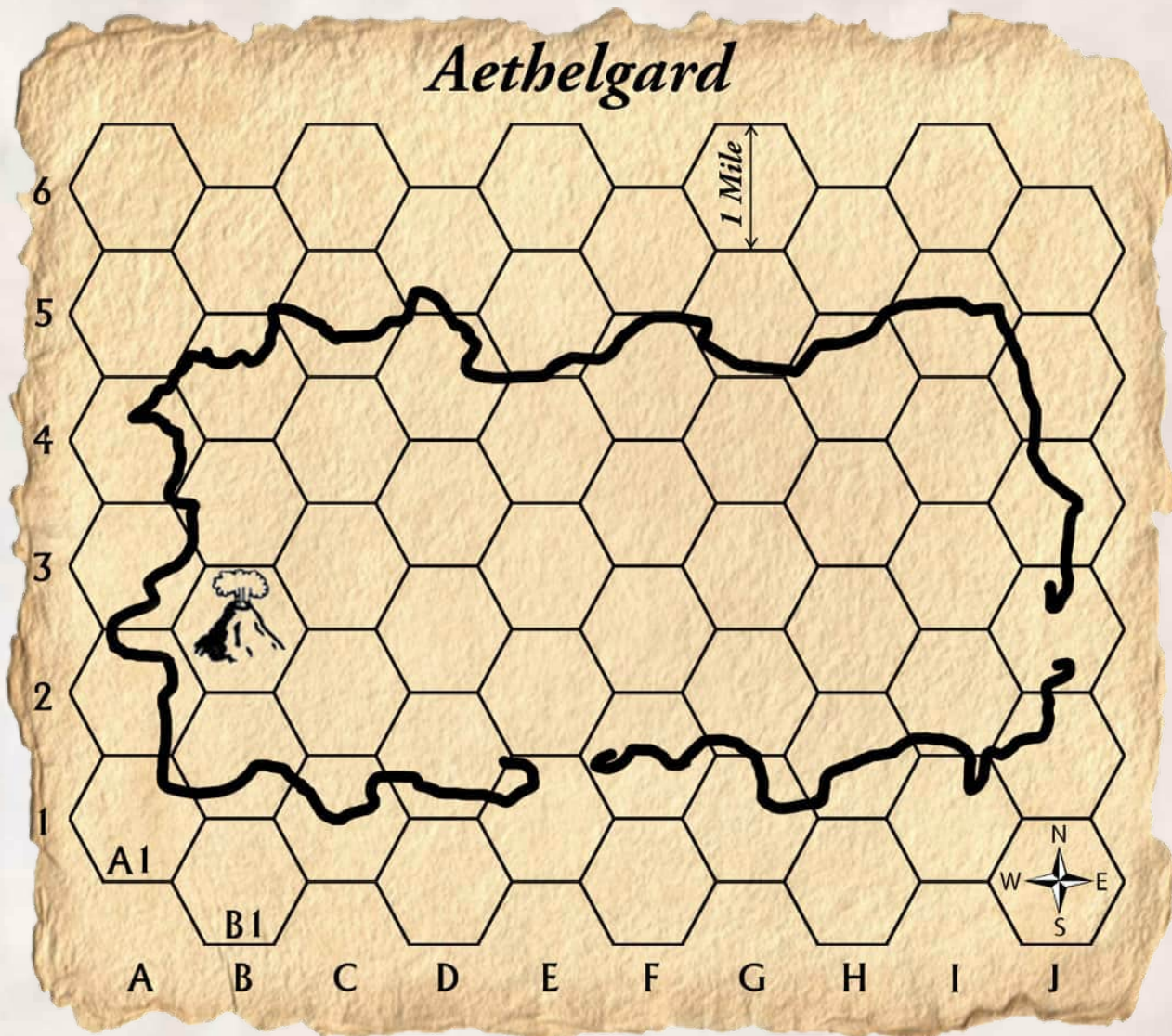
there for him when he comes for them, they can always return in the rowboat.

The Salty Gull: The ship is a sturdy fishing vessel, well-maintained but not built for exploration. Silas Hawser, the gruff but experienced captain, will provide basic supplies and rations that should last them 7 days. However, the PCs will need to bring their own adventuring gear.

The Rough Map: The map only shows the basic outline of the island, with no details about the interior. The PCs will have to rely on their exploration skills to map the terrain, landmarks, and any potential hazards they encounter.

The DM can give the players a copy of this map although it will not actually be used in this adventure, but will be used when they explore the island in the next, second level, adventure.

The Clock is Ticking: While Amelia doesn’t explicitly pressure the PCs, the villagers are understandably anxious. The sooner the PCs can return with information, the sooner Saltport Cove can begin to prepare for any potential dangers.



Players Map - Aethelgard Island

The Journey to the Island

(The PCs don't have to accept the sheriff's offer, they could obtain a different ship or even a rowboat. Either way the trip to the island will take 4 hours.)

Captain Silas Hawser, The Reluctant Smuggler

Silas is a gruff and solitary man, haunted by a past he keeps hidden. Silas is a tall, powerfully built man with a weathered face etched with worry lines. Silas speaks in a low rumble, his voice roughened by years of salt air and harsh winds. He chooses his words carefully, and avoids unnecessary chatter.

