

# DARK WINGS, GLEAMING GEMS

**“DIVIDE AND CONQUER.”**

**5TH, 10TH, & 15TH LEVEL**





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# End Times Storyline

This adventure is the third instalment in the End Times storyline, a mini-campaign spanning six character levels, which takes a party of adventurers back and forth in time to prevent an eldritch dragon from consuming the Material Plane. The adventures are designed to be linked together and played sequentially, but can also be played as standalone oneshots with minimal changes by following the instructions in the “Oneshot” sidebars.

## LONG AGO, IN THE DISTANT FUTURE

In the distant future, the Timespun Sands experienced a golden age. New advances in arcane science revolutionised the way the people of that land thought about space and time, and entire branches of magic were born. Markets were manipulated with supernatural foresight, natural disasters were retroactively averted, and entire wars were won before they even began.

Decades of security and prosperity blinded the people of the Timespun Sands to the rot festering within: the Cult of the Final Hour, a group of dissatisfied dissidents sought to change the status quo. Employing chronomancy to conceal their actions, they surreptitiously ripped apart the fabric of reality, reached out into the timeless void, and plucked from it the egg of a terrible being: an eldritch dragon capable of feeding upon time and space. For years, they worshipped this egg as an unborn deity, believing that their new god would devour the world once it emerged, only to create it anew, brighter and better than before.

When the dragon finally hatched, the cult’s efforts shifted to provide it with sumptuous meals of its preferred diet: items and people of historical importance. As their god feasted upon these offerings, they were retroactively erased from existence, creating rippling effects on time and causality. These were inconse-

quential at first—a slight delay in a historic event here, a few extra casualties of war there... But the more the dragon ate, the stronger it grew, and the more it grew, the more it devoured. Soon, time began to fray, and a massive sandstorm grew at the periphery of the world, closing in to swallow entire continents, raze ageless edifices, and scrub clean the annals of history. The people of the Timespun Sands, standing at the centre of a shrinking bubble of safety, became a hotbed of chromantic survival strategies.

As soon as the threat was detected, the Lemniscate Order—a group comprising the brightest sages and most gifted chronomancers in the Timespun Sands—took action, employing powerful magic in an attempt to halt the death of existence. The Final Hour worked to sabotage these efforts, operating from the shadows to keep themselves and their master a secret. The cultists remain ignorant to the fact that the dragon desires only to consume as much as it can, then seek new worlds to sate its endless hunger, and has no intention of sparing its followers from the impending apocalypse, nor creating a new world for them afterward.

The future is bleak. The Lemniscate Order is in shambles, struggling to keep the end of the world at bay against the constant interference of the Cult of the Final Hour. The encroaching sandstorm has swallowed much of the Material Plane, leaving only a small enclave of survivors in the city of Kasbat Azzaman—the Citadel at the End of Time. And in the vast catacombs beneath the city, the dragon hides, waiting to claim the very last morsel of its feast.

# Dark Wings, Gleaming Gems

## INTRODUCTION

*Dark Wings, Gleaming Gems* is a 5th-edition adventure intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 5, 10, or 15. Characters who complete this adventure should earn enough experience to progress two-fifths of the way to 6th level, one-third of the way to 11th level, or three-fifths of the way to 16th level. The adventurers must free two aspects of time and space from the fused, aggressive state they have been tricked into assuming. Doing so gives Zohra access to resources she needs to complete the *chronocube*, a necessary step on the road to finding the Cult of the Final Hour.

In this adventure, the party travels back in time to save two guardians of the laws of space and time that have become entangled into a single being known as the Amalgam, and in doing so prevent war between the Al Badu and scorpion peoples. They must speak with both peoples to learn the true situation from the web of lies the Cult of the Final Hour has been feeding them, divining the reason for the cult's manipulative tactics in the process. Armed with this knowledge, the party must then climb the Anachron to find the Amalgam, defeat it, and reverse the cult's ritual.

## VARIABLE STATISTICS

This adventure uses a shorthand to refer to statistics that vary based on the level of the adventure. **VDC** refers to a variable DC, **Vmod** to a variable modifier, and **Vdam** to a variable amount of damage. These variable statistics can be modified in text; for example, in a 10th-level adventure, VDC + 10 means 15 + 10 = DC 25.

### VARIABLE ADVENTURE STATISTICS

Adventure Level	VDC	Vmod	Vdam	Vdist
5th	13	+5	5 (2d4)	20 feet
10th	15	+7	10 (3d6)	40 feet
15th	17	+9	21 (6d6)	60 feet

## BACKGROUND

When the reckless use of chronomancy wreaks havoc upon the world, powerful forces emerge to contain and repair the damage—mighty beings that embody aspects of space and time. In their presence, *timeshards* and *smokeglass*, two minerals infused with latent magic, sprout like scars on the fabric of spacetime, stitching closed the wounds of the cosmos.

In the Timespun Sands, two such creatures dwell in the Ombrestone Cliffs, tending to the aftermath of the Hundred Seconds' War - a catastrophic temporal war fought long ago. Overseeing the formation of *smokeglass* on the craggy heights is the embodiment of space, which takes the form of a griffon made of pure obsidian. Its counterpart, a crystalline jinn, commands the growth of *timeshards* deep within the earth's bowels.

For centuries, the scorpion people that inhabit the cavernous complexes within the Ombrestone Cliffs have worshipped the timeshard jinn as a deific being, while the nomadic Al Badu that roam from mountaintop to mountaintop revere the smokeglass griffon. The tribute and security granted to the two titans by their followers has allowed them to devote their full attention to their duties. In return, the helpful Humanoids are permitted to harvest a portion of the *smokeglass* and *timeshards*, which are sought after as reagents of chronomantic and graviturgic magic.

To the Cult of the Final Hour, this arrangement was unacceptable. As the timestorm closed in on the Timespun Sands, they saw a chance to kill two birds with one stone. By neutralising the griffon and the jinn, they could simultaneously ensure that their abilities couldn't be put to use against the cult's carefully engineered apocalypse and deprive the Lemniscate Order of the materials used to fuel much of their magic.

Over the course of several months, the cult surreptitiously manufactured conflict between the scorpids and the Al Badu, stoking the fires of their animosity with insults and miscommunication. When the time was right, a simple ritual was performed atop the Anachron, the tallest mountain in the Ombrestone Cliffs, to disrupt space and time—and in doing so, lure the griffon and jinn to their doom. Suspicious of the circumstances, warriors from both peoples vigilantly escorted the two guardians.

Upon their arrival, the jinn and griffon were immediately subjected to a complex enchantment that merged their forms into one being. Haphazardly combining the opposing aspects of time and space resulted in a confused, enraged creature at war with itself, who in its blind fury struck down the warriors that rushed to its aid. With their work done, the cult left the Amalgam at the top of the Anachron to struggle with its own existence, its inner conflict bleeding into the world and causing destructive ripples in reality.

Tensions between the scorpids and the Al Badu worsened, with the cult feeding misinformation to each side about the events of the clash at the Anachron. Each side was led to believe that their ward had been slain by the other's, and war broke out. With the aspects fused, *timeshard*s and *smokeglass* stopped growing in the Ombrestone Cliffs, and existing stockpiles were kept for use in the escalating conflict. Before a decisive winner could emerge, the timestorm wiped out both peoples and the Amalgam, leaving the Lemniscate Order to fight the apocalypse without the magical materials on which they had come to rely. It's now up to the party to alter the course of history and prevent this disaster.

## ONESHOT

To play this adventure as a oneshot separate from the End Times storyline, make the following changes:

- ◆ Rather than demanding that the party travel back in time, the events of this adventure take place in the present. Skip ahead to the "The Ombrestone Cliffs" section (page 8).
- ◆ Falak and Zohra aren't a part of this adventure, and there is no world-consuming timestorm. Rather, the adventurers are summoned to the Ombrestone Cliffs by an impartial third party who requests that they mend the rift between the scorpids and Al Badu, restoring peace to the region.
- ◆ There's still an outside influence pitting the scorpids and Al Badu against each other. This can be the Cult of the Final Hour, but with no timestorm, they'll need a different motivation for doing so, such as wanting to get their hands on the magical materials grown by the jinn and griffon. Alternatively, this influence could be an unscrupulous magnate trying to limit the supply of *timeshard*s and *smokeglass* in order to drive up prices, or a tyrannical monarch planning to weaken the two peoples to conquer them more easily.

## SUMMARY

Here's a summary of the relevant information for this hunt:

- ◆ **Which Monster?** The Amalgam—the unstable fusion between the timeshard jinn and the smokeglass griffon.
- ◆ **Monster's Motivations.** The timeshard jinn and smokeglass griffon embody opposite aspects of reality. Fusing them haphazardly resulted in a creature that knows only agony and rage, constantly at war with itself in an attempt to become separate once more.
- ◆ **Monster's Previous Actions.** The Amalgam's struggle has caused severe warping of time and space in the Ombrestone Cliffs, endangering its residents.
- ◆ **Where's the Monster?** The Amalgam is located at the top of the Anachron in the Ombrestone Cliffs.

## ADVENTURE HOOKS

Climbing a spiralling mountain to fight a creature that controls time and space isn't a walk in the park, unless that park is an anomaly-filled mountainside where time dilation can make you older than your grandmother. In addition to preventing a war and obtaining the power of the *timeshard*s and *smokeglass*, the party may need some extra incentive to take on such a perilous task. Here are a few ways you can provide motivation:

- ◆ **Curiosity: Opposites Attract.** Ty Embaum, a novice member of the Lemniscate Order working as Zohra's apprentice and assistant, intercepts the party before their departure. He explains that Zohra's work with *timeshard*s and *smokeglass* has inspired him to create a new invention that he hopes will impress her. However, he needs a substantial amount of both materials to finish his work. Since the limited supply would be too precious to spare for his experiments, this would require the party to save the jinn and the griffon, so that they can grow the minerals he needs. He promises that, should the party achieve that, they will be first to reap the rewards of his research.
- ◆ **Morality: Star-Crossed Lovers.** The scorpionid Vehna Muss and the Al Badu Tubyrd Wunston were soon to be married when tensions first flared between their peoples. With the possibility of war looming large, they are now being kept from seeing one another, and the future of their relationship is at risk. Each of them begs the party to resolve the matter so they may be together once again.

- ◆ **Compensation: Camelkin Capitalism.** The camelkin merchant Hump Ardink, whom the party may have met during the events of Cold Blood on the Scorching Sand, catches wind of the adventurers' plans to obtain *timeshards* and *smokeglass*, and reaches out to them with a business opportunity. He's always wanted to get into the *timeshard* and *smokeglass* trade, but an opportunity never presented itself. If the party saves the Al Badu and scorpids, they could leverage their heroics to put in a good word for Hump, in exchange for a cut of whatever profits come from it.

## ADVENTURE REWARDS

Adventure Level	Rewards per Character	
	Gold	XP*
5th	750 gp	2,860
10th	2,875 gp	6,625
15th	6,750 gp	18,275

\*Includes all monsters, traps, and puzzles, averaged for a party of four.

## PARADOX POINTS

Chronomancy is not without risk, and any would-be time traveller would do well to exercise caution when outside of their continuum, lest some of the changes they enact result in unpredictable consequences. (The second risk is one of grammar; deciding whether to use the future semiconditionally plagal past subjunctive or the future modified subinverted imperfect subjunctive when answering a sphinx's riddle has resulted in the demise of more than one tongue-tied adventurer.)

Throughout this adventure, the party's actions may result in them gaining paradox points. In future instalments of End Times, paradox points will be part of a system that can grant characters powerful benefits or, most often, debilitating penalties, as they meddle with the past and future. For now, they exist simply as a means of measuring the extent of their influence on the past throughout this campaign.

Usually, when time-travelling, one seeks to make as few changes to the timeline as possible. However, the party's mission is to change the timeline, which makes gaining at least some paradox points inevitable. In addition, the party may be confronted with situations in which they have the chance to perform heroic actions, saving innocents or securing a better future for the Timespun Sands, at the cost of gaining additional paradox points. This gives them a choice between preserving the integrity of the timeline or taking a risk to change things for the better.

Paradox points are given to the party as a whole. Carefully record these paradox points as the party gains them. You will need to know the total number of points for the final adventure in the End Times storyline, as the timeless dragon gains powerful new abilities depending on the number of paradox points that have been accrued.

## MAXIMUM PARADOX

At the GM's discretion, a party may gain paradox points beyond the ones detailed in this adventure, if they take actions likely to result in dramatic change to the timeline. Examples of such activities include:

- ◆ Actions that contradict important facts that have already been established in the present.
- ◆ Actions that directly result in saving or reviving an important creature that should be dead in the present.
- ◆ Actions that directly result in the death of an important creature that should be alive in the present.
- ◆ Relaying important information to a creature in the past that shouldn't know it yet.
- ◆ Interacting with past versions of oneself.

What exactly constitutes an important creature, fact, or piece of information is up to the GM, but try to err on the side of caution and give your party some leeway. Interfering with the lives of lackeys or commoners shouldn't result in significant changes to the timeline. Be aware that giving the party an excess of paradox points will result in them becoming afraid to take action, play along with the adventure, and have fun.

**Everyone is Confused.** Time travel can be incredibly disorienting, both for those engaging in it and those who have to suffer its effects. It can be taxing for you to try and predict your party's actions in the past in order to preemptively have the present reflect them. For that reason, creatures affected by paradoxes have conflicting memories of differing timelines, which exist in tandem until time is definitively altered, forgetting or remembering facts depending on the situation. This allows you to, for example, have the party meet a creature in the past that they've already met in the present, even if the present version of that creature appeared to have no memory of having met the party before. Some creatures deeply attuned to the flow of time, such as cosmic jinn (see Encounter Chain: A Flower for Freedom, page 12), are often capable of keeping better track of chronological mishaps.

# IN THE PRESENT

This adventure involves returning to the past to prevent a disaster from taking place. In order to begin their chronomantic journey, the party needs to be informed of next task by Falak and/or Zohra:

**Zohra.** Following the events of *March of the Living Oasis*, the Lemniscate sage Zohra is alive in the present, and working on Project Stormstopper—the construction of a magical device that can find the cause of the world-consuming timestorm. The first prototype is completed in time for the party’s next adventure, and Zohra proudly presents them with the *chronocube* (see Appendix B). She explains that the device can anticipate the creation of paradoxes, allowing the party to better navigate the intricacies of altering the past. She also warns them not to be too afraid of shaking things up—after all, you can’t make a chronomelette without cracking some temporal eggs!

However, the device is too weak without a chrono-graviturgic amplifier. The only suitable things she can think of are *timeshards* and *smokeglass*—magical materials with power over the flow of time and space, which would allow her to determine when and where the timestorm began. These were gathered and traded by the people of the Ombrestone Cliffs, but a devastating war prevented them from evacuating their homes in time, and the timestorm swallowed them all.

**Falak.** Falak provides an explanation of the party’s next mission, giving them the following pieces of information:

- ◆ The Ombrestone Cliffs, at the edge of the Timespun Sands, were home to a pair of powerful creatures, the timeshard jinn and the smokeglass griffon, that embodied time and space, respectively.
- ◆ These two creatures were worshipped and protected by two separate peoples. The scorpids who carved their settlements into the mountains supported the timeshard jinn, whereas the Al Badu that wandered the plateaus followed the smokeglass griffon.
- ◆ These creatures’ presence engenders the growth of orange-blue timeshards and purple-grey smokeglass, magical materials used in chronomantic and graviturgic enchantments.
- ◆ These two peoples used to supply the Timespun Sands with these materials, respectfully harvested with the blessing of the jinn and the griffon.