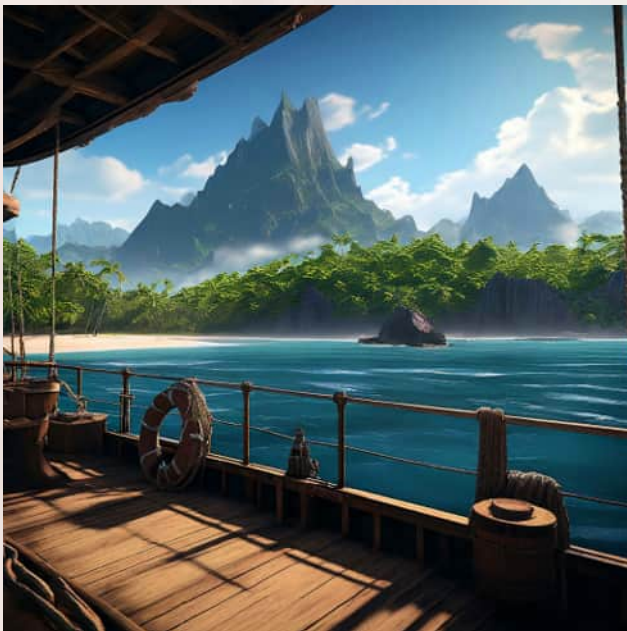


"Heard you folks might be lookin' for passage out of here. Name's Silas. My ship ain't the fanciest, but it'll get you where you need to go... for a price. But I worked that out with your fine lookin' sheriff."

[Silas' full description and stat block is on page 24]

Cwaptain Silas Hawser (Human) (700 XP)
AC 16 HP 68 SPD 30'
STR +3 DEX +1 CON +2 INT +0 WIS +1 CHA +0
Keen Smell. Adv on WIS (Perception) checks that use smell. Salty Sailor. Adv on DEX (Acrobatics) checks made on ships.
Multiattack. 2 attacks: scimitar and off-hand dagger. Scimitar. MWATT +5, 1d8+3 slashing Dagger. MWATT +2, 1d4+1 piercing
Parry. If Silas is attacked by a melee weapon he can see, he can use his reaction to reduce the damage he takes by 3.

The sail to the island takes roughly 4 hours. During this journey, you can describe the changing weather patterns, the vastness of the ocean, and the tension building as they approach the site of the mysterious explosion.



Role once on the **Ocean Encounter Table** half way to the island.

Ocean Encounter Table (1d4)
1 - Pod of Dolphins (Friendly)
A playful pod of 3 to 5 dolphins races alongside the ship, leaping and splashing in the waves. They provide a welcome distraction and a brief moment of joy during the tense journey.
2 - Suspicious Schooner (Investigation/Combat)
A weathered black schooner with tattered sails approaches the Salty Gull. A crew of surly 4 Pirates (stat block on page 31) hails the ship, demanding they identify themselves and their cargo. The pirates might be after supplies or simply suspicious of strangers near the blast site. The PCs can attempt diplomacy, deception, or prepare for a tense encounter.
3 - Giant Squid (Combat)
A Giant Squid (stat block on page 30) emerges from the depths, it crawles up the side and onto the deck of the ship.
4 - The Siren's Song (a 3 part encounter)
The party hears a hauntingly beautiful singing voice carried on the wind. The melody is irresistible, drawing sailors towards danger, Part 1: Siren's Call As the singing intensifies, a crew member, a young and curious sailor (use a Commoner , MM p. 345), becomes entranced and attempts to climb overboard towards the source of the voice. A PC that succeeds in a (DC 13) Wisdom (Perception) check notices the danger and can intervene with either a Strength (Athletics) check contested by the sailor's Strength (Athletics) or Dexterity (Acrobatics) check to restrain the him or a Charisma (Persuasion) check contested by the sailor's Wisdom (Insight) check to talk him down. Part 2: Swarm of Barracuda If the sailor falls overboard (or another character attracts attention), a Swarm of Barracuda (stat block on page 31) erupts from the depths, attacking anyone in the water. The remaining crew members panic and become frenzied, making them difficult to control (treat them as commoners who are frightened for the purposes of combat). Part 3: The Siren If the barracuda frenzy subsides, the singing continues, a Minor Siren (stat block on page 31) emerges from the water and proceeds to attempt to charm and attack the PCs.

A Temporal Mishap on Aethelgard

When the PCs reach Aethelgard and begin to exit the boat, read or paraphrase the following.

The salty air whips at your faces as you disembark from The Salty Gull onto the sandy shores of Aethelgard. The sandy beach stretches inland, beckoning exploration. As you take your first steps onto the sand, however, the world around you shimmers and distorts. One moment you're surrounded by sand and sea, the next you find yourselves in a landscape unlike anything you've ever seen.



PART 2: A PRIMAL WORLD

The PCs were just stepping onto the sandy beach when they suddenly travel to some unknown location and over 10,000 years into the past.

When the characters first arrive, read or paraphrase the following:

The world shimmers and warps, the familiar ground beneath your feet dissolving into a scene ripped straight from a forgotten age. Lush greenery stretches outwards, sunlight dappling through the dense canopy of an ancient forest unlike any you've seen before. Strange birds with vibrant plumage flit between the branches, their calls echoing off the gnarled trunks. Ahead, a vast clearing opens up, revealing a breathtaking vista. Towering, jagged mountains pierce the azure sky in the distance. Across the expanse, a herd of colossal mammoths grazes peacefully, their thick fur shimmering in the warm sunlight. The air is thick with the scent of damp earth, pine needles, and something faintly sweet and unknown.

The mammoths don't see the PCs as a threat. They only show passing interest in the characters, so long as they are left alone.

Encounter 1. Ambush at the Tree Line

Run this encounter as soon as the characters start to check out their surroundings.

As the party cautiously approaches the clearing, a group of humanoids hidden amongst the foliage launches a surprise attack. These are Neanderthals, wary of outsiders and fiercely protective of their territory.