## ZOHRA

*Humanoid (cactar), Lemniscate archivist, she/her*

**Personality.** Curious, passionate, full of wanderlust.

**Appearance.** Short, white robes with lemniscate symbol, lemniscate-shaped glasses.

**Desire.** To amass the largest library in the Timespun Sands.

**Fear.** To be forced into the sedentary life of a stuffy academic before she’s travelled the world.

*“The world is vast and mysterious. Why put down roots when you can go out and explore it?”*

ZOHRA



- ◆ Without these materials, the Lemniscate Order's ability to stop the timestorm have been significantly curtailed. Zohra's latest research—which they hope will find the source of the problem—requires a steady supply of both timestards and smokeglass to find the time and location of the timestorm's origin, respectively.
- ◆ Unfortunately, the two guardians were slain, limiting future growth of these materials. The ensuing war between the scorpids and Al Badu caused all exports of the two materials to be cut off, when they were needed most for the war effort. Whatever stocks were left were swallowed by the timestorm some months after the war began.
- ◆ The nature of *timestards* and *smokeglass* makes it difficult to magically displace them from their rightful spot in time and space. Whenever one of these materials is magically transported across time or space, it has a 25% chance of violently detonating. When it does so, each creature within **20 feet** of it must make a **VDC Dexterity saving throw**, taking **Vdam** force damage on a failed save, or half as much on a success. Falak informs the party that they can risk bringing some back if they wish, but begs them to limit themselves to no more than five of each.
- ◆ Therefore, the only way to obtain *timestards* and *smokeglass* in sufficient quantities in the present is to change the past. If the guardians can be saved, their presence might grow new crystals and shards in Kasbat Azzaman. If it's impossible to prevent the deaths of the jinn and the griffon, then at the very least, war should be prevented so that the peoples of the Ombrestone Cliffs can bring their stockpiles. Falak hopes that will be sufficient for Project Stormstopper.

Depending on the events of *Cold Blood on the Scorching Sand*, Falak may be dead in the present. If this is the case, a magical projection of him provides the information above in his stead. The projection can't answer questions or elaborate on details, but Zohra does her best to fill in the blanks.

## FALAK

*Humanoid (dji), Lemniscate sage, he/him*

**Personality.** Cryptic, eccentric, scatter-brained.

**Appearance.** Short, skinny, hunched; fluffy white beard, large turban.

**Desire.** To discover a new chronomancy spell and name it after himself.

**Fear.** To see the city of Kasbat Azzaman fall.

*"Got it. Ah, time works in that direction for you. Is this making sense? Quick question:"*

## FALAK



**The Cult of the Final Hour.** In the previous adventures, the party may have come across clues that hint at the cult's involvement in the events of the End Times storyline. If this is the case, both Falak and Zohra urge them to keep an eye out for more signs of the same people responsible for hiring the kaftar and turning the dunedrinker on the cactari.

## THE PAST AT LAST

When the party is ready to depart, either Falak or his projection can point them to a specially-made *teleportation circle* hidden within his study. Rather than using the power of present Falak, which is scarce in his weakened state (or completely nonexistent, if he's dead), this circle sends a message to past Falak, instructing him to head to the party's destination, use his magic to transport the adventurers there, and keep them in the past for as long as possible.

### ARRIVING IN THE PAST

Upon arriving in the past, the party once again meets the bulkier, more formidable past version of Falak. You can read or paraphrase the following:

The maelstrom of temporal magic subsides after a few minutes, and a pair of strong hands attached to bulging biceps reaches out to steady you. They belong to a kindly, older man whose smile can be seen even through his thick beard. No introductions are necessary on his end, but he provides one regardless.

"Hello." His tone is warm and jovial. "My name is Falak. Would you happen to know why I have this nagging feeling that I should be experiencing *deja vu*?"

Like before, Falak doesn't know the party at this point, as he has yet to meet them during the events of *March of the Living Oasis*. He can keep the party in this time for a total of **3 days**, after which they are abruptly sent back to Kasbat Azzaman, in the present. Their mission must be completed in this period of time. Buma, Falak's owlglass familiar, is once more ready to lend her assistance to the party.

**Buma.** Buma is Falak's loyal familiar, a creature consisting of equal parts owl and hourglass. At Falak's request, she follows the party during their adventures in the past and assists them to the best of her abilities. Buma can understand and speak Common, keep track of how much time the party has left to complete

their mission, and warn them when they've made a significant change to the past, which occurs whenever they gain one or more paradox points. She stays out of combat, only observing it from afar, and disappears in a puff of smoke if she's reduced to 0 hit points. She then reappears next to Falak and tries to find her way back to the adventurers as quickly as possible.

**A Fork in the Road.** Falak can give directions to both the scorpids or the Al Badu from the location where the party arrives. The party can choose which people to visit first, and it takes them **2 hours** to walk to either one.

### GM TIP: TICKING CLOCK

Throughout this adventure, the party has several ways to spend time in order to gather clues on the monster, such as performing tasks for the scorpids and the Al Badu, or interrogating a cultist of the Final Hour. Allow the party freedom to explore and investigate at their own pace, but gently remind them, through Buma the owlglass, that their time is limited.

In order to keep time as a factor, track how long a party dedicates to each task, and how much they can do on a given day, following the rules below.

- ♦ A creature can do hard tasks for a number of hours equal to  $8 +$  its Constitution modifier each day. Hard tasks aren't just physical labour. Activities such as crafting, research, experimentation, and interrogation all count as hard tasks.
- ♦ A creature can push on beyond that limit, at the risk of exhaustion. For each additional hour a creature works beyond its working threshold, the creature must succeed on a Constitution saving throw at the end of the hour or gain 1 level of exhaustion. The DC for this save equals  $10 + 1$  for each hour worked beyond its working threshold. In addition to the normal effects of exhaustion, a creature with 5 levels of exhaustion can't do hard tasks.
- ♦ A creature needs to take one long rest each day. If a creature goes 24 hours without taking a long rest, it must succeed on a Constitution saving throw or gain 1 level of exhaustion. The DC for this save equals  $15 + 5$  for each additional 24 hours beyond the first that a creature has gone without a long rest.

**Saving Falak (Again).** If the party was unable to rescue Falak during the previous adventures, they may want to attempt to do so now by somehow changing the past so that he can live. Informing him of the danger that awaits him in the future isn't enough to ensure Falak's safety. Even with this knowledge, future Falak is too weak to oppose the crafty kaftar.

In order to retroactively save Falak, the party must instead provide him with a way of making a quick escape during their invasion of the kaftar hideout, while Oumdabaa and her minions are distracted, as well as a way to conceal it from his captors. For example, this can be a scroll of misty step hidden in the lining of his robes, or a phial containing a *potion of gaseous form* that he can shove into his boot. Doing so nets the party **2 paradox points**, but when they return to the present, they find Falak alive and well, having made good use of his gift.

CLIFFRUNNER



## THE OMBRESTONE CLIFFS

Rising proudly from the northern edge of the Timespun Sands, the Ombrestone Cliffs are a marvel of nature—and evidence of the dangers of unbridled chronomancy. Their deep, sinuous canyons and spiralling hoodoos of stratified red rock belie the high volcanic activity bubbling just beneath the surface. This unique landscape is the result of a catastrophic temporal war fought in the region centuries ago, whose chronomantic fallout resulted in the acceleration of local geological processes. Tectonic compression and erosion shaped the land faster than new material could be intruded, producing an anachronistic topography that has confounded many a scholar.

The Ombrestone Cliffs are outright labyrinthine to newcomers. If the complex networks of tunnels and canyons that riddle its massive plateaus weren't enough, they are often obscured by thick smoke that spews from the myriad volcanic chimneys that litter the landscape. Even its inhabitants, the subterranean scorpids and the nomadic Al Badu, avoid conventional travel as much as possible, preferring to either dig passages underground or fly across the mountaintops. Despite these challenges, however, they treasure the land they call home, and consider themselves stewards and guardians of its craggy expanse.

### UNIQUE FAUNA AND FLORA

Whether it scurries in the depths of its subterranean mazes or roosts atop its rocky spires, life abounds in the Ombrestone Cliffs. Described below are some of the most well-known inhabitants of the region.

**Cliffrunners.** Although cliffrunners exist in other regions of the Timespun Sands, they are an icon of the Ombrestone Cliffs, where they are most abundant. The Al Badu people domesticate and raise these flightless birds in great herds, using them as mounts to traverse the treacherous plateaus. More information on them can be found in Appendix C.

**Ouroberry Bushes.** The peculiar life cycle of the ouroberry bush connects the fauna of the Ombrestone Cliffs in a paradoxical chain with no beginning or end. Over many decades, these plants were infused with chromantic and graviturgic energy, and their seeds can usually be found underground, near clusters of timeshards. When shardcrabs harvest these shards, they unwittingly carry the seeds to volcanic chimneys whose explosive discharges then catapult the seeds to the surface. There, they grow into bushes that produce juicy ouroberries.

Ouroberries are an important food source for cliffhangers and other local herbivores, which in turn sustain the predatory psammogriffs. When cliffhangers leave their excrement atop the plateaus, where deposits of *smokeglass* are most common, the magic in the obsidian-like mineral reacts to the latent energy in the ouroberry remains, teleporting the droppings underground, near *timeshards*. These crystals also react to the energy in the ouroberries, slowly rewinding the plant matter back into the form of a seed. The foul odour released by the remaining excrement helps shardcrabs locate their coveted *timeshards*... and the cycle begins anew.

**Psammogriffs.** Combining the physical features of a hawk, a camel, and a griffon, as well as the difficult temperament of all three, psammogriffs are regal predators that dwell in rocky heights all across the Timespun Sands. They're known to hunt anything smaller than them, but show a special predilection for mountain goats, reminiscent of a griffon's taste for horses. In fact, they have been responsible for the near eradication of these succulent caprines from several regions. Psammogriffs are also notoriously stubborn, and even more difficult to tame than their cousins. The rare few who successfully do so, such as the elite cavalry of the Al Badu people, wear this accomplishment as a badge of great honour.

A psammogriff has the statistics of a **hippogriff** (CR 1).

**Shardcrabs.** Many earth Elementals that find their way to the Material Plane are drawn to ore veins or gem deposits that remind them of their home. It's for this reason that diminutive Elemental crustaceans in the caverns underneath the Ombrestone Cliffs seek out colourful timeshard crystals, which they incorporate into their bodies and shape into pincers or protective clusters on their backs. The chromantic energy in these flows through the shardcrabs' bodies, granting them minor precognitive abilities that allow them to avoid danger.

The scorpion people keep small enclosures of shardcrabs in their settlements and mining outposts, monitoring the creatures for distress that may indicate an imminent disaster, such as an earthquake or volcanic eruption. Catching them can be quite the challenge when the slippery Elementals can accurately predict the strategies of their hunters, but loud noises are known to leave shardcrabs temporarily dazed and unable to glimpse the future.

## SMOKEGLASS AND TIMESHARDS

In addition to its unique fauna and flora, the Ombrestone Cliffs boast two very important minerals that can be found nowhere else in the Timespun Sands: the *smokeglass* and *timeshards* that grow in the respective vicinity of the smokeglass griffon and the timeshard jinn. Due to their inherent magical power, these materials have a plethora of applications in time and space magic, and are widely used by the Lemniscate Order to further their research and rituals. In fact, historians opine that access to these materials is what originally propelled the Timespun Sands into its golden age, enabling the advances in chronomancy that turned it into the prosperous, enlightened land it was before the advent of the timestorm.

For more information on these materials and their properties, see Appendix C.

SHARDCRAB



# TRACKING

With directions from Falak, traversing the Ombrestone Cliffs from the home of the scorpids to the Al Badu's encampment, and vice-versa, isn't difficult. It's only when the party is ready to climb the Anachron that tracking comes into play, due to the subtle and treacherous paths that ascend the mountain. The party requires three Tracking checks and one success to reach the summit, with each check taking **1 hour**. The Tracking mechanics found in *Heliana's Guide* (page 22) can be used to decide the DCs for any ability and skill combinations the players choose to use for their Tracking checks. On a successful check, the party has a narrative encounter, while a failure results in a hostile encounter.

To determine what happens after each Tracking check, first refer to the encounters in the Keyed Encounters section (page 10). After these have occurred, you can use the Mountain random encounters in *Heliana's Guide* (page 65), or the encounters provided in the Random Encounters section of this hunt (page 10).

## KEYED ENCOUNTERS

The first Tracking check should result in the Anomalous Assault encounter, regardless of whether the party succeeds or fails. During this encounter, the party has the chance to experiment with the same temporal rifts that they must use during the battle against the Amalgam in order to split the jinn and griffon.

### ANOMALOUS ASSAULT

*Hostile encounter*

A group of anomalies—aberrant creatures spawned from disruptions of space and time—attack the party on their way up the Anachron. Communicating or negotiating with these creatures is impossible, but they can be dispersed by performing specific actions during the fight. In order to discover what these actions are, the party must use the temporal rifts that appear around them to peer into their own future.

#### ENCOUNTER COMPOSITION

Adventure Level	Composition*
5th	2 Spatial Anomalies, 1 Temporal Anomaly
10th	4 Spatial Anomalies, 3 Temporal Anomalies
15th	4 Spatiotemporal Anomalies

\*See Appendix C for all stat blocks

On initiative count 20 of each round, a rift in space-time is created in the form of a faint shimmering in the air, anywhere from a few inches to a few feet in size, at a point of the GM's choice. These rifts can show the party their own future, revealing optimal actions to destroy the anomalies. In order to produce these visions, a creature must stand in the space of the rift and either use a bonus action to break a timeshard with a successful **VDC Strength (Athletics)** check, or cast a divination spell. When this happens, a brief vision materialises, depicting a nondescript silhouette standing in a space within **30 feet** of the rift while it performs one of the actions below:

- ◆ Making an attack with a weapon the party has access to against an anomaly.
- ◆ Casting a harmful spell the party has access to against an anomaly.

A rift disappears after showing a vision. The GM chooses the space the silhouette occupies, as well as the attack or spell it uses, and which anomaly is targeted. If a creature moves to the chosen space and performs the action in the vision against the correct anomaly, the attack or spell automatically connects and the anomaly is instantly destroyed.