Creatures:

3 Neanderthal Warriors

[Neanderthal Warrior full desc. & stat block is on page 30]

Neanderthal Warrior (Medium humanoid) (100 XP)

AC 12 HP 11 SPD 30'

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

Handaxe. MWATT: +5, 1d6+3 slashing

Spear. MWATT: +5, 1d8+3 piercing

Spear (thrown). RWATT: +2, range 20/60, 1d8+2 piercing

Tactics: Warriors fight in a coordinated pack, using spears to attack from a distance and handaxes for close combat.

Encounter 2. Woolly Companions

Run this encounter shortly after encounter 1.

You observe a young Mammoth calf separated from its herd, whimpering near a pool of water. It appears to be injured, its leg caught in a natural snare made from thick vines.

It is surrounded by 3 very large black wolves, their broad chest and muscular necks are like none you have seen before. They are taunting the calf until they spot you. They turn to you and attack.

Creatures:

1 Mammoth Calf

3 Dire Wolves

[Dire Wolf full description & stat block is on page 30]

Dire Wolf (Medium Beast) (200 XP)
AC 14 HP 19 SPD 60'
STR +3 DEX +3 CON +2 INT -4 WIS +1 CHA -2
Pack Tactics: Adv. on attack if ally within 5' of target
Bite: MWATT: +5, 1d8+3 piercing

Tactics: The dire wolves try to surround and bring down one PC at a time. If two of the wolves are killed, the remaining one runs away.

[Mammoth Calf full description & stat block is on page 30]

Mammoth Calf (Medium Beast) (100 XP)
AC 12 HP 33 SPD 40'
STR +3 DEX +0 CON +2 INT -4 WIS +0 CHA -2
Tusks (Recharge 5-6). 2 attacks. MWATT: +5, 1d6+3 piercing
Multiattack. two, 1 bite and 1 trunk.
Bite. MWATT:+5, 1d6+3 piercing
Trunk. MWATT: +5, 1d4+3 bludgeoning

Tactics: The mammoth calf is lingered, scared, and can't move from where it is trapped, but it will attack anyone who comes close unless the PCs can first calm it down with a successful (DC 15) Wisdom (Animal Handling) check.

The mammoth calf is not inherently aggressive. If the party approaches cautiously and attempts to help it, the calf is grateful and lets out a trumpeting call that attracts the attention of the nearby herd.

Treasure: The grateful mother Mammoth, if the calf is freed safely, leaves behind a large, shed tusk as a token of appreciation (10 feet long, 150 pounds, 50 gp value).

Encounter 3. Cave Lion

After the mammoths move away. It should work well if the characters haven't yet healed from their previous encounters.

A cave lion leaps into the air, pouncing directly upon a randomly selected character. He is taken compliantly by surprise. Don't role for initiative.

A primal roar shatters the air. A monstrous lion, its mane ablaze in the sunlight filtering through the ancient trees, launches itself through the air with terrifying speed. You are caught completely unaware. All hope seems lost as the massive feline descends, claws bared.

But then, a crack of thunder splits the sky. A bolt of lightning, a dazzling streak of silver and violet, erupts from behind you, striking the Cave Lion mid-leap. The beast convulses, its roar cut short in a surprised yelp. It crashes to the ground a lifeless heap at your very feet, the smell of ozone clinging to the air.

CAVE LION STATS.

The **Cave Lion's** stat block isn't needed for this encounter, but the DM may want to look at its full description & stat block on page 29.



a flump named Lander and a sprit named Puck

Help Arrives

Heart pounding, you slowly turn, seeking the source of your salvation. There, emerging from the dappled shadows of the ancient forest behind you, are two figures unlike any you've ever encountered.

One is floating in the air. Its translucent, jellyfish-like body pulsates with an inner light, and its two eyestalks twitch inquisitively in your direction. This ethereal being shimmers with an otherworldly sheen.

Beside him flits a blur of movement – a tiny sprite, no larger than a child's hand. Dressed in tattered green and brown leathers, it flutters around with buzzing insect-like wings. Its pointed ears twitch with amusement, and a mischievous glint shines in its large, emerald eyes.

These unexpected saviors are poised at the edge of the clearing, their expressions a mix of curiosity and concern. The forest behind them stretches on, a vast tapestry of towering woods and tangled undergrowth.

The otherworldly pair exchange a glance, a silent conversation passing between them. The sprite zips forward, a mischievous grin plastered on his face.

"Well met, travelers!" he chirps. "Seems our esteemed colleague here," he gestures towards the floating figure, "might have played a bit too fast and loose with the fabric of time."

The jellyfish-like being pulsates faintly, sending ripples of light across its form. A booming voice, deep and resonating, fills your heads – a telepathic introduction, you soon realize.

"I am Lander," it intones, "and I apologize for the unorthodox arrival. We have been observing your struggles... anonymously, I might add." He pauses, a flicker of frustration tinging his voice.

"Lander," the sprite continues, his grin widening a touch, "is a powerful time traveler. He peeked a tad too far ahead and saw a future none of us want to live in. A future ruled by a nasty chap called Thanatos, the Necromancer God, no less! Nasty fellow." He shudders dramatically.

"To avoid this grim fate," Lander continues telepathically, "we decided to take drastic measures. We brought ourselves, and unfortunately, you as well," he adds with a touch of regret, "to a point in time Thanatos wouldn't suspect. Hoping for a fresh start, I cast a powerful wish spell – a plea to stop that future. And somehow, you appeared. A most... unexpected turn of events."

Lander's voice grows serious. "To help us figure out how to stop Thanatos, we need crucial information. Tell us, brave adventurers, where and when were you before this... unexpected relocation?"

They answer the PCs questions

Lander and/or Puck will answer any questions the characters may ask. You can refer to Lander's (page 27) and Puck's (page 28) stat blocks and information to answer questions about them.

They can tell them any, or all, of the information on page 3, under "The Overarching Story." And as much of the creation myth and the pantheon as they may want to know.

As you recount your recent adventures – the bustling port of Saltport Cove, the uncharted island of Aethelgard, and the task to map its mysteries – a flicker of recognition seems to pass through Lander's form.

"Saltport Cove," Lander booms telepathically, "that explains your unexpected arrival. A powerful artifact, I know to be hidden somewhere on Aethelgard, must have drawn you here – a crucial piece in the fight against Thanatos"

A surge of hope fills the air. Here, amidst the chaos of their displacement, lies a potential answer. Lander reveals his knowledge of a legendary item – the "Mithral Sphere." Though its exact location and power remain shrouded in mystery, he believes it holds the key to defeating the elder god. He suspects the sphere may have a connection to the very fabric of time itself, making it even more vital to their quest.

"Finding and retrieving the Mithral Sphere is paramount," Lander stresses. "I will keep a watchful eye on your progress," he assures you, "offering guidance as you delve into the Sphere's secrets and unlock its power to combat Thanatos."

With a wave of his translucent form, Lander parts the veil of time, sending you hurtling back to your own reality. The experience leaves you shaken but emboldened, with a newfound respect for the delicate balance of time's flow.

Meanwhile, Lander, ever the strategist, offers a mischievous glint towards his sprite companion. Much to Puck's delight, he's granted permission to accompany the characters on their mission. However, a playful jab from Lander reminds him – "Remember, Puck, observe and guide, but refrain from direct intervention in their battles. Let them grow stronger with each challenge."

The characters each now level up to their second level and get a second Time Point.

Concluding the Adventure

This concludes your harrowing journey through time and the mysteries of Saltport Cove. But the fight against Thanatos has just begun. Prepare yourselves, brave adventurers, for the next chapter in the 'It's About Time' saga – your quest for the Mithral Sphere on the uncharted isle of Aethelgard awaits!

This is just the beginning of your grand adventure. Welcome to the 'It's About Time' campaign arc, brave heroes.

Appendix A: NPCs

ALANA SUNRAY

Medium humanoid (tiefling), lawful good



Armor Class 16 (chain mail)

Hit Points 22 (3d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	12(+1)	13(+1)	16(+3)	15(+2)

Saving Throws Wis +5, Cha +4

Skills Arcana +3, History +3, Medicine +5, Religion +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Infernal

Challenge 1 (200 XP)

Channel Divinity (Recharge 5-6). As an action, Alana can channel divine energy to deal 4d6+3 radiant damage to a creature she sees within 30 feet of her. Alternatively, she can choose to heal a creature within 30 feet of her, restoring 4d6+3 hit points.

Mace of Healing. Alana wields a mace that glows faintly with a warm light. As a bonus action, she can expend 1 use of her Channel Divinity to cause the mace to shed a radiant light for 1 minute. The light creates a 10-foot-radius sphere of bright light and a 30-foot-radius sphere of dim light. Any creature that ends its turn within the bright light regains 1 hit point. The mace has the following properties:

- **Radiant Weapon.** This weapon deals an extra 1d6 radiant damage to undead or fiends.
- **Healing Touch.** When Alana hits a creature with a melee attack using this mace, she can expend 1 use of her Channel Divinity to cause the creature to regain 2d6+3 hit points.

Spells. Alana can cast cleric spells as a 3rd level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, light, mending, sacred flame*

1st Level (4 slots): *cure wounds, inflict wounds, sanctuary, shield of faith*

2nd Level (3 slots): *healing word, lesser restoration, spiritual weapon*

ACTIONS

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

BONUS ACTION

As a bonus action, Alana can cast a Cleric cantrip.

REACTIONS

Healing Word. As a reaction, Alana can spend a spell slot to cast Healing Word on a creature she can see within 60 feet, restoring hit points to them. The spell slot level determines the amount healed (1d4 + Spell Level modifier).



BRINT "SALTY" BRINEBORN

Medium humanoid (half-orc), neutral good



Armor Class 16 (leather armor)

Hit Points 27 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	14(+2)	10(+0)	13(+1)	8(-1)

Saving Throws Dex +4, Str +5, Con +4

Skills Athletics +5, Deception +2, Insight +3, Intimidation +4, Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 2 (450 XP)

Menacing. As a bonus action, Salty can present a frightening display, forcing any creature within 10 feet of him who can see him to make a Wisdom saving throw (DC 13). On a failed save, the creature is frightened of him for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Salty's Menacing for the next 24 hours.

Relentless Endurance. When Salty is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead. Once he uses this feature, he can't use it again until he finishes a long rest.

ACTIONS

Multiattack. Brint can make two attacks: one with a weapon in each hand (fists, daggers, or improvised weapons depending on the situation).

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) bludgeoning damage.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 3) piercing damage.

Improvised Weapon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 3) bludgeoning damage.



CAPTAIN FINN KELLEY

Medium humanoid (human), neutral good



Armor Class 15 (leather armor)

Hit Points 68 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	15 (+2)	10 (+0)	16 (+3)

Saving Throws Dex +4, Int +4, Cha +5

Skills Deception +5, History +4, Intimidation +2, Insight +3, Navigation +5, Persuasion +5, Perception +0, Stealth +4

Senses passive passive Perception 10

Languages Common, Dwarvish, Halfling

Challenge 2 (450 XP)

Ship's Captain. Captain Kelley has advantage on all Dexterity (Navigation) checks related to sailing his ship. Additionally, he is proficient in Navigator's tools.