## RANDOM ENCOUNTERS

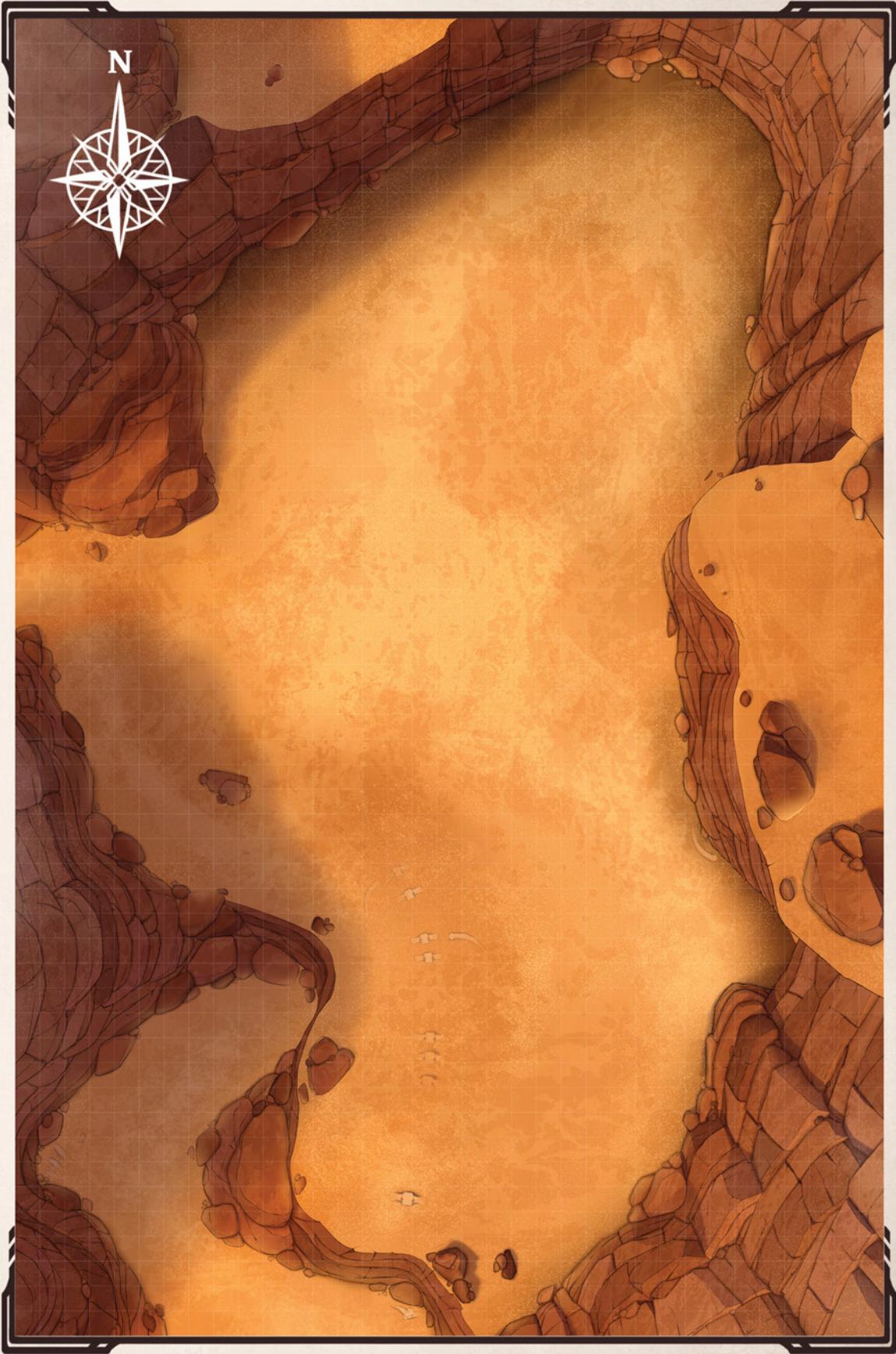
The following narrative encounters can occur after a successful Tracking check. After a failed Tracking check, use one of the Mountain hostile encounters from *Heliana's Guide*.

### ROCKS FALL, EVERYONE DIES

*Narrative encounter, mountain*

A thunderous noise alerts the party to a landslide occurring right above the path they currently tread. Each party member must make a **VDC Dexterity saving throw** to avoid the falling rocks, taking **Vdam** bludgeoning damage on a failed save, or half as much damage on a successful one. The landslide reveals a vein of gold on the side of the cliff.

A creature can spend **10 minutes** to mine some of this gold, at the end of which it makes a **Strength (Athletics)** check, made with **advantage** if suitable mining equipment, such as a pickaxe, is used. The creature extracts an amount of gold worth **10 × the result of the check** in gp. Several creatures can attempt this check simultaneously. After three checks, the gold vein runs out.



CARTOGRAPHER:  
CZE & PEKU

MAP 1. ANACHRON SLOPE

1 GRID = 5 FEET

However, due to the temporal disruptions occurring in the region, the initial landslide rewinds after 10 minutes, causing the rocks to roll back up the cliff. Each creature attempting to mine for gold must repeat the initial **VDC Dexterity saving throw**, with the same consequences. The vein of gold is then covered once more. If it isn't depleted yet, the party can wait for the rockfall to occur again, which takes another **10 minutes**, in order to repeat the checks, subjecting themselves to yet another rewind.

## **THAT'S ALL, FOLKS!**

*Narrative encounter, mountain*

A hastily painted, arrow-shaped sign reading "SHORTCUT" points to a narrow path nestled between two cliffs, which appears to lead straight to a tunnel carved into the rock. About halfway along the path to the tunnel, a conspicuous, red "X" is marked on the ground, covering the whole width of the path.

If a creature decides to investigate the tunnel, it must contend with the trap. A creature that moves over the space of the red "X" activates a series of arcane explosives buried in the cliff walls, which detonate immediately in a **15-foot-radius, 30-foot-tall cylinder** centred on the "X". Each creature in the area must make a **VDC Dexterity saving throw**, taking **Vdam** thunder damage on a failed save, or half as much damage on a success.

Upon reaching the tunnel, a creature can tell it's simply an image of a tunnel painted onto the cliffside. Near it are a few notable objects: an empty crate with a label reading "ACME (Artificer Company Manufactures Explosives)", a few tufts of fur that a successful **DC 13 Intelligence (Nature)** check reveals belong to a coyote, and a single pot of *marvellous pigments* with ¼ of its contents remaining.

## **ENCOUNTER CHAIN: A FLOWER FOR FREEDOM**

*Narrative encounter, mountain*

Use this encounter only if you're running the End Times storyline and you ran the previous encounter in this chain: Retroactive Loan.

Halfway up the Anachron, the party encounters Emit, the cosmic jinn, looking lost and despondent. He reacts with surprise at seeing the party, and greets them with some discontent in his voice, accusing them of setting him up for failure. If the party asks him why this is, he explains that the task given to him by his master is impossible, and the party is partially to blame for the arrangement.

Emit describes how a rare flower that grows atop the Anachron can be used as an alchemical ingredient for a potion that extends one's lifespan. Emit's summoner promised the jinn his freedom in exchange for one such flower, but in his current weakened state, Emit is especially susceptible to the disruptions in spacetime caused by the Amalgam, and can't proceed any further up the path.

He expresses confusion if the party offers to help, saying that it shouldn't be possible for them to do so, given the agreement struck with his master. With no other way of accomplishing his goal, however, Emit accepts and decides to wait for the party at the foot of the mountain.

The party can find the flower Emit seeks when they start their battle against the Amalgam. Retrieving it for the jinn results in an exuberant celebration of his impending freedom and tearful declarations of his undying friendship. Refusing or failing to do so causes the party to gain **1 paradox point**.

## **INVESTIGATION**

In order to understand the current state of affairs in the Ombrestone Cliffs, the party must visit the scorpids and the Al Badu to learn each side of the story. In the process of doing so, they will come across several clues that they can put to use against the Amalgam. Although it's possible to complete the hunt without contacting both peoples, the party's chances of success will be maximised if they gather as much information as possible.

By speaking with the scorpids and Al Badu, and aiding them in some tasks, the party can also discover the whereabouts of Nihan, an undercover agent of the Cult of the Final Hour who has been working to sow discord between the residents of the Ombrestone Cliffs.

The scorpids, the Al Badu, and the Anachron—the location of the Amalgam—are all equidistant from one another. Travelling between any two of these takes **3 hours**, forcing the party to consider their moves carefully in order to complete their task in time.

## THE AL BADU

The Al Badu people of the Timespun Sands call the entirety of the Ombrestone Cliffs their home. Adhering to a philosophy of harmonious coexistence with nature, they establish temporary encampments on the flat plateaus, moving before their presence upsets the ecosystem. They consider themselves stewards of the land, welcoming folks of all races, cultures, and religions into their fold as long as they commit to living in accordance with these principles.

**Warrior-Shepherds.** The Al Badu boast a proud and enduring tradition of martial prowess. They not only repel those who would exploit the land for selfish purposes but have also defended the northern border of the Timespun Sands against several foreign incursions. Their psammogriff cavalry and falconer scouts are renowned throughout the land, but it's the sight of their mounted marksmen—wielding long-barreled rifles astride armoured cliffrunners—that truly strikes fear into their enemies' hearts. These flightless birds, essential for both combat and traversing the cliffs, are herded with great care, and the Al Badu hold a good shepherd in as high esteem as the most decorated warrior.

**Lasting Leaders.** The leader of the Al Badu people, known as the Grand Shepherd, is appointed to their role by a council of elders. Typically, the role is given to a young adult, as the Al Badu believe that their fresh perspectives and forward-thinking are vital for the long-term prosperity of their people, with their relative inexperience balanced by the guidance of the elders. It is the solemn duty of the Grand Shepherd to determine when to relinquish their role and pass the mantle to the next generation, with most serving between twenty and thirty years. Although the council of elders technically holds the authority to depose a Grand Shepherd who refuses to step down, such a drastic measure hasn't been necessary since the Hundred Seconds' War.

**Aziz al-Badawi.** At twenty-six years of age, Aziz was appointed Grand Shepherd. Now, as she approaches her fifty-eighth birthday, the weight of her long stewardship has begun to show. Recently, she has started to entertain thoughts of retirement, yearning to be free of the burden of responsibility. With the timestorm advancing on the Ombrestone Cliffs and the threat of war with the scorpids looming, however, she cannot bear to abandon her people in their time of need. Her compassionate and kind-hearted leadership has endeared her to the Al Badu, yet beneath her gentle exterior, her weariness sometimes manifests as episodes of wistful melancholy.

AL BADU HANDLER



She provides the party with the following information:

- ◆ The Al Badu and the scorpion peoples always co-existed harmoniously, so it was befuddling when the scorpids seemingly turned against the Al Badu people. The Al Badu found their cliffrunner mounts killed during the night, and their rations overrun by swarms of insects. Each time this occurred, traces of scorpids venom were found on the scene.
- ◆ Despite these troubles, the Al Badu had no interest in open hostilities with the scorpion people; there are bad ouroberries in all batches. However, it soon came to light that the scorpids were planning an attack on the Al Badu and even intended to slay the smokeglass griffon. This forced the Al Badu to prepare for war. **(This information is false, and was fed to the Al Badu by the Cult of the Final Hour.)**
- ◆ A disruption in spacetime atop the Anachron forced the smokeglass griffon to investigate. Fearing a trap by the scorpids, the Al Badu sent a small squadron of elite psammogriff cavalry to protect the griffon. None returned—intelligence indicates that the scorpids killed the griffon and the entire Al Badu squadron, and that the timeshard jinn now reigns supreme from the mountaintop. **(This information is false, and was fed to the Al Badu by the Cult of the Final Hour.)**
- ◆ The local disruptions in spacetime that have occurred since then are especially dangerous around the Anachron, so the Al Badu have been unable to climb it themselves to verify their information. However, powerful roars can sometimes be heard echoing down from the peak—no doubt the jinn taunting the Al Badu with its victory.
- ◆ The Al Badu need help now more than ever. Without the griffon at their side, they would be helpless if the jinn and the scorpids were to attack. They ask the party to climb the Anachron and slay the despicable jinn before it wipes out the Al Badu.
- ◆ The party is welcome at the Al Badu's current camp as long as they side with them against the nefarious scorpids. There are several tasks that they could use assistance with, and Aziz points the party at two in particular, detailed below.

## AZIZ AL-BADAWI

*Humanoid (human), Grand Shepherd, she/her*

**Personality.** Calm, soft spoken, idealist. Prone to occasional melancholic bouts.

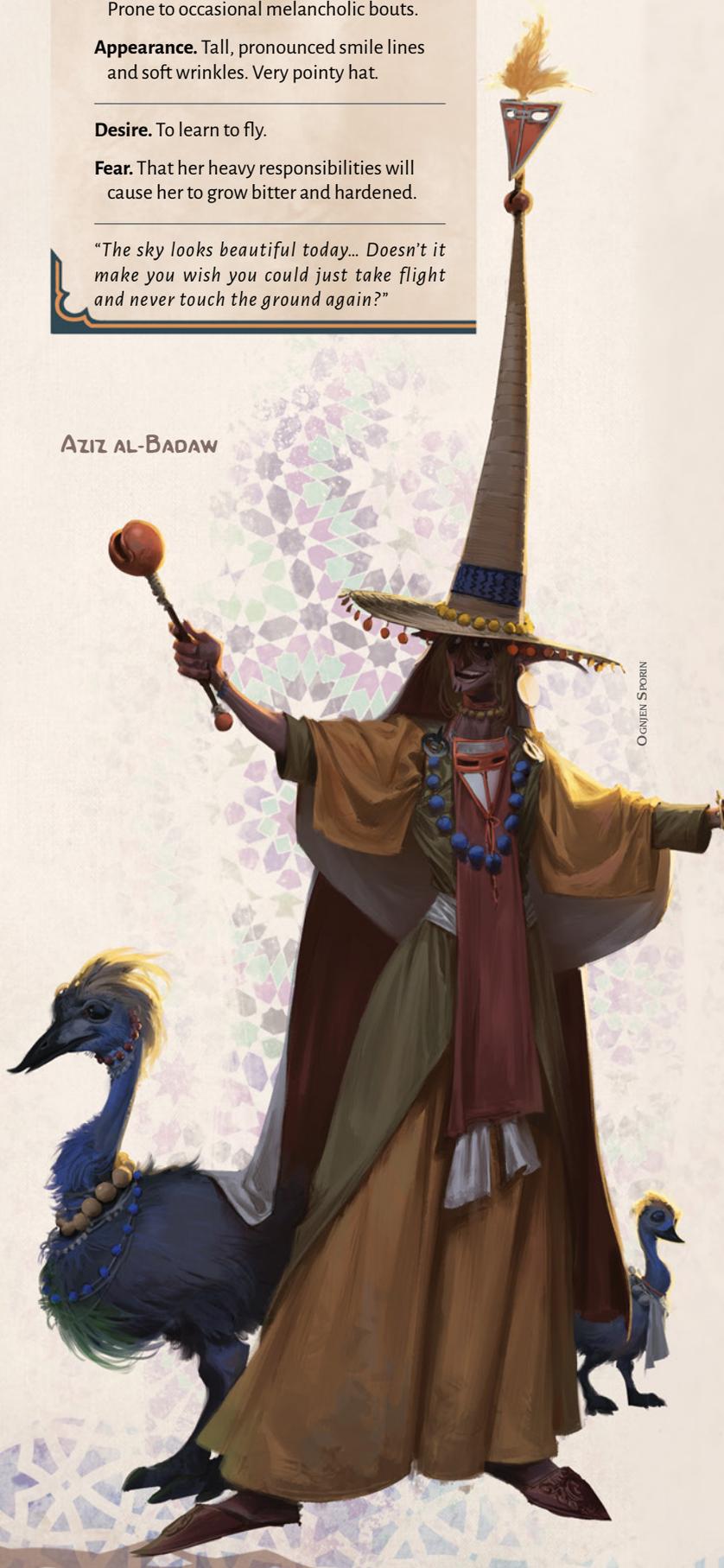
**Appearance.** Tall, pronounced smile lines and soft wrinkles. Very pointy hat.

**Desire.** To learn to fly.

**Fear.** That her heavy responsibilities will cause her to grow bitter and hardened.

*"The sky looks beautiful today... Doesn't it make you wish you could just take flight and never touch the ground again?"*

AZIZ AL-BADAWI



OCUNEN SPORIN

## TASK 1 - PSAMMOGRIFF WRANGLERS

Aziz leads the party to the stables where the Al Badu keep their prized psammogriffs. When the party enters, younger psammogriffs are being trained to use the beating of their wings to dissipate the smoke produced by a large bonfire. The trainers on site explain that this is a necessity when flying in the Ombrestone Cliffs. The sulphur that wafts from the volcanic chimneys is thick and obscuring, and sometimes, a magical, yellow smoke is released that can cause the Al Badu's mounts to slow to the point of crashing.

Two of the younger psammogriffs were spooked earlier during the training, and flew off in a panic. The few psammogriff riders not out on patrol have been working to find these creatures, but their search has yet to yield results, and the party's help would be welcome. Each psammogriff must be individually tracked with a successful **VDC Wisdom (Survival)** check, then calmed with a successful **VDC Wisdom (Animal Handling)** check. If a creature fails the ability check to calm a psammogriff down, it runs away and must be tracked again. These checks can be attempted as many times as the party wishes, but each check to track a psammogriff requires **1 hour** to perform. Once a psammogriff has been calmed, two Medium or smaller creatures can ride it back to the stable in just a few minutes.

If both psammogriffs are retrieved, the grateful nomads reward the party with three pieces of *smokeglass* (see *Smokeglass* and *Timeshards*, page 9) and one *spell scroll of doom future* (see Appendix B).