Folk Hero. Having spent years traveling different ports, Captain Kelley has gained a reputation for his fairness and charisma. He is familiar with the customs and laws of various cultures he has encountered on his trade routes. Additionally, he has advantage on Charisma checks made to influence people of the common folk within those regions.

Mastermind (2/Day). As a bonus action, you can choose a creature you can see within 60 feet of you. The chosen creature has disadvantage on the next saving throw it makes before the end of your next turn.

ACTIONS

Multiattack. Finn makes two attacks with his cutlass.

Cutlass. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

CAPTAIN SILAS HAWSER

Medium humanoid (human), neutral good



Armor Class 16 (leather armor)

Hit Points 68 (12d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	13 (+1)	11 (+0)

Saving Throws Strength +5, Dexterity +2

Skills Athletics +5, Perception +3, Persuasion +2

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

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

Salty Sailor. Silas has advantage on Dexterity (Acrobatics) checks made on ships.

ACTIONS

Multiattack. Silas makes two attacks: one with his scimitar and one with his off-hand dagger.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

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

REACTIONS

Parry. If Silas is attacked by a melee weapon he can see, he can use his reaction to reduce the damage he takes by 3.



DURIN AULDHAMMER

Dwarf (Hill Dwarf) Lawful Neutral



Armor Class 14 (leather armor)

Hit Points 22 (5d8+7)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	16(+3)	14(+2)	13(+1)	10(+0)

Saving Throws Str +7, Con +5

Skills Athletics +7, Perception +4, Investigation +4

Senses darkvision 60 ft., resistance to poison damage, advantage on saving throws against poison, advantage on all Constitution checks against the effects of alcohol

Languages Common, Dwarvish

Challenge 2 (450 XP)

Dwarven Resilience. Durin has advantage on all saving throws against poison, and has resistance to poison damage.

Dwarven Toughness. When Durin drops to 0 hit points but doesn't die outright, he can drop to 1 hit point instead. He can't use this feature again until he finishes a long rest.

Smith's Tools Expertise. Durin has advantage on any ability check he makes using smith's tools.

ACTIONS

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

Improvised Weapon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) bludgeoning damage. The damage die changes depending on the improvised weapon (d4 for a small object, d6 for a medium object, d8 for a large object).



FREDERICK "FRED" KNEAD

Medium humanoid (human), neutral good



Armor Class 14 (leather armor)

Hit Points 4 (1d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	12 (+1)	11(+0)	14(+2)	16(+3)

Saving Throws Wis +2

Skills Perception +2, Persuasion +5

Senses passive Perception 12

Languages Common

Challenge 0 (0 XP)

Master Miller. Has advantage on Wisdom (Survival) checks related to milling grain and maintaining a mill.

People Person. Doubles the bonus on charisma checks made to influence friendly creatures.

ACTIONS

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



JINGLE SILVERSTRING

Small humanoid (gnome), chaotic good



Armor Class 12 (none)

Hit Points 13 (2d6 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	16(+3)	12(+1)	14(+2)	10(+0)	16(+3)

Saving Throws Dex +5, Cha +5

Skills Deception +5, Insight +3, Investigation +4, Performance +5, Persuasion +5, Perception +2, Stealth +5

Senses darkvision 60 ft., advantage on saving throws against illusions

Languages Common, Gnomish; understands bits and pieces of additional languages she has overheard

Challenge 1 (200 XP)

Bardic Inspiration (3/Day). You can inspire a friendly creature (including yourself) to give them advantage on one attack roll, ability check, or saving throw within the next 10 minutes. The creature regains the spent use when you finish a long rest.

Cutting Words (Once per Turn). When a creature you can see within 60 feet of you targets another creature for an attack roll, a saving throw, or ability check, you can use your reaction to expend one use of your Bardic Inspiration and roll a d4. Subtract the number rolled from the attack roll, saving throw, or ability check of the target creature.

Spells: Jingle Silverstring, as a 2nd level Lore Bard, has access to the following spells:

Cantrips (at will): *Minor illusion, Mage hand, Message, Vicious mockery*

1st Level (4 slots): *Healing word, Identify, Charm person, Disguise self, Sleep, Sanctuary*

ACTIONS

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 4 (1d4+3) piercing damage.

MRS. PEAL

Medium humanoid (human), neutral good



Armor Class 10 (no armor)

Hit Points 4 (1d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	10(+0)	10(+0)	12(+1)	14(+2)	16(+3)

Saving Throws Wis +2

Skills Deception +3, Insight +4, Persuasion +5

Senses passive Perception 12

Languages Common

Challenge 0 (0 XP)

Appealing to Reason (Non-Action): Even in combat, Mrs. Peal might try to reason with the attackers, offering them baked goods or information in exchange for leaving peacefully (Persuasion check with advantage due to her high Charisma).

ACTIONS

Dagger. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Improvised Weapon: In a pinch, Mrs. Peal could grab a nearby rolling pin or bread knife (+2 to hit, 1d4+1 piercing damage).

Fling Flour (Improvised): In a surprising move, Mrs. Peal throws a handful of flour at an attacker (Dex save DC 12). On a failed save, the attacker is blinded until the end of their next turn.



LANDER

Small aberration (Flumph), lawful good



Armor Class 12 (natural armor)

Hit Points 225 (22d8 + 88)

Speed 5 ft., fly 30 ft.(hover)

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	16 (+3)	22(+6)	18(+4)	20(+5)

Saving Throws Int +13, Wis +11, Cha +12

Skills Arcana +13, History +13, Insight +11, Investigation +13, Perception +11, Persuasion +12

Senses darkvision 60 ft., telepathy 100 ft

Languages telepathy 100 ft.

Challenge 21 (33,000 XP)

Poison Resistance. Lander has advantage on saving throws against the effects of being poisoned, and he is immune to the poisoned condition.

Keen Mind. Lander has an exceptional memory, and can recall everything he has seen or heard over the past year.

Magic Resistance. Lander has advantage on all saving throws against spells and other magical effects.

Psionic Communication. Lander can telepathically communicate with any creature within 100 feet of it, provided the creature has a language.

Telepathic Shroud. Lander cannot be surprised by any creature within 100 feet of it, and other creatures cannot telepathically read its thoughts or probe its mind.

Spellcasting. Lander is a 20th-level wizard. Its spellcasting ability is Intelligence (spell save DC 22, +13 to hit with spell attacks). Lander has the following wizard spells prepared:

Cantrips (at will) *Mage hand, Minor illusion, Message, Prestidigitation.*

1st Level (4 slots) *Detect magic, Identify, Shield, Sleep*

2nd Level (3 slots) *Detect thoughts, Invisibility, Misty step*

3rd Level (3 slots) *Dispel magic, Lightning Bolt, Haste*

4th Level (3 slots) *Dimension door, Greater invisibility, Stoneskin*

5th Level (3 slots) *Legend lore, Modify memory, Teleport*

6th Level (2 slots) *Analyze, Mass suggestion, True seeing*

7th Level (2 slots) *Forcecage, Project image, Reverse gravity*

8th Level (1 slot) *Antimagic field, Control weather, Demiplane*

9th Level (1 slot) *Gate, Mass heal, Wish*

Chronomancy: As a result of Lander's high level of sensitivity to the flow of time (represented by his having 18 Time Points) it has access to the entire list of Chronomancy spells and can swap out any of his prepared spells with a Chronomancy spell of the same level.

Legendary Resistance (3/Day). If Lander fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. Lander makes three tentacle attacks.

Tentacle Attack. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 2) piercing damage plus 9 (1d4+7) acid damage. At the end of each of its turns, the target must make a DC 10 Constitution saving throw, taking 2 (1d4) acid damage on a failure or ending the recurring acid damage on a success. A lesser restoration spell cast on the target also ends the recurring acid damage.

Dream Bolt (Recharge 5-6). Lander launches a bolt of psychic energy at a creature it can see within 120 feet of it. The creature must make an Intelligence saving throw. On a failed save, the creature takes 8d8 psychic damage and is stunned until the end of its next turn. On a successful save, the creature takes half as much damage and isn't stunned.

LEGENDARY ACTIONS

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

Move. Lander moves up to its speed.

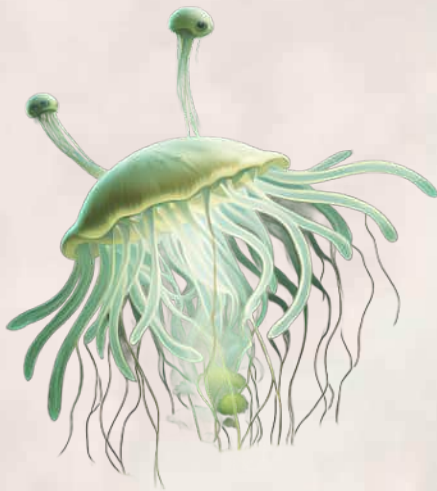
Tentacle Attack. Lander makes one tentacle attack.

Cast a Spell. Lander casts a spell from its spellbook, using slots as normal.

Ethereal Jaunt (1/Day). Lander disappears from the Border Ethereal, reappearing at a point it can see within 100 feet of it.

REACTIONS

Psychic Shield (1/Round). When Lander takes damage from a spell or a magical effect, it can use its reaction to halve the damage taken.



PUCK

Tiny fey (sprite), lawful good



Armor Class 15 (natural armor)

Hit Points 52 (10d6 + 20)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6(-2)	20(+5)	14(+2)	18(+4)	16(+3)	16(+3)

Saving Throws Dex +10, Int +8, Wis +7, Cha +7

Skills Acrobatics +10, Deception +7, History +8, Insight +7, Perception +7, Stealth +10

Senses darkvision 60 ft., passive Perception 17

Languages Common, Elvish, Sylvan

Challenge 3 (700 XP)

Poison Resistance. Puck has advantage on saving throws against the effects of being poisoned, and he is immune to the poisoned condition.

Fey Ancestry. Puck has advantage on Dexterity saving throws. Magic can't put Puck to sleep.

Magic Resistance. Puck has advantage on all saving throws against spells and other magical effects.

Invisibility (At will). Puck can turn invisible at will. As an action, he can become invisible and remain invisible indefinitely, until he attacks or casts a spell, or until his concentration ends (as if concentrating on a spell). Any equipment he is wearing or carrying is invisible with him.

Telepathy (100 ft.). Puck can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack. Puck makes two scimitar attacks.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +10 to hit, reach 80/320 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

Misdirection (Recharge 5-6). Puck chooses one creature he can see within 30 feet of it. Until the end of its next turn, that creature's attack rolls have disadvantage, and the saving throws of any creature within 5 feet of the chosen creature have advantage.

REACTIONS

Flicker (1/Round). When Puck is targeted by an attack or a spell, he can use his reaction to teleport up to 30 feet to an unoccupied space he can see.



SALTY SCALAWAG

Small humanoid, teenager (human), neutral



Armor Class 10 (none)

Hit Points 4 (1d4-1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12(+1)	10(+0)	10(+0)	11(+0)	13(+1)

Saving Throws Dex +1, Cha +1

Skills Deception +1, Perception +1, Sleight of Hand +1, Stealth +3

Senses passive Perception 11

Languages Common

Challenge 0 (10 XP)

Mischief Maker. Once per encounter, the scalawag can attempt to distract a creature it can see within 10 feet of it. The creature must succeed on a DC 10 Wisdom saving throw or have disadvantage on all actions until the end of its next turn.