## TASK 2 - OBSIDIAN JIGSAW

The best of the Al Badu warriors are granted the honour of carrying blades fashioned from smokeglass, carved with the blessing of the griffon itself. A few nights ago, the Al Badu people were awakened by a thunderous noise coming from their armoury. By the time they arrived to investigate, most of their prized magical weaponry lay scattered in pieces on the floor, mixed with the discarded remains of arcane explosives. Aziz explains that these explosives, used by the scorpids to mine their timeshards, produce powerful blasts of thunder against which smokeglass is particularly fragile.

With most of their able adults busy with more crucial tasks, Aziz asks the party to help put their swords back together so that their magic may be restored later. In order to do so, the party must succeed on two **VDC** ability checks: a **Wisdom (Perception)** check to find all the pieces of the swords and an **Intelligence (Investigation, glassblower's tools, or smith's**

**tools)** check to assemble them correctly. These checks may be attempted as many times as the party wishes, but each one takes **1 hour** to perform

If the party successfully reassembles the weapons, Aziz rewards them with a *spell scroll of see future death* (see Appendix B) and one of the few intact smokeglass weapons remaining. The party receives a **+1 weapon**, choosing from any melee weapon. When a creature holding or carrying this weapon takes thunder damage, roll a **d6**. On a **1**, the weapon shatters and is destroyed.

## SECRET INFORMATION:

### THE MERCHANT SPY

If the party helps the Al Badu with both of the tasks above, Aziz trusts them enough to share some very sensitive information. The Al Badu have a spy who, posing as a merchant, gathers information from the scorpids. If the party wants to hear the whole truth straight from the source, they can meet with this spy themselves. In order to do so, they must travel to a specific location in the Ombrestone Cliffs and signal their presence with a special flare. Aziz can provide the party with those flares, but the location changes each time and the spy has yet to reach out to confirm the next one.

## THE SCORPIDS

The scorpion people of the Ombrestone Cliffs are scattered across multiple subterranean settlements and mining outposts, where they inhabit towering homes carved into the rock. Although they eagerly welcome trade, their communities are predominantly composed of members of their own kind—mostly because their claustrophobic living conditions appeal to few outsiders. The scorpids exhibit social polymorphism, dividing them into three distinct subraces: the greatnights, well-suited for combat and manual labour, the long-tails, who excel at stealth and subterfuge, and the luminaries, who attune more easily to the magical energy that suffuses the world. Despite this division, all three types are regarded as equals within scorpion society.

**Industrious Miners.** While *timeshards* are by far the most precious resource found in the caverns beneath the Ombrestone Cliffs, there abound many other valuable ores and gems. Scorpion society is deeply rooted in their mining industry, a source of great pride for them. As inventive as they are industrious, the scorpids have pioneered numerous arcane and technological advances that spread like wildfire across the Timespun Sands. To any merchant fortunate enough to trade with them, their name quickly becomes synonymous with quality goods and innovative tools.

## ZULFIQAR AL-JOHAR

Humanoid (scorpid), Overseer, they/them

**Personality.** Outwardly frenetic, but strategic and calculated. Somewhat clumsy.

**Appearance.** Short, blue chitin, bulky tail that never stops swaying from side to side.

**Desire.** To expand scorpid territory into new tunnels filled with untapped riches.

**Fear.** Heights. And flying. And wide open spaces.

*"Why do I talk and move so fast? My mother says I was dropped on a cart of timeshards as a child!"*

## ZULFIQAR AL-JOHAR



**Democracy Manifest.** The scorpid people are led by a democratically elected Overseer, who governs matters of trade, industry, and defence. An Overseer's term has no fixed duration; instead, a new election is called whenever the majority decides it is time—individuals signal their desire for a vote by painting or hanging signs on their homes. scorpid elections are usually lively, contentious affairs, and it's common for the people to hold one even when they plan to re-elect the incumbent—just to keep them on their toes.

**Zulfiqar al-Johar.** When the party visits the scorpid caverns, they are welcomed by Zulfiqar, a luminary scorpid and the current Overseer. Zulfiqar is one of the most successful Overseers in recent memory, having served for seven years without a new election being called. Their rational mind and pragmatic policies have greatly benefited their people, but it's their insatiable ambition that keeps them two steps ahead of their political rivals. Zulfiqar never lingers on

past accomplishments, always setting their sights on new, lofty goals. The recent tension with the Al Badu people has them concerned—they are prepared to go to war if necessary, but fear that it could unravel years of steady progress.

They provide the party with the following information:

- ◆ The scorpids and the Al Badu always coexisted harmoniously. Lately, however, the Al Badu began to show disrespect and contempt for the scorpid people. Some of the chimneys used to vent sulphuric gases from the timeshard mines were found deliberately plugged, and clean water sources used by the scorpids were contaminated with griffon excrement. Cliffrunner feathers were found around each of these scenes.
- ◆ Even then, the scorpids only ever wanted peace with the Al Badu. They were distraught to find out that the Al Badu were planning an attack on the scorpids with the goal of killing the timeshard jinn.



The scorpids had no choice but to prepare for war. **(This information is false, and was fed to the scorpids by the Cult of the Final Hour.)**

- ◆ A disruption in spacetime atop the Anachron compelled the timeshard jinn to investigate. Knowing of the Al Badu's intentions, the scorpids made sure to send a small contingent of their finest guards to investigate the disturbances. Not one of them was ever seen again—the scorpids have it on good authority that the Al Badu slaughtered everyone, and that the smokeglass griffon has taken over the peak of Anachron. **(This information is false, and was fed to the scorpids by the Cult of the Final Hour.)**
- ◆ The local disruptions in spacetime that have occurred since then have made it impossible for the scorpids to confirm these events by journeying to the Anachron. However, the timeshard mines closest to the mountain often rumble with deafening shrieks from above—surely the griffon revelling in its triumph.
- ◆ The scorpids need help now more than ever. Without the jinn at their side, they are powerless against the combined might of the griffon and the Al Badu. They ask the party to climb the Anachron and slay the insidious griffon before it descends upon their people.
- ◆ The party is welcome in scorpion territory as long as they side with them against the malicious Al Badu. There are several tasks that they could use assistance with, and Zulfiqar points the party at three in particular, detailed below.

### TASK 1 - INDUSTRIAL ARCANOMECHANICS

The scorpids' main source of wealth comes from mining and trading *timeshards*, which grow in the depths of the earth in the vicinity of the timeshard jinn. Recently, they've been the target of a series of sabotage efforts—which they believe were conducted by the Al Badu—that resulted in their entire supply of mining equipment being stolen or destroyed.

This equipment is hard to replace, consisting of specialised arcane devices that produce thunderous pulses of sound to which the *timeshards* are susceptible. For that reason, the scorpids request the party's aid in repairing them. In order to do so, the party must succeed on two **VDC** ability checks: a **Dexterity or Intelligence** check utilising an appropriate set of artisan's tools (such as smith's tools or tinker's tools) to put the equipment back together, and a successful **Intelligence (Arcana)** check to restore its magical functions. These checks can be repeated as many times as necessary, but each one takes **30 minutes** to perform.

If the equipment is repaired, the grateful miners immediately return to work. They are happy to give the party a demonstration of how their equipment works, but unfortunately, they can't spare any of it as a reward. Instead, they offer the party a single *retroactive thundercharge* (see Appendix A), saying that it's all they have left after most of their supply was recently stolen. The rarity of the item depends on the hunt level (5th level - uncommon; 10th level - rare; 15th level - very rare).

### TASK 2 - NO SMOKING AREA

When *timeshards* are overheated by the magmatic currents flowing under the earth, they produce a magical smoke that slows creatures in time. One of the richest tunnels in the scorpion caverns has recently been filled with this smoke, which doesn't dissipate naturally. Only strong winds can clear the way, but with most of the scorpids busy on guard or patrol duties against possible attacks by the Al Badu, they can't spare anyone to clear the tunnel.

Zulfiqar asks the party to undertake this task, and provides the tool they need to do so: a pair of *blow-by bellows* (see Appendix A). Two successful uses of this item are necessary to clear the tunnel. A creature can attempt the ability checks as many times as it wants, but a creature that fails two of them inhales too much of the smoke and becomes unable to take bonus actions for **8 hours**.

If the tunnel is cleared, Zulfiqar rewards the party with a new pair of *blow-by bellows*.

### TASK 3 - CRAB IN A COAL MINE

A few scorpion miners found themselves trapped at the end of a tunnel whose structural integrity is severely compromised—even the slightest misstep could trigger a catastrophic cave-in. Luckily, the scorpids have just the tool to deal with that: shardcrabs. The *timeshards* growing on their backs grant them minor precognitive abilities, allowing them to look into the near future and anticipate disaster.

Zulfiqar asks the party to take some shardcrabs and use them to reach the miners, then guide them out of the dangerous tunnel. They explain that the little creatures get agitated whenever a disaster is imminent, creating a small rift in spacetime that appears as a shimmer in the air. A release of chronomantic magic in the vicinity of such a rift, such as by breaking a *timeshard* check or casting a divination spell, creates a small vision of a potential future, allowing the party to know where to avoid stepping or what not to touch. Zulfiqar provides the party with six *timeshards* to perform this task.

Two cave-ins occur as the party makes its way to the miners, and one on their way back. When a cave-in occurs, each party member must succeed on a **VDC Dexterity saving throw** or take  $2 \times \text{Vdam}$  bludgeoning damage. Immediately before each cave-in, the shardcrabs create one of the rifts Zulfiqar described, but the dust in the cave makes it difficult to spot. A creature must succeed on a **VDC Wisdom (Perception)** check to locate the rift and create a vision before the cave-in. If a vision is successfully created, creatures automatically succeed on the saving throw to avoid the cave-in. If the scorpion miners don't benefit from a vision when making their way back, half of them die in the cave-in.

Regardless of the result, Zulfiqar rewards the party for the risk they took by allowing them to keep the *timeshards* they didn't use (see *Smokeglass and Timeshards*, page 9).

NIHAN



## SECRET INFORMATION: THE RENEGADE

### NOMAD

If the party helps the scorpids with at least two of the tasks above, Zulfiqar trusts them enough to share some top secret information. A renegade member of the Al Badu, incensed at the injustices they committed, now works as a spy for the scorpids, feeding them priceless intelligence. If the party wants to hear the whole truth straight from the source, they can meet with this spy themselves. In order to do so, they must travel to a specific location in the Ombrestone Cliffs and signal their presence with a special flare. Zulfiqar can provide the location of the next meeting, but unfortunately, they're out of the special flares.

### NIHAN

By helping both the Al Badu and the scorpids with their tasks, the party can gain the means to contact Nihan, a member of the Cult of the Final Hour who poses as a spy for both sides. In truth, he's in the Ombrestone Cliffs to keep tabs on the situation, ensure that the griffon and jinn remain fused, and continue to pit the local peoples against one another.

Finding the location indicated by the scorpids requires one successful Tracking check (see *Tracking*, page 10), with each check taking **1 hour**. After arriving at the correct spot, the party must use the special flares provided by the Al Badu to bring Nihan out of hiding. You can read or paraphrase the following.

As the last sparks of light fade into the smoky air, a stout figure emerges from around a nearby spire, pausing briefly to survey the area before stepping out into the open. A meticulously coiffed moustache bobs cheerfully with each step the dwarf takes towards you, wary eyes scrutinising every detail of your appearance.

His purple robes, adorned with jewellery, and the curved dagger at his waist all bear the same enigmatic symbol: an angular lemniscate, or perhaps a stylised hourglass, resembling a dragon devouring its own tail.

Nihan is familiar with the Al Badu and scorpids that usually meet with him. If the party isn't disguised, he immediately knows they're strangers, but he can be tricked into believing they come on behalf of one of the factions with a successful **VDC Charisma (Deception)** check.

Unfortunately, as long as he's playing the part of the benevolent spy, Nihan doesn't provide much useful information—he simply repeats lies about whichever faction he believes the party opposes, which can be seen through with a successful **VDC Wisdom (Insight)** check. If the party confronts him about his deception or he doesn't believe they're aligned with the Al Badu or the scorpids, combat breaks out. As a reaction when he rolls for initiative, Nihan activates a magical gem in his dagger that releases a few summons he'd readied just in case. Those summons roll for initiative as well. The composition of the fight depends on the adventure level.

#### ENCOUNTER COMPOSITION

Adventure Level	Composition*
5th	1 Gargoyle, 1 Mage*
10th	1 Air Elemental, 1 Fire Elemental, 1 Mage*
15th	1 Archmage*, 2 Earth Elementals, 2 Water Elementals

\*This is Nihan

The summons fight until they're reduced to 0 hit points, at which point they vanish back to their planes of origin. Nihan, on the other hand, surrenders when he's reduced below one third of his hit point maximum, allowing the party to capture him.

**Treasure.** If the party defeats Nihan, they can find on his person two *retroactive thundercharges* (see Appendix C)—the remains of a stash of mining equipment stolen from the scorpids and used to destroy the

## NIHAN

*Humanoid (dwarf), Final Hour acolyte, he/him*

**Personality.** Arrogant, talkative, zealous.

**Appearance.** Overpowering moustache, upturned nose, purple cult robes.

**Desire.** To be lauded by the cult for driving the scorpids and Al Badu to war.

**Fear.** To be ignored or perceived as inconsequential.

*"You should be careful around these parts, travellers. War's brewing. I can feel it in my moustache."*

Al Badu's weapons. The rarity of the items depends on the hunt level (5th level - uncommon; 10th level - rare; 15th level - very rare).

**Interrogation.** Nihan doesn't look particularly worried about his defeat—in fact, he's outright smug, believing that his capture doesn't affect the cult's chances of success in the slightest and mocking the party for struggling against the inevitable. His overconfidence causes him to divulge the following pieces of information without the need for a thorough interrogation:

- ◆ He is a member of a group called the Cult of the Final Hour.
- ◆ The timestorm was brought about by the cult to usher in the end of the world.
- ◆ The cult will survive this apocalypse, and become the masters of whatever existence comes after.
- ◆ The cult played the Al Badu and the scorpids for fools, pitting them against one another. Even the two great guardians were no match for the cult—their magic trapped the two creatures in an endless struggle, and the party has no chance of ending their plight.

A successful **VDC** ability check can get him to reveal more sensitive information. This can be any check that makes sense, such as a **Charisma (Intimidation)** check to threaten him, or a **Charisma (Deception)** check to appear hopeless and pathetic so that he feels safe in revealing even more. The party can attempt as many checks as they want, but they can't use the same skill twice. On a success, Nihan reveals the following additional details:

- ◆ The cult's leader, which he calls the Timeless One, is the mastermind behind their efforts. He doesn't go into detail about the nature of the leader, but he talks about them as if they're not a Humanoid, mentioning that they're "not of this world" and "beyond your comprehension".
- ◆ Even Nihan doesn't know how to break the creatures free of their torment. The secrets of undoing the cult's magic are lost to time, and nothing short of powerful chronomancy can retrieve them.

After **1 hour** of interrogation, he announces that the failsafe must be kicking in at any moment, and that he will soon be erased from the timeline. Moments later, he vanishes into thin air with a smirk, along with everything he's wearing and carrying, leaving the party with no decisive evidence of his claims to persuade the Al Badu and the scorpids.

## KNOW THY ENEMY

The party can gather invaluable clues for the fight ahead of them by aiding the scorpids and the Al Badu with their tasks, as well as finding and interrogating Nihan. In addition, an encounter with spatial and temporal anomalies while climbing Anachron allows

them to get some hands-on experience with chronomantic shenanigans. The clues are as follows:

- ◆ Both the timeshard jinn and the smokeglass griffon are susceptible to thunder damage, which temporarily suppresses some of their power.
- ◆ The timeshard jinn produces a magical smoke that slows creatures down. This smoke can be dissipated with strong wind.
- ◆ Breaking *timeshards* and casting divination spells reveals glimpses of the future. This is necessary to perform the ritual that unfuses the jinn and the griffon.