ACTIONS

Slingshot. *Ranged Weapon Attack:* +2 to hit, range 30/120 ft., one target. Hit: 1 point bludgeoning damage. If this reduces the target to 0 hit points they are unconscious but stable.

Mud Pie. *Ranged Weapon Attack:* +1 to hit, range 20 ft., one target. Hit: the target creature is blinded until the end of its next turn

Bag of Flour. *Ranged Weapon Attack:* +2 to hit, range 15 ft., one



Blackheart



Lightnin'



Ironhook



Lucky



Sharktooth



Appendix B: New Monsters

AMELIA WAVESHIELD

Medium humanoid (human), lawful good



Armor Class 16 (leather armor)

Hit Points 44 (3d10+15)

Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Con +5

Skills Athletics +4, Investigation +3, Insight +4, Perception +4, Persuasion +0, Stealth +5

Senses passive Perception 14

Languages Common

Challenge 2 (450 XP)

Action Surge (Recharge 5-6). On her turn, Amelia can take one additional action on top of the regular action.

Sharpshooter. Amelia has mastered precise ranged attacks. When she makes a ranged weapon attack, she can take -5 penalty to the attack roll to gain a +10 bonus to the damage roll if it hits.

Keen Mind. Amelia has an exceptional memory, and can recall everything she has seen or heard over the past month.

Investigator. Amelia is proficient in the Investigation skill and has advantage on all INT (Investigation) checks to find clues or recall information about crimes or legal proceedings within her jurisdiction.

ACTIONS

Multiattack. Amelia can make two attacks: one with a weapon in each hand (either mace and dagger, or hand crossbow and dagger).

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

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 3) piercing damage.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 3) piercing damage.

BONUS ACTION

Two-Weapon Fighting. If Amelia has not yet made an attack with her off-hand dagger during her turn, she can use a bonus action to make one attack with it.



CAVE LION

Large beast, unaligned



Armor Class 17 (natural armor)

Hit Points 25 (5d8+5)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	16(+3)	15(+2)	3(-4)	12(+1)	7(-2)

Saving Throws Strength +7, Dexterity +5

Skills Athletics +7, Perception +3, Stealth +4

Senses Darkvision 60 ft., passive Perception 13

Languages -

Challenge 5 (1,800 XP)

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

Pounce: If the Cave Lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that creature is prone.

ACTIONS

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

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 4) piercing damage.

Claws: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 4) slashing damage.

CULTIST FANATIC

Medium humanoid (any race), any evil alignment



Armor Class 12 (leather armor)

Hit Points 7 (2d6+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10(+0)	11(+0)	8(-1)	12(+1)	10(-0)

Skills Athletics +1, Intimidation +1

Senses darkvision 60 ft., passive Perception 11

Languages Common (and any other appropriate to their race)

Challenge 0 (10 XP)

ACTIONS

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

DIRE WOLF

Medium beast, unaligned



Armor Class 14 (natural armor)
Hit Points 19 (4d8+4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	16(+5)	16(+2)	2(-4)	12(+1)	7(-2)

Saving Throws Strength +5, Dexterity +4
Skills Perception +3, Stealth +4
Senses Darkvision 60 ft., passive Perception 13
Languages -
Challenge 1 (200 XP)

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

Pack Tactics: The Dire 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: 8 (1d8 + 3) piercing damage.

GIANT SQUID

Large monstrosity, unaligned



Armor Class 15 (natural armor)
Hit Points 39 (5d12+9)
Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	15(+2)	18(+4)	3(-1)	12(+1)	7(-2)

Skills Athletics +10, Perception +5, Stealth +4
Senses darkvision 60 ft., passive Perception 15
Languages -
Challenge 2 (450 XP)

Darkvision: The giant squid can see in dim light within 60 feet of it as if it were bright light, and in darkness as if it were dim light. In complete darkness, it can't see.

ACTIONS

Grapple (Recharge 5-6). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 11 (2d8 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the squid can't use this action on another target.

Sucker Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 7 (1d10+2) piercing damage.

Ink Cloud (1/Day). A 20-foot-radius cloud of ink extends all around the squid if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink.

MAMMOTH CALF

Medium beast, unaligned



Armor Class 12 (natural armor)
Hit Points 33 (6d8+12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	10(+0)	14(+2)	2(-4)	10(+0)	6(-2)

Skills Athletics +5
Senses passive Perception 8
Languages -
Challenge 1/2 (100 XP)

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

ACTIONS

Tusks (Recharge 5-6). The mammoth calf makes two gore attacks. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Multiattack. The mammoth calf makes two attacks: one with its bite and one with its trunk.

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

Trunk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 3) bludgeoning damage.

NEANDERTHAL WARRIOR

Medium humanoid (any race), unaligned



Armor Class 14 (hide armor)
Hit Points 22 (4d8+8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	14(+2)	8(-1)	11(+0)	9(-1)

Skills Athletics +3, Perception +1, Stealth +1
Senses passive Perception 11
Languages -
Challenge 1/2 (100 XP)

ACTIONS

Spear. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

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

MINOR SIREN

Medium monstrosity, unaligned



Armor Class 13 (natural armor)

Hit Points 22 (4d8+8)

Speed 10 ft., swim 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11(+0)	14(+2)	13(+1)	10(+0)	12(+1)	16(+3)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Aquan, Common

Challenge 1/2 (100 XP)

Mesmerizing Appearance. The minor siren has advantage on Charisma (Deception) checks to impersonate others and to influence the emotions of creatures that it can see.