## CLUE 1: BAD VIBRATIONS

Dealing thunder damage to the timeshard jinn, smokeglass griffon, or the Amalgam briefly suppresses some of their power.

### SCORPIDS

The party can witness the scorpids mine *timeshards* using loud noises after they help with the Industrial Arcanomechanics task (page 18). They can also observe shardcrabs in the tunnels scurry away from the sounds of mining.

### HANDOUT 1. BAD VIBRATIONS



**THUNDER DAMAGE  
DESTROYS THE  
CRYSTALS AND OBSIDIAN.**



## STRONG WINDS DISSIPATE THE SLOWING SMOKE.



### HNADOUT 2. GONE WITH THE WIND

#### AL BADU

During the Obsidian Jigsaw encounter, the party can see how the thunderous blasts of scorpion explosives shattered the Al Badu's smokeglass weapons.

#### USING THE CLUE

The scorpids can offer the party one *retroactive thundercharge* (see Appendix A) in exchange for their help with the Industrial Arcanomechanics task. If the party tracks down Nihan, a member of the Cult of the Final Hour, they can find in his possession two more *retroactive thundercharges*, which he was using to deepen the divide between the two peoples. These items can be used to temporarily suppress the effect of the Amalgam's Spatiotemporal Stasis trait.

### CLUE 2: GONE WITH THE WIND

Strong winds can be used to dissipate the Amalgam's slowing smoke.

#### SCORPIDS

The party can learn how the scorpids use strong winds to dissipate the slowing smoke produced by *timeshard* crystals during the No Smoking Area task.

#### AL BADU

During the Griffon Wranglers task, the party can watch the Al Badu train their psammogriff mounts to create winds strong enough to disperse smoke—which includes the magical smoke with a slowing effect.

#### USING THE CLUE

If the party completes the No Smoking Area task for the scorpids (see page 18), they receive a pair of *blow-by bellows* as a reward. This magic item allows a creature to cast an altered version of the *gust of wind* spell, which can be used to dissipate the Amalgam's smoke.

## CLUE 3: FLASHFORWARD

The Amalgam must be separated into the jinn and the griffon by a specific ritual. The party can gain information about this ritual by triggering visions of the future during the fight against the creature, which requires discharges of chromomantic energy.

### SCORPIDS

The scorpids use shardcrabs to anticipate cave-ins and similar disasters thanks to the limited precognition abilities granted to these creatures by *timeshard* crystals. The scorpids can explain to the party that visions of the future can be created by strong bursts of chromomantic energy near rifts in spacetime, such as by breaking *timeshards* or casting divination spells.

### NIHAN

If the party confronts the cultist of the Final Hour, he reveals that he doesn't know the ritual to undo the

fusion and mocks the party for their powerlessness, arrogantly claiming that only powerful chronomancy can reveal the secrets the party seeks.

### EN ROUTE

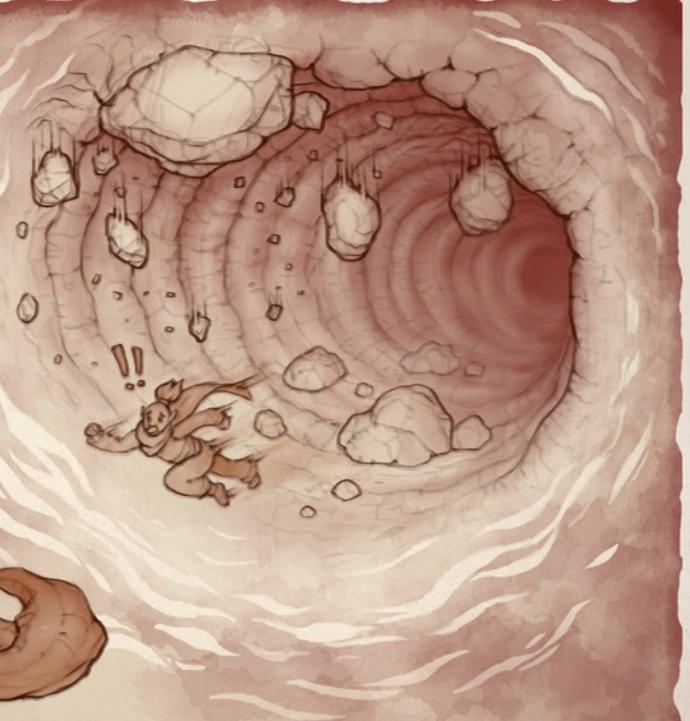
While climbing the Anachron, the party encounters a group of anomalies spawned from the chaos created by the Amalgam. During this fight, they can exploit rifts in spacetime to receive visions of their future selves. Copying the actions in the visions allows them to vanquish the anomalies with ease.

### USING THE CLUE

In exchange for the party's aid with some important tasks, the scorpids can provide *timeshards* and the Al Badu can offer some spell scrolls, both of which can be used to receive the necessary visions.

### HANDOUT 3. FLASHFORWARD

CRYSTALS AND DIVINATION  
SPELLS OFFER GLIMPSES  
OF A POSSIBLE FUTURE.



# THE BATTLE AHEAD

The battle against the Amalgam begins when the party reaches the top of the Anachron. Confused and angry, the fused creature immediately lashes out at the adventurers.

**Waves.** The battle is divided into three consecutive phases called waves. Each wave begins with a description, read aloud, and summary of what environmental effects, if any, begin or end. Next, the enemies and their tactics are listed; creatures other than the boss monster flee when reduced to one third of their hit points or fewer, unless otherwise stated. Finally, the conditions for how that wave ends are described.

**Helping Hand.** If the party is having a difficult time during the battle, you can offer help in the form of Buma the owlglass. When a creature that Buma can see is reduced to 0 hit points, Buma can use her reaction to turn time back a few seconds, causing the creature to regain hit points equal to the damage dealt and the party to gain **1 paradox point**. She always lets the rest of the party decide when she uses this reaction, warning that it might have unpredictable effects on the fabric of time. Once Buma has used this reaction, she can't use it again until she finishes a long rest.

BUMA THE  
OWLGLASS



**Endangered Bloom.** If you're running the End Times storyline and the encounter chain involving Emit, the cosmic jinn, this is where the party finds the rare flower he seeks. A single bloom nestles against a rock wall in the space marked with an "F". A creature can move to its space and pluck it with a bonus action or action. If a Large or larger creature moves into the flower's space during combat, the frail plant is trampled and destroyed.

## LAIR ACTIONS

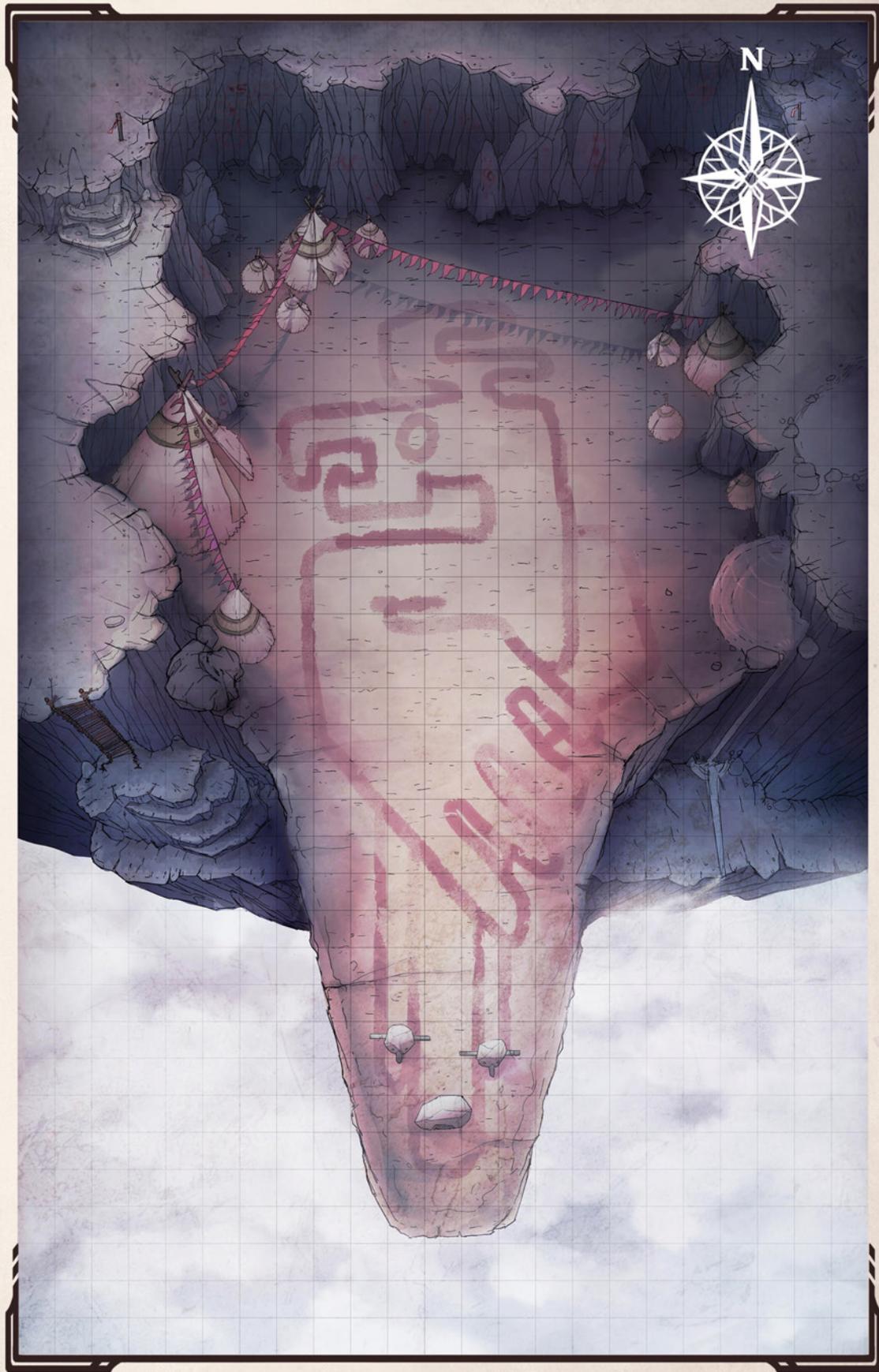
While on the Anachron, the Amalgam can use lair actions. The saving throw DCs and other statistics of the lair actions depend on the level of the adventure.

## VARIABLE ADVENTURE STATISTICS

Adventure Level	VDC	Vmod	Vdam	Vdist
5th	13	+5	5 (2d4)	20 feet
10th	15	+7	10 (3d6)	40 feet
15th	17	+9	21 (6d6)	60 feet

**Lair Actions.** On initiative count 20 (losing initiative ties), the Amalgam takes a lair action to cause one of the following effects. It can't use the same effect two rounds in a row.

- ◆ **Future Storm.** A **20-foot-radius sphere** centred on a point the Amalgam can see within its lair gets pushed forward to a time when a storm is occurring. Until initiative count 20 on the next round, that area is lightly obscured by rainfall, and when a creature starts its turn within it or enters it for the first time on its turn, it must make a **VDC Dexterity saving throw** as a bolt of lightning strikes it. A creature takes **Vdam** lightning damage on a failed save, or half as much damage on a successful one.
- ◆ **Gravitational Reversal.** Reality is briefly distorted in a **20-foot-radius, Vdist-high cylinder** centred on a spot of the Amalgam's choice within its lair, reversing the effects of gravity. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area, then fall back down. A creature can make a **VDC Dexterity saving throw** to grab onto a fixed object it can reach, thus avoiding the effect.
- ◆ **Visions of Doom.** Each creature of the Amalgam's choice that it can see within its lair must make a **VDC Wisdom saving throw**. On a failed save, a creature is rattled by visions of possible futures where it fails to land a single blow against its foe, and gains **disadvantage** on the next attack roll it makes before initiative count 20 on the next round.



CARTOGRAPHER:  
CZE & PEKU

MAP 2. THE ANACHRON

1 GRID = 5 FEET

## WAVE 1: RAGE AND CONFUSION

When the party comes across the Amalgam at the top of the Anachron, you can read or paraphrase the following:

Outlined sharply against the clear sky, a dark silhouette thrashes violently as if fighting for its life—yet no other creatures are visible. A long tail lashes wildly, whipping the creature's own body as a vast pair of wings tugs in opposite directions. The monster screeches in agony as its own claw rakes its thick neck, leaving behind deep gashes to add to the collection that already adorns its flesh.

Then, its eyes lock onto the newcomers. And all of a sudden, its limbs move in perfect synchrony as it leaps toward you.

### ENEMIES

The enemies in wave 1 are the Amalgam and a few temporal and spatial anomalies that spontaneously manifest.

**Level 5.** At 5th level, the wave 1 combatants are:

- ◆ 1 Amalgam, **Twisted Fusion\*** (CR 6)
- ◆ 1 **temporal anomaly\*** (CR 3)

**Level 10.** At 10th level, the wave 1 combatants are:

- ◆ 1 Amalgam, **Perversion of Reality\*** (CR 11)
- ◆ 1 **spatial anomaly\*** (CR 3)
- ◆ 1 **temporal anomaly\*** (CR 3)

**Level 15.** At 15th level, the wave 1 combatants are:

- ◆ 1 Amalgam, **Sin of the Final Hour\*** (CR 16)
- ◆ 1 **spatiotemporal anomaly\*** (CR 8)

\*see Appendix C

### TACTICS

The combatants fights according to the tactics below:

**Anomalies.** Each anomaly targets the creature closest to it. Spatial and spatiotemporal anomalies try to teleport creatures into the areas of the Amalgam's effects. Temporal anomalies don't use their Timeskip trait against creatures within those areas of effect.

**The Amalgam.** The Amalgam starts combat with its Obsidian Storm, trying to catch as many creatures

within its area as possible. It then attacks the nearest creature. On its next turn, it uses Slowing Smoke in the same area as its Obsidian Storm, if there are still any creatures within it. If not, it uses it in a new area to try to catch as many creatures as possible.

For its legendary actions, the Amalgam uses Space-time Shift if it needs to reposition, or Wing Attack if it can push creatures into the harmful areas of its effects. Otherwise, it uses them to make Tail attacks.

The Amalgam uses its Gravitational Reversal lair action only if there are at least two or more creatures caught in the harmful areas of its effects, in order to knock them prone with the fall. Otherwise, it alternates between Future Storm and Visions of Doom.

### GLIMPSES OF THE FUTURE

Each time that the Amalgam's Unstable Fusion trait triggers, a rift in spacetime is created in the form of a faint shimmering in the air, at a point of the GM's choice within **30 feet** of the Amalgam.

These rifts can show the party their own future, revealing fragments of the ritual needed to separate the timeshard jinn and the smokeglass griffon. In order to see these fragments, a creature must stand in the space of the rift and either use a bonus action to break a *timeshard* or cast a divination spell. When this happens, a brief vision materialises, depicting an incapacitated Amalgam and a nondescript silhouette performing one of the actions described in Wave 2. The GM reveals a different action of their choice to the party each time, and chooses where the visions of the Amalgam and the silhouette are. Visions of the Amalgam always appear in the same space.

Each rift lasts for **1 minute**, but the visions they show are fleeting. If the party needs to refresh their memory of one of the visions, they must reactivate the rift. The party should take careful note of the positions and actions indicated by the visions, as they will need to replicate them in order to solve Wave 2.

### END OF WAVE

This wave ends once the Amalgam is reduced to 0 hit points. When this happens, it doesn't go unconscious. Instead, it moves to the space where visions of it appeared, after which it becomes **incapacitated** and its speed is reduced to **0 feet**.



## WAVE 2: TIME TO SPLIT

While the Amalgam is at 0 hit points, the enchantment binding it together is especially unstable and can be broken, undoing the fusion. You can read or paraphrase the following:

With wings dragging limply across the ground, the monster staggers backward until its knees buckle under its weight. Arcane energy crackles all around it, visibly warping time and space in its proximity. You see a rock crumble beneath the creature's claws, only to reform moments later and then shatter again. Small tufts of grass are randomly teleported around the battlefield, and dust whips up from the ground only to retrace its route in a never-ending vortex.

The defiant roar the monster tries to unleash emerges as a hoarse gurgle, its massive body wracked by unnatural convulsions, limbs twitching and bulging chaotically. There can be no mistake—its body is threatening to come apart at the seams, and the miserable creature almost seems to welcome the release.

There are no enemies in Wave 2, and the Amalgam can't take lair actions. Instead, the party must perform the correct steps to undo the fusion by moving to the spaces and replicating the actions shown in the visions with a successful **VDC** ability check. In total, 4 actions need to be successfully performed to separate the jinn and the griffon.

The party has 3 rounds to perform the ritual. If the Amalgam remains fused at the end of that time, it regains half of its maximum hit points and the fight reverts to Wave 1.

While the Amalgam is in this state, its Unstable Fusion trait triggers on initiative count 20 of each round. The pulses of energy are larger, and affect each creature at the top of the Anachron. When this happens, a new rift is created (see *Glimpses of the Future*, page 26), allowing the party to receive more visions of the ritual. The GM can show different visions if the party is struggling to succeed on the ability checks.

## THE RITUAL

The actions needed to perform the ritual are listed below. Each one specifies the skill used for the ability check, and contains a short sentence that the GM can use to describe the vision that shows it:

- ◆ Calm the raging monster - **Wisdom (Animal Handling)** check. *"A figure diffuses the monster's flaring temper with calming gestures and soothing whispers."*
- ◆ Unravel the monster's magical bonds - **Intelligence (Arcana)** check. *"Complex incantations and arcanomathematical formulae escape the silhouette's lips as it severs the magic cast upon the monster."*
- ◆ Hold the monster in place - **Strength (Athletics)** check. *"You see a true clash of titans as a figure wrestles the monster to the ground, promptly immobilising it with a vicious headlock."*
- ◆ Cow the monster into submission - **Charisma (Intimidation)** check. *"A primal bellow shakes the mountaintop as the silhouette asserts its dominance over the raging monster."*
- ◆ Tend to the monster's wounds - **Wisdom (Medicine)** check. *"With herbal remedies and bandages in hand, a figure bravely steps forward to tend to the monster's wounds."*
- ◆ Burn herbs as specialised incense - **Intelligence (Nature)** check. *"Fragrant smoke wafts from a bundle of leaves held in the silhouette's hands, lulling the monster into a gentle trance."*
- ◆ Perform an entertaining ritual dance - **Charisma (Performance)** check. *"With an intricate series of graceful dance steps, the figure not only distracts the monster, but also disperses the erratic energy crackling through the air."*
- ◆ Beseech the gods for aid - **Intelligence (Religion)** check. *"You see a figure prostrate on the floor, and hear a familiar prayer from your childhood on its lips."*

## END OF WAVE

This wave ends once the ritual has been successfully performed. When this happens, the Amalgam splits into its constituent parts: the timeshard jinn and the smokeglass griffon.



## WAVE 3: ALL-OUT BRAWL

The timeshard jinn and the smokeglass griffon retain only a few memories of the time they spent merged together, and blame one another for the fusion. Their most vivid recollections are of an endless, painful struggle and unbridled rage, which drive them to request the adventurers' aid in exacting retribution.

With a flash of blinding light, the world is stretched in every direction, straining to the point of rupture—and then it tears. The air ignites with suffocating heat as a deafening rip reverberates across the mountaintop, loud enough to echo through the entire expanse of the Ombrestone Cliffs. When reality finally settles, two creatures stand where moments before, there was only one.

In place of the chaotic amalgam are two magnificent beings: a griffon with wings that glimmer like a rainbow in the dead of night, and an imposing jinn adorned with vibrant crystals, smoke curling lazily from the tip of its tail. Their bodies are tense and poised to strike, but their eyes flick towards you before they can lunge at one another.

"If you are an ally to the people of the Timespun Sands, and the world at large," The jinn rumbles, its voice like two boulders grinding together. "You will help me kill this abominable creature." The griffon remains silent, but as its gaze falls upon you, your mind is flooded with vivid images—visions of riding on its back, working together to bring death to the crystalline jinn.

## PLAYING FAVOURITES

At this point in the battle, the party must decide whose side, if any, to take. They can join forces with the griffon against the jinn, team up with the jinn to defeat the griffon, or fight both simultaneously.

Each creature intends to kill the other, and neither makes any secret of this. Therefore, siding with one of them will always result in the death of the other, even if the party uses nonlethal attacks. If the jinn is knocked unconscious, the griffon swoops in to tear its throat with razor sharp claws. Conversely, if the griffon is knocked unconscious, the jinn crushes it with a blow of its powerful tail.

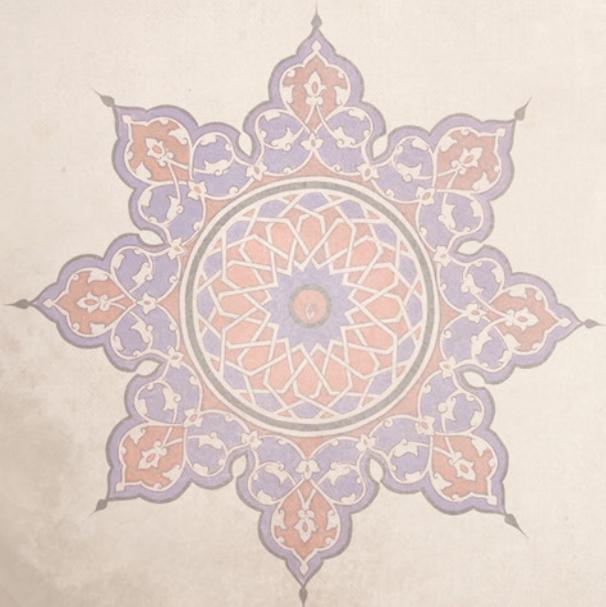
The only way to ensure that both creatures survive is to side with neither. This causes the jinn and the griffon to mistake the party for the cult members who fused them, and they momentarily set aside their differences until their common enemy is defeated. In this scenario, even if one of the two is knocked unconscious, the other continues to fight the party instead of swooping in for the kill.

If you wish to make this wave a little more challenging, consider the following optional rule:

**Optional Rule: Quantum Entanglement.** Due to their time spent fused together, the griffon and the jinn are now linked on a fundamental level. When one of these creatures starts its turn unconscious with 0 hit points and the other has any hit points remaining, the unconscious creature immediately regains **Vdam hit points**. This makes it so that in order to win the fight, the party needs to either kill one of the creatures or reduce both to 0 hit points on the same round.

## RULES REMINDER: NONLETHAL ATTACKS

An attacker that reduces a creature to 0 hit points with a melee attack can choose to knock the creature out instead of killing it. If this happens, the creature falls unconscious and is stable. This choice doesn't need to be declared ahead of time—it can be made the moment the damage is dealt!



## ENEMIES

The enemies in wave 3 depend on the party's choice.

### CHOOSING THE JINN

If the party sides with the jinn, the griffon releases a furious screech. The obsidian feathers on its body harden into a protective layer, and a flare of its power causes anomalies hostile to the party and the jinn to come into existence.

**Level 5.** At 5th level, the wave 3 combatants are:

- ◆ 1 **smokeglass griffon, Spatial Warden\*** (CR 5, with 50 temporary hit points)
- ◆ 2 **spatial anomalies\*** (CR 3)
- ◆ 1 **timeshard jinn, Temporal Warden\*** (CR 5, allied to the party)

**Level 10.** At 10th level, the wave 3 combatants are:

- ◆ 1 **smokeglass griffon, Reality Mender\*** (CR 8, with 75 temporary hit points)
- ◆ 6 **spatial anomalies\*** (CR 3)
- ◆ 1 **timeshard jinn, World Healer\*** (CR 8, allied to the party)

**Level 15.** At 15th level, the wave 3 combatants are:

- ◆ 1 **smokeglass griffon, Embodiment of Space\*** (CR 14, with 100 temporary hit points)
- ◆ 3 **spatiotemporal anomalies\*** (CR 8)
- ◆ 1 **timeshard jinn, Embodiment of Time\*** (CR 14, allied to the party)

### CHOOSING THE GRIFFON

If the party sides with the griffon, the whole plateau shakes with the jinn's anger. Timeshard crystals on its body shape themselves into a suit of armour, and a flare of its power causes anomalies hostile to the griffon and the party to come into existence.

**Level 5.** At 5th level, the wave 3 combatants are:

- ◆ 1 **smokeglass griffon, Spatial Warden\*** (CR 5, allied to the party)
- ◆ 2 **temporal anomalies\*** (CR 3)
- ◆ 1 **timeshard jinn, Temporal Warden\*** (CR 5, with 50 temporary hit points)

**Level 10.** At 10th level, the wave 3 combatants are:

- ◆ 1 **smokeglass griffon, Reality Mender\*** (CR 8, allied to the party)
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**Level 15.** At 15th level, the wave 3 combatants are:

- ◆ 1 **smokeglass griffon, Embodiment of Space\*** (CR 14, allied to the party)
- ◆ 3 **spatiotemporal anomalies\*** (CR 8)
- ◆ 1 **timeshard jinn, Embodiment of Time\*** (CR 14, with 100 temporary hit points)

### CHOOSING NEITHER

If the party declines to take sides, both creatures join forces to attack them.

**Level 5.** At 5th level, the wave 3 combatants are:

- ◆ 1 **smokeglass griffon, Spatial Warden\*** (CR 5)
- ◆ 1 **timeshard jinn, Temporal Warden\*** (CR 5)

**Level 10.** At 10th level, the wave 3 combatants are:

- ◆ 1 **smokeglass griffon, Reality Mender\*** (CR 8)
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- ◆ 1 **smokeglass griffon, Embodiment of Space\*** (CR 14)
- ◆ 1 **timeshard jinn, Embodiment of Time\*** (CR 14)

\*see Appendix C

### TACTICS

The combatants fight according to the tactics below:

**Anomalies.** Any anomalies in this wave fight according to their tactics in Wave 1.

**The Smokeglass Griffon.** The griffon uses its Obsidian Storm whenever it's available, catching the most enemies it can in it even if it means that the anomalies—or better yet, the jinn—are caught in it also. It then attacks the creature capable of dealing the most thunder damage, or, if none of its foes can do so, the creature capable of dealing the most damage in general. It prefers to stay close to its target instead of flying, so that it can use legendary actions to attack it, but if all foes are stuck in a harmful area of effect, the griffon stays aloft and uses its Feathers against them instead.

The griffon uses its Spatial Anchor reaction to get other creatures to move into harmful areas of effect. If it needs to reposition, it uses its Spatial Shift legendary action to do so. Otherwise, it uses its legendary actions to make as many attacks as possible.

**The Timeshard Jinn.** The jinn uses its Slowing Smoke whenever it's available, catching the most enemies it can in it even if it means that the anomalies—or better yet, the griffon—are caught in it also.

It then attacks the creature capable of dealing the most thunder damage, or, if none of its foes can do so, the creature capable of dealing the most damage in general.

The jinn prefers to save its Temporal Anchor reaction to force creatures to reroll their saving throws against its Slowing Smoke, but uses it if a creature rolls a critical hit against it. If it expects a creature to make a saving throw against the smoke soon and doesn't have a reaction, it uses its Temporal Shift legendary action to regain it. Otherwise, it uses its legendary actions to make as many attacks as possible.

### END OF WAVE

This wave ends once all enemies are reduced to 0 hit points.

### FINALE

If the party defeats the warring creatures, they gain **2 paradox points**. Then, for each of the two creatures that is left alive, they gain **1 additional paradox point**. You can read or paraphrase one of the following:

### SIDED WITH THE JINN

Obsidian feathers scatter across the ground, tumbling down the mountainside and shattering into a dark, shimmering shower. "I thank you." The jinn says solemnly, bowing its head to you over the corpse of its foe. "A heroic deed is no less deserving of praise simply because it was necessary."

### SIDED WITH THE GRIFFON

A final wisp of smoke rises from the jinn's broken body, shifting between hues of turquoise and yellow as it fades away. The griffon bows to you, its mind touching yours once more. You are overwhelmed by a wave of deep gratitude and relief, tinged with the faintest sorrow.

### SIDED WITH NEITHER

Fragments of smokeglass and timeshards mix together on the ground as the last of the creatures falls. They neither crackle with energy nor repel one another like one might expect. For the time being, all is peaceful atop Mount Anachron.

The party might still have some time left in the past, allowing them to return to the scorpids or Al Badu and explain what happened, and give the cosmic jinn, Emit, his flower. Alternatively, they can speak to Falak in order to return to the present early.

### DEFEAT

If the party is defeated in combat, they are killed by the Amalgam (if the jinn and the griffon are still fused) or by the Cult of the Final Hour when they arrive to fuse the jinn and griffon once more (if they've been separated). If you don't wish for a loss to result in the party being killed, an opportune burst of anomalous energy results in them being teleported away from Mount Anachron. They awaken shortly before their time in the past runs out, and return to Kasbat Azzaman before they have a chance to try again.



# AFTERMATH

The result of this adventure has a variety of possible outcomes, depending on how the party decided to approach it. Here are some possible outcomes:

## THE CREATURES DEFEATED

- ◆ With the fusion undone, the bodies of the fallen Al Badu and scorpids can be returned to their families. Their wounds reveal that they were slain by the fused creature, and that both sides were victims in all of this. Tensions remain high, but war is averted.
- ◆ If the party managed to track down Nihar and uncover the Cult of the Final Hour's involvement in the conflict, they can relay this story to the scorpids and the Al Badu. As the memories of the jinn and the griffon slowly return, they can corroborate portions of the party's story, recalling details such as the presence of the cult and the symbols on their robes. This makes the two peoples much more receptive to the truth, and tensions dissipate completely. Diplomats work quickly at reaching compromises and forging treaties. Days later, the relationship between the scorpids and the Al Badu is stronger than ever before.
- ◆ Without a war to distract them, both the scorpids and the Al Badu evacuate in time, and make it to Kasbat Azzaman. They can be found in the present, trying to find a place for themselves in the crowded city.
- ◆ Vehna Muss and Tubyrd Wunston track down the party in Kasbat Azzaman. Their wedding is back on, and the adventurers responsible for saving them are all invited!
- ◆ Zohra works on incorporating the timeshards and smokeglass into the *chronocube*\*, and will soon have an upgraded version to provide to the party. Meanwhile, Falak continues to look into past events that must be changed. The story continues in the next adventure!

\*See Appendix A, page 37

## THE GRIFFON SURVIVES

- ◆ If the smokeglass griffon survives the fight atop the Anachron, it follows the Al Badu to Kasbat Azzaman, but remains outside of the city. It can occasionally be seen circling the perimeter of the timestorm or hunting dangerous creatures that lurk among the dunes.
- ◆ Grateful that the party saved their protector, the Al Badu offer a 10% discount on any goods purchased from them. In addition, they can provide the party

with a steady supply of *smokeglass* grown by the griffon. The party receives one piece of *smokeglass* prior to each subsequent adventure.

## THE JINN SURVIVES

- ◆ If the timeshard jinn survives the fight atop the Anachron, it accompanies the scorpids to Kasbat Azzaman, taking residence in caverns underneath the Outer City. Plumes of yellow smoke sometimes appear without warning within the city, always conveniently slowing down a thief or assassin.
- ◆ The scorpids feel indebted to the party for saving the jinn, and offer their services as skilled blacksmiths—with a friends and family discount of 10%, of course. In addition, they can provide the party with a steady supply of *timeshards* grown by the jinn. The party receives one *timeshard* prior to each subsequent adventure.