ACTIONS

Multiattack. The siren makes two attacks with her claws.

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

Song of the Siren. As an action, the minor siren can unleash a magical song that targets one creature within 60 feet of it. The creature must succeed on a DC 13 Wisdom saving throw or become charmed for 1 minute. While charmed, the target has disadvantage on Wisdom (Perception) checks. The charmed creature can repeat the saving throw at the end of its next turn, ending the effect on itself on a success. Otherwise, the effect ends after 1 minute.

SWARM OF BARRACUDA

Swarm of Tiny beasts, unaligned



Armor Class 12 (natural armor)

Hit Points 25 (5d8)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	15(+2)	10(+0)	1(-5)	3(-4)	1(-5)

Skills Perception +1, Stealth +4

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 2 (450 XP)

Swarm. The swarm can occupy any space large enough for a Medium creature. The swarm can't enter a space that is too small for it. A creature can pass through the swarm without squeezing if its size is Small or larger. Creatures Large or smaller that start their turn in the swarm or move into the swarm on their turn must make a Dexterity saving throw (DC 13). On a failed save, a creature takes 7 (2d6 + 2) piercing damage and is grappled (escape DC 13). Until the grapple ends, the creature is considered restrained and takes 7 (2d6 + 2) piercing damage at the start of each of its turns.

Light Sensitivity. While in bright light, the swarm has disadvantage on attack rolls.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target within the swarm's space. Hit: 5 (1d6 + 2) piercing damage.

PIRATE

Medium humanoid (human), any evil



Armor Class 11 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Saving Throws Athletics +2, Perception +2, Deception +3

Skills Athletics +3, Perception +1

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 1/4 (50 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 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

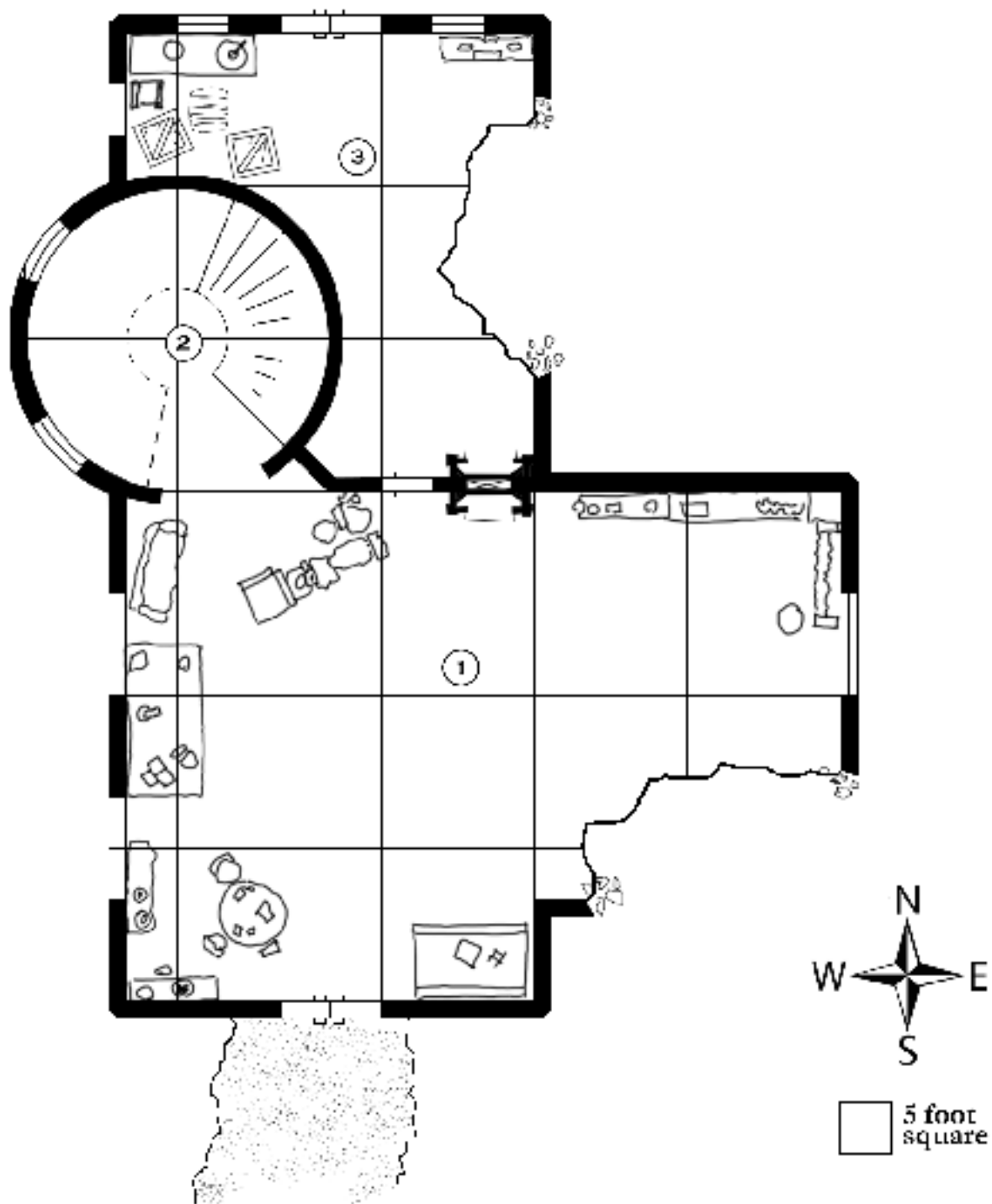


Appendix C: Maps

Saltport Cove



The Abandoned Lighthouse



The Abandoned Lighthouse

The Island of Aethelgard - Players Map