## THE GRIFFON AND THE JINN SURVIVE

- ◆ When the party returns to the present, they notice that the timestorm is noticeably farther from Kasbat Azzaman, as the timeshard jinn and the smokeglass griffon combine their efforts to keep it at bay.
- ◆ Days after the party returns, Zohra invites them to her tower to discuss her progress. During their conversation, a loud explosion originating from Ty Embaum's room rocks the building. If the party investigates, they find only a ruined laboratory, with scorch marks surrounding a pile of ashes at its centre. On top of the pile is a single *spacetime stabiliser* (see Appendix A). There's no sign of Zohra's assistant anywhere.
- ◆ With more *smokeglass* and *timeshards* forming due to the presence of the jinn and griffon, a small surplus is available for trading. If the party put in a good word for Hump Ardink while in the past, the camelkin happily rewards them with a cut of the first deal struck with the peoples of the Ombrestone Cliffs: an amount of gold pieces equal to **100 × the party's APL**.

## THE CREATURES WIN

- ◆ If the party fails to undo the fusion, the scorpids and the Al Badu go to war and are eventually swallowed by the timestorm, exactly as it already came to pass. If the party successfully undoes the fusion but is defeated by the separate creatures, the Cult of the Final Hour swoops in at a later time to merge them together again.

- ◆ Without an arcane amplifier, the *chronocube* can't be upgraded, and some of its functionalities remain locked to the party.
- ◆ If the party wants to try for a better outcome, they can retry the adventure by having Falak (or his projection) transport them to the past once more. The party can choose to be transported to a point in time shortly after they were defeated (but also after the Amalgam has been refused) or to the same point in time as before, allowing them to gather any clues or resources they missed. However, meddling with the same point in time repeatedly can have grave consequences. The second time that the party travels to this moment in the past, they gain **2 paradox points**. This number is increased by 2 for each additional time they travel to the same period afterward. Furthermore, the party risks coming in contact with past versions of themselves, which can result in gaining even more paradox points.

## TREASURE

Once the party has defeated the griffon and the jinn, they can attempt to harvest components and craft unique items using the remains. For further information, refer to the Harvesting and Crafting chapters in *Heliana's Guide to Monster Hunting*.

## HARVESTING

The following components can be harvested from the remains of the smokeglass griffon and timeshard jinn, in addition to those normal for an Elemental. If the creatures aren't slain, the party can still harvest components severed during the battle, but fewer are available.

SMOKEGLASS GRIFFON HARVEST TABLE

Component	DC	Number Available	
		Slain	Calmed
Eye <sup>E</sup>	5	2	0
Primordial dust <sup>E</sup>	5	5	2
Bone <sup>E</sup>	10	10	0
<b>Smokeglass</b>	<b>15</b>	<b>10</b>	<b>5</b>
Volatile mote of earth <sup>V</sup>	15	2	1
Elemental core of earth <sup>V</sup>	20	1 (+1*)	1*

TIMESHARD JINN HARVEST TABLE

Component	DC	Number Available	
		Slain	Calmed
Eye <sup>E</sup>	5	2	0
Primordial dust <sup>E</sup>	5	5	2
Bone <sup>E</sup>	10	10	0
<b>Timeshards</b>	<b>15</b>	<b>10</b>	<b>5</b>
Volatile mote of earth <sup>V</sup>	15	2	1
Elemental core of earth <sup>V</sup>	20	1 (+1*)	1*

\* In addition, when the Amalgam is unfused at the end of Wave 1, it releases an *Elemental core of earth*. This core can be harvested without a Harvesting check, but still requires harvesting supplies if you use those optional rules.

## MAGICAL MATERIAL - TIMEGLASS SMOKESHARD

Timeglass smokeshards are a recent discovery in the Timespun Sands—a magical material obtained by fusing timeshards and smokeglass. This process is not only extremely complex, but dangerously volatile. To create a timeglass smokeshard from one timeshard and one piece of smokeglass, a creature needs to succeed on a DC 20 Intelligence (Arcana) check to perform an arcane ritual over the course of 1 hour. On a failed save, both materials explode in a 20-foot-radius sphere. Each creature in the area must make a VDC + 5 Dexterity saving throw, taking 2 → Vdam damage on a failed save, or half as much damage on a success.

# CRAFTING

The following unique items from this hunt can be crafted.

## JINN AND GRIFFON CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
<i>Blow-By Bellows</i>	Wondrous item	Uncommon	—, Con	<i>Elemental volatile mote of air</i>	<i>Frail</i>	300 gp
<i>Grasp of Reality</i>	Prosthesis	Uncommon	Required	<i>Elemental (Amalgam) core of earth</i>	<i>Frail</i>	730 gp
		Rare			<i>Robust</i>	4,030 gp
		Very rare			<i>Potent</i>	13,300 gp
<i>Spacetime Stabiliser</i>	Ring	Uncommon	—, Con	<i>Magical material - timeglass smokeshard</i>	<i>Robust</i>	1,120 gp
<i>Spatial Plumeshield</i>	Armour (shield)	Uncommon	Required	<i>Magical material - (smokeglass griffon) smokeglass</i>	<i>Frail</i>	570 gp
		Rare			<i>Robust</i>	3,010 gp
		Very rare			<i>Potent</i>	10,680 gp
<i>Temporal Shardspear</i>	Weapon (spear)	Uncommon	Required	<i>Magical material - (timeshard jinn) timeshard</i>	<i>Frail</i>	530 gp
		Rare			<i>Robust</i>	2,380 gp
		Very rare			<i>Potent</i>	9,480 gp

\* This is the 'off-the-shelf' purchase cost and can vary significantly from the crafting cost.

ARM OF THE JINN



ARM OF THE GRIFFON



# APPENDIX A - ITEMS

## Blow-By Bellows

Wondrous item, uncommon

Component: Elemental volatile mote of air

When the scorpion people say that their arcane technology will blow you away, they mean that very literally.

This item has **3 charges**. When the last charge is expended, the item becomes a mundane pair of bellows.

**Windburst.** While holding this item, you can use an action to operate it, making a **DC 13 Strength (Athletics)** check. On a successful check, you expend **1 charge** and replicate the effects of the *gust of wind* spell (**save DC 13**), which last until the start of your next turn.

## Chronocube

Wondrous item, uncommon

Component: magical material - timeshard, magical material - smokeglass

Different versions of this device, such as a chronosphere and a chronopyramid, were ultimately rejected for not being sufficiently alliterative. A chronocone was briefly in consideration.

**Paradox Prevention.** In its default state, this item glows with a soft blue colour. While a creature holding or carrying the *chronocube* is involved in a situation where it may earn one or more paradox points, such as being in the vicinity of a past version of itself or having a conversation that might result in leaking vital information to a creature in the past (GM's discretion, see Maximum Paradox sidebar in page 4), the cube's glow shifts to a vivid red.

### UPGRADING THE CUBE

The chronocube may not look like much now, but as the party continues to delve into the past, they'll have the opportunity to find knowledge and resources that help them upgrade it! This will unlock new properties that will serve the party well in their battle against the Cult of the Final Hour.

## Grasp of Reality

Prosthesis, rare (requires attunement)

Component: Elemental (Amalgam) core of earth

With one arm, you can twist the strands of time. With the other, you can bend space to your will. With both combined, the very fabric of reality is yours to weave as you see fit.

These two prostheses count as a single magic item with regard to the number of magic items to which you can attune. Each prosthesis can enhance or replace either arm, shaping itself to accommodate it. If you hit a creature with attacks from both prostheses on the same turn, the creature takes an extra **1d4** force damage from the second attack.

**Arm of the Griffon.** This prosthesis is made of *smokeglass* and holds power over space. It has the Melee (1d8 slashing, Light) property and the Whirling Strike Superior Strike\*. While wearing this prosthesis, you can cast the *spike growth* spell (**save DC 15**). When you cast the spell in this way, it affects the entire area of a **30-foot cone** originating from you instead of just the ground in the spell's normal area, as you release sharp obsidian feathers that become frozen in space. Once the prosthesis has been used to cast this spell, it can't be used to cast the spell again until the next dawn.

**Arm of the Jinn.** This prosthesis is made of timeshards and holds power over time. It has the Melee (1d8 bludgeoning, Light) property and the Reeling Blow Superior Strike\*. While wearing this prosthesis, you can cast the *slow* spell (**save DC 15**). When you cast the spell in this way, it affects each creature in a **30-foot cone** originating from you instead of the spell's normal area, as you release a plume of slowing smoke from your hand. Once the prosthesis has been used to cast this spell, it can't be used to cast the spell again until the next dawn.

**Unstable Fusion.** You can concentrate on the effects of both spells cast using this item at once. While doing so, you take **2d6** force damage at the end of each of your turns, which doesn't cause you to make a saving throw to maintain your concentration. Whenever you're forced to make a saving throw to maintain your concentration on these spells, you make a single saving throw for both, and both spells end if you fail it.

HELIANALT/PROSTHESES



**Uncommon variant:** Reduce the DCs to 13. The prostheses don't deal extra force damage. Remove the Unstable Fusion property.

**Very rare variant:** Increase the extra force damage if you hit a creature with both prostheses to 2d6 and the DCs to 16.

\*See *Ryoko's Guide to the Yokai Realms*

## Paradaxe

**Item Set.** While attuned to the *spatial plumesield* and the *temporal shardspear*, you can use a bonus action to merge them into the *paradaxe*, or to split it back into individual items. Each time you merge the items, choose whether the *paradaxe* is a greataxe or a halberd. If you are proficient with the *temporal shardspear*, you are considered proficient with the *paradaxe*.

PARADAXE



**Flawless Fusion.** The *paradaxe* has the properties and combined charges of the *spatial plumesield* and the *temporal shardspear*, and regains **all** expended charges daily at dawn. When the *paradaxe* is split, the charges are divided among the two items however you choose. In addition, you gain a bonus to attack and damage rolls made with this magic weapon depending on the highest rarity between the *spatial plumesield* and *temporal shardspear* (Uncommon: +1; Rare: +2; Very rare: +3).

**Spacetime Strike.** When you take the Attack action on your turn, you can expend 1 charge to replace one of your attacks with a special strike across time and space. You immediately disappear. At the start of your next turn, you appear in an unoccupied space within 30 feet of the space you left and immediately make an attack using this weapon (no action required), which deals an extra 2d6 force damage on a hit. You have advantage on the attack roll. From your perspective, no time has passed.

## Spatial Plumesield

Armour (shield), rare (requires attunement)

Component: Magical material - (smokeglass griffon) smokeglass

You can't hit what you can't catch. Unless what you want to catch wants to be caught to prevent you from catching something else. Then you can catch it. But it's still going to be hard to hit.

SPATIAL  
PLUMESIELD



This item has **2 charges** and regains **all** expended charges daily at dawn.

**Swift Shift.** As a reaction when a willing creature you can see within **30 feet** of you is targeted by an attack while you wield this item, you can expend **1 charge** to swap places with it. The creature teleports to your space and you teleport to its space, becoming the target of the attack.

**Warp Slam.** While wielding this item, you can use a bonus action and expend **1 charge** to slam it against a creature within **5 feet** of you. That creature must succeed on a **DC 15 Charisma saving throw** or be teleported to an unoccupied space of your choice that you can see within **30 feet** of you. The chosen space must be on a surface or in a liquid that can support the target without the target having to squeeze.

**Uncommon variant:** Reduce the **DC** to **13** and the charges to **1**.

**Very rare variant:** Increase the **DC** to **16** and the charges to **3**.

## Temporal Shardspear

Weapon (spear), rare (requires attunement)

Component: Magical material - (timeshard jinn) timeshards

Time is a slow and insidious killer... but it turns out that when you sharpen it into a crystalline spear, it can kill rather quickly and abruptly as well.

This weapon has **2 charges** and regains **all** expended charges daily at dawn.

**Chronostasis.** When you hit a creature with an attack using this weapon, you can expend **1 charge** to try putting it in temporal stasis. The creature must succeed on a **DC 15 Charisma saving throw** or be **incapacitated** until the end of its next turn. While incapacitated in this way, the creature has **immunity** to all damage, automatically succeeds on all saving throws, and can't move, speak, or regain hit points.

**Time Theft.** When you hit a creature with an attack using this weapon, you can expend **1 charge** to warp time around the two of you, making it slower and yourself faster. The creature must make a **DC 15 Charisma saving throw**. On a failed save, it can't take reactions until the end of its next turn, and, until then, it makes one fewer attack whenever it takes the Multiattack or Attack action (minimum of one). In addition, you can immediately make another attack using this weapon, and you gain one additional reaction until the start of your next turn, although you can still only use one reaction on each turn.

TEMPORAL  
SHARDSPEAR



**Uncommon variant:** Reduce the charges to 1 and the DC to 13.

**Very rare variant:** Increase the charges to 3 and the DC to 16.

## Retroactive Thundercharge

*Wondrous item, uncommon*

*Component: magical material - timeshards*

Scorpid mining techniques have been described as “logic-defying”, “chronologically improbable”, and “needlessly convoluted”. But no one can deny that they’re effective.

**Time Bomb.** As a bonus action while holding this item, you can arm it. When you do so, a copy of it appears stuck to your choice of a creature or an object that isn’t being worn or carried that you can see within **30 feet** of you, and immediately explodes in a **10-foot-radius sphere** centred on the copy. Each creature in the area must make a **DC 13 Constitution saving throw**, taking **5d6** thunder damage on a failed save, or half as much damage on a successful one. If the explosive appeared on a creature, that creature has **disadvantage** on its saving throw.

After the explosion, you have until the end of your turn to place the armed explosive on the creature or object you chose. If you fail to do so, the explosive simply disappears from your hand, and you take **2d6** psychic damage and gain **1 paradox point**. When you take the Attack action, you can replace one of your attacks with the act of placing the explosive. If you try to place it on an unwilling creature, you must hit it with an attack roll using the explosive, which uses your Strength or Dexterity for the attack roll and deals no damage. Once the explosive is placed, it gets sent back to the past to become the version of it that already exploded.

**Rare variant:** Increase the DC to 15 and the thunder damage to **6d8**.

**Very rare variant:** Increase the DC to 16, the thunder damage to **7d10**, and the psychic damage to **3d6**.

## Spacetime Stabiliser

*Ring, rare*

*Component: magical material - timeglass smokeshard*

The antipodal stones of *timeshards* and *smokeglass* that adorn this golden loop are constantly pulling away from one another, causing the ring to rattle with unstable power as it spins rapidly on its wearer’s finger.

**Spatial Stabilisation.** When you fail a saving throw made to resist being teleported against your will while wearing this ring, you can use your reaction to succeed instead. The ring then loses this property.

**Temporal Stabilisation.** When you fail a saving throw made to resist being transported in time against your will while wearing this ring, you can use your reaction to succeed instead. The ring then loses this property.

Once the ring loses both properties, it becomes a mundane ring.

## Smokeglass

*Wondrous item, uncommon*

*Smokeglass* has an appearance similar to obsidian, and usually forms in small clusters shaped like feathered wings. Its gravitational warping causes light to behave erratically in its vicinity, resulting in an effect similar to heat shimmer that makes it look blurred and hazy. Peering into a piece of *smokeglass* for an extended time can reveal visions of distant, exotic locations.

**Magical Component.** This mineral can be used to empower magic that manipulates space. When you cast a spell that teleports one or more creatures, you can use one piece of *smokeglass* for each level of the spell as an additional material component, which the spell consumes. If you do, you can increase the distance to which the creatures are teleported by up to half the original amount.

## Timeshard

*Wondrous item, uncommon*

*Timeshards* are small, jagged crystals with two poles—one attuned to the past and the other to the future, respectively indicated by the turquoise and yellow colours. Each crystal thrums with chronomantic energy, which is sometimes discharged in the form of harmless arcs of lightning between two opposite poles. Peering into a *timeshard* for an extended time can reveal fragmented glimpses of possible futures or past events, depending on the charge of the crystal.

**Magical Component.** These crystals can be used to empower magic that manipulates time. When you cast a spell that transports one or more creatures in time, or lets you look into the past (like *Ryoko’s revelation*, see page 42), you can use one *timeshard* for each level of the spell as an additional material component, which the spell consumes. If you do, you can increase how far in time you glimpse or to which the creatures are transported by up to half the original amount.

# APPENDIX B - SPELLS

## Anomaly

3rd-level conjuration

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a desiccated worm)

**Duration:** Instantaneous

**Class:** Sorcerer, Warlock, Wizard

You attempt to displace a creature using a miniature wormhole. Choose a creature and an unoccupied space you can see within range; the creature must make a **Charisma saving throw**. On a failure, it takes 21 (6d6) force damage and is teleported to the unoccupied space if there is enough room for it. On a success, it takes half as much damage and isn't teleported. A Huge or larger creature automatically succeeds on this saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each two slot levels above 3rd, teleporting each to a different unoccupied space, all of which you must be able to see within range. In addition, when you use a spell slot of 5th or 6th level, only Gargantuan creatures automatically succeed on the saving throw, and when you use a spell slot of 7th level or higher, there is no size category that automatically succeeds on this saving throw.

## Concussion

Evocation cantrip

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Class:** Bender (air), Druid, Sorcerer, Warlock, Wizard

With a *thdoom* that can be heard **100 feet** away, you cause a sudden increase in the air pressure surrounding a creature you can see within range. The target must succeed on a **Constitution saving throw** or take **1d8** thunder damage and become deafened until the start of your next turn.

This spell's damage increases by 1d8 when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).

## Depth Charge

3rd-level evocation

**Casting Time:** 1 action

**Range:** 90 feet (20-foot-radius sphere)

**Components:** V, S, M (some metamorphic rock)

**Duration:** Instantaneous

**Class:** Bender (air), Druid, Sorcerer, Warlock, Wizard

With a boom that can be heard 300 feet away (or 1,000 feet in a liquid), a pulse of thunder ripples out from a point you choose within range. Each creature in a **20-foot-radius sphere** centred on that point must make a **Constitution saving throw**. A target takes **7d6** thunder damage on a failed save, or half as much damage on a successful one. This damage increases to **9d6** if the affected creature is submerged in a liquid.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d6** for each slot level above 3rd.

## Doom Future

1st-level divination

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a timeshard)

**Duration:** 1 round

**Class:** Cleric, Sorcerer, Warlock, Wizard

You peer into the future of a creature you can see within range, dooming one of its possible timelines. When you cast this spell, choose one of the following activities:

- ◆ Making an attack.
- ◆ Casting a spell.
- ◆ Taking the Dash, Disengage, or Dodge action.

The creature is aware of the effect placed upon it and the action you chose. If the creature performs the activity you chose before the end of its next turn, it takes **3d6** force damage and the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by **1d6** for each slot level above 1st.

## Ryoko's Revelation

*3rd-level divination*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (an object)

**Duration:** Concentration, up to 1 day

**Class:** Bard, Bender (Water), Cleric, Wizard

You touch an object and enter a trance, choosing a point within the past **week** in which to begin your observation. You observe everything to have occurred within **60 feet** of the object as if you were there, for as long as you stay in the trance. Ability checks, such as Perception or Investigation checks you make to observe or discern information while in your trance use your spellcasting ability instead of any other ability. During your trance, you are **deaf and blind** with regard to your own senses. Objects and creatures hidden from divination magic appear as silent voids in this recollection.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the further back in time you can observe and the faster time travels within your trance. For example, at 4th level, you can look as far back as **1 month** and each **minute** you spend in your trance allows you to observe **2 minutes** (allowing you to observe 48 hours during your 24 hour trance). At 5th level this is **1 year and 3 minutes**; 6th level, **10 years and 4 minutes**; 7th level, **100 years and 5 minutes**; 8th level, **1,000 years and 6 minutes**; 9th level, **10,000 years and 7 minutes**.

## See Future Death

*1st-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (a piece of broken mirror)

**Duration:** 1 minute

**Class:** Bard, Cleric, Druid, Sorcerer, Wizard

You peer into the divergent potentials of the future, your attention drawn to moments of your own harm. For the duration, any critical hits you suffer become normal hits and opportunity attacks against you have **disadvantage**. In addition, when an attacker hits you with an attack or you fail a Strength or Dexterity saving throw, you can use your reaction to roll a **d4** and add the result to your AC against that attack or to the result of the saving throw, potentially turning a hit into a miss or a failure into a success.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases to **10 minutes** (3rd level), **1 hour** (5th level), **8 hours** (7th level), or **24 hours** (9th level). When you cast this spell using a spell slot of 2nd level or higher, the size of the die you can roll to add to your AC or saving throw increases to **1d6** (2nd level), **1d8** (4th level), **1d10** (6th level), or **1d12** (8th level).

## Wind Strike

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** Instantaneous

**Class:** Bender (air), Paladin, Ranger, Wizard

With a blast of air, you leap up to **30 feet** before making one unarmed strike or melee attack with a weapon you are holding. You can make two attacks if you have the Extra Attack class feature. On a hit, a target takes additional thunder damage equal to **1d8** + your spellcasting ability modifier.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the distance you can leap increases by **15 feet** and the attacks deal an additional **1d8** thunder damage on a hit for each slot level above 2nd.

# APPENDIX C - CREATURES

## ANOMALIES

Born from tears in the fabric of existence, anomalies are bizarre amalgamations of chronomantic or graviturgic energy, driven by the singular purpose of creating more anomalies. When their numbers reach a critical threshold, a local reality collapse ensues, capable of engulfing anything from a single home to an entire city. Those caught within these catastrophic events aren't merely destroyed—they are retroactively erased from history, their existence wiped from memory and record.

**Lemniscate Archive.** There are two means of keeping documents out of the clutches of anomalous retroactive deletion: warding and concealment. Chronomantic wards can ensure the persistence of a document post-reality collapse. While they are a fairly simple magical effect to create, they require expensive components in the form of *timeshards*. Pocket dimen-

sions, on the other hand, can store entire libraries, though the magic to create and maintain them is complicated, especially if you want things like breathable air and gravity. The Lemniscate Order maintains a meticulous archive of the history and people of the Timespun Sands—The Lemniscate Archive—hidden in a pocket dimension outside the reach of these anomalies.

**Eradication Taskforce.** As a hotbed of chronomantic and graviturgic activity, the Timespun Sands are a fertile ground for the emergence of anomalies, and its inhabitants are all too aware of the existential threat posed by these creatures. The Order of Timekeepers—a group of paladins bound by a solemn vow to safeguard the integrity of reality—was thus formed to hunt down and eliminate anomalies the moment they appear. These elite warriors tirelessly wander the land, going wherever their strength is needed, and are revered by commonfolk and nobles alike. It's estimated that, since the founding of the Order, they've prevented an average of three reality collapses per month.

SPATIAL ANOMALY



## SPATIAL ANOMALY

Medium Aberration, Unaligned

**Armour Class** 15 (natural armour)

**Hit Points** 78 (12d8 + 24)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	5 (-3)	10 (+0)	16 (+3)

**Damage Immunities** poison

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

**Senses** blindsight 30 ft., passive Perception 10

**Languages** —

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Displacement.** If the anomaly hits a creature with two Anomalous Touch attacks on the same turn, it can force the creature to make a **DC 13 Charisma saving throw**. On a failed save, the creature is teleported up to **30 feet** to an unoccupied space of the anomaly's choice that the anomaly can see. The space must be on a surface or in a liquid that can support the creature without the creature having to squeeze.

### Actions

**Multiattack.** The anomaly makes two Anomalous Touch attacks.

**Anomalous Touch.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) force damage.

### Bonus Actions

**Teleport.** The anomaly teleports to a space it can see within **30 feet** of it.

## TEMPORAL ANOMALY

Medium Aberration, Unaligned

**Armour Class** 15 (natural armour)

**Hit Points** 78 (12d8 + 24)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	5 (-3)	10 (+0)	16 (+3)

**Damage Immunities** poison

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

**Senses** blindsight 30 ft., passive Perception 10

**Languages** —

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Timeskip.** If the anomaly hits a creature with two Anomalous Touch attacks on the same turn, it can force the creature to make a **DC 13 Charisma saving throw**. On a failed save, the creature disappears. The creature reappears at the start of its next turn in the same space it occupied if it's unoccupied, or the nearest unoccupied space otherwise. From its perspective, no time has passed.

### Actions

**Multiattack.** The anomaly makes two Anomalous Touch attacks.

**Anomalous Touch.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) force damage.

### Reactions

**Rewind.** *Trigger:* A creature the anomaly can see hits it with an attack. *Response:* The anomaly forces the creature to reroll the attack roll with **disadvantage**.



TEMPORAL  
ANOMALY

## SPATIOTEMPORAL ANOMALY

*Large Aberration, Unaligned*

**Armour Class** 17 (natural armour)

**Hit Points** 153 (18d10 + 54)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	17 (+3)	5 (-3)	10 (+0)	21 (+5)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

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

**Senses** blindsight 30 ft., passive Perception 10

**Languages** —

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

**Magic Resistance.** The anomaly has **advantage** on saving throws against spells and other magical effects.

**Reality Fracture.** If the anomaly hits a creature with two Anomalous Touch attacks on the same turn, the creature takes an extra 14 (4d6) force damage. In addition, the anomaly can force the creature to make a **DC 16 Charisma saving throw**. On a failed save, the creature suffers one of the following effects of the anomaly's choice:

- ◆ The creature disappears, reappearing at the start of its next turn in the same space it occupied if it's unoccupied, or the nearest unoccupied space otherwise. From its perspective, no time has passed.
- ◆ The creature is teleported up to **30 feet** to an unoccupied space of the anomaly's choice that the anomaly can see. The space must be on a surface or in a liquid that can support the creature without the creature having to squeeze.
- ◆ The creature gains **1 paradox point**.

### Actions

**Multiattack.** The anomaly makes two Anomalous Touch attacks.

**Anomalous Touch.** *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) force damage.

### Bonus Actions

**Teleport.** The anomaly teleports to a space it can see within **30 feet** of it.

### Reactions

**Rewind.** *Trigger:* A creature the anomaly can see hits it with an attack. *Response:* The anomaly forces the creature to reroll the attack roll with **disadvantage**.

## CLIFFRUNNER

Cliffrunners are large, agile birds native to the rocky cliffs of the Timespun Sands. They come in various forms, from tall and slender creatures capable of clearing vast distances with a single, effortless leap, to bulkier, sturdier birds prized as formidable shock mounts. Despite these differences, all cliffrunners share one distinctive trait: their wings, while impressive, lack the strength for sustained flight. Instead, cliffrunners use them to glide gracefully from hoodoo to hoodoo, easily navigating their mountainous habitats. Their powerful legs make them unmatched runners and jumpers—and when they can't outrun a predator, a well-placed kick often proves to be enough of a deterrent. In the Ombrestone Cliffs, the only creatures daring enough to hunt cliffrunners are the mighty psammogriffs and the occasional pack of desperate coyotes.

## CLIFFRUNNER

*Large Beast, Unaligned*

**Armour Class** 12

**Hit Points** 19 (3d10 + 3)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

**Senses** passive Perception 11

**Languages** —

**Challenge** ½ (100 XP)

**Proficiency Bonus** +2

**Glide.** When the cliffrunner falls and isn't incapacitated, it can subtract up to **100 feet** from the fall when calculating falling damage, and it can move up to 2 feet horizontally for every 1 foot it descends in the air.

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

### Actions

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

## THE AMALGAM

The Amalgam is a twisted abomination, created by the Cult of the Final Hour when they forcibly fused the smokeglass griffon and the timeshard jinn into one. Its existence is a grotesque violation of the natural

order and a mockery of the mission upheld by the great guardians of the Ombrestone Cliffs. Stripped of the wisdom and purpose that once defined the beings that comprise it, the Amalgam feels only pain, confusion, and an all-consuming rage at the world for the unimaginable torment each passing second brings.



# THE AMALGAM, TWISTED FUSION

*Gargantuan Elemental, Unaligned*

**Armour Class** 16 (natural armour)

**Hit Points** 125 (10d20 + 20)

**Speed** 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	5 (-3)	11 (+0)	16 (+3)

**Skills** Perception +3

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** paralysed, petrified, poisoned, unconscious

**Senses** darkvision 120 ft., passive Perception 13

**Languages** —

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Legendary Resistance (1/Day).** If the Amalgam fails a saving throw, it can choose to succeed instead.

**Spatiotemporal Grounding.** While the Amalgam isn't incapacitated, it emanates an aura that warps space and time within **20 feet** of it. Other creatures can't teleport into or out of, or take bonus actions within, this area. If the Amalgam takes **10** or more thunder damage on a turn, this trait is suppressed until the end of its next turn.

**Unstable Fusion.** When the Amalgam is reduced below certain hit point thresholds, the fusion becomes more unstable, releasing bursts of anomalous energy. Roll a **d4** the first time the Amalgam is reduced below 90, 60, and 30 hit points to determine which effect happens. Each of these thresholds can only result in an anomalous burst once each day, even if the Amalgam's hit points are increased above those thresholds again.

**1.** Each other creature within **30 feet** of the Amalgam must make a **DC 14 Charisma saving throw**. Creatures that fail swap spaces randomly. If only one creature fails, it's teleported to an unoccupied space within **5 feet** of the Amalgam.

**2.** Each other creature within **30 feet** of the Amalgam must succeed on a **DC 14 Wisdom saving throw** or rapidly age to a decrepit state until the end of the creature's next turn, gaining **disadvantage** on ability checks and attack rolls for the duration.

**3.** A second Amalgam appears in an unoccupied space within **30 feet** of the original, makes one attack against a target of its choice, then vanishes.

**4.** Each other creature within **30 feet** of the Amalgam must succeed on a **DC 14 Wisdom saving throw** or become **blinded** until the end of its next turn as its eyes instead see the battlefield at a different point in time.

## Actions

**Multiattack.** The Amalgam can use its Obsidian Storm or Slowing Smoke. It then makes one attack with its Claws or Feathers.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

**Feathers.** *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

**Tail.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

**Obsidian Storm (Recharge 5-6).** The Amalgam releases razor-sharp feathers in a **30-foot cone**, then freezes them in space. The feathers remain frozen for **1 minute**, until the Amalgam uses this action again, or until an effect that deals 10 or more thunder damage occurs within the area. The area becomes difficult terrain for the duration, and when a creature other than the Amalgam moves into or within the area, it takes 2 (1d4) slashing damage for every **5 feet** it travels.

**Slowing Smoke (Recharge 5-6).** The Amalgam expels yellow smoke in a **30-foot cone**. The smoke lingers for **1 minute**, until the Amalgam uses this action again, or until it's dispersed by a strong wind. The area of the smoke is lightly obscured, and when a creature other than the Amalgam starts its turn within it or moves into it for the first time on its turn, it must make a **DC 14 Wisdom saving throw**. On a failed save, the creature suffers the effects of the slow spell until the start of its next turn.

## Reactions

**Spatial Anchor.** *Trigger:* A creature that the Amalgam can see other than itself moves. *Response:* The Amalgam locks the creature's relative position in space to that of a different creature of the same size that the Amalgam can see. Until the end of the turn, whenever either of the locked creatures moves, the other moves the same amount in the same direction.

**Temporal Anchor.** *Trigger:* A creature that the Amalgam can see succeeds on an attack roll, ability check, or saving throw. *Response:* The Amalgam locks its position in time to a few seconds back and rewinds the creature, forcing it to repeat the roll.

## Legendary Actions

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

**Tail.** The Amalgam makes one Tail attack.

**Spacetime Shift (Costs 2 Actions).** The Amalgam teleports to an unoccupied space it can see within **30 feet** of it and regains its reaction.

**Wing Attack (Costs 2 Actions).** The Amalgam beats its wings. Each creature within 10 feet of the Amalgam must succeed on a **DC 14 Strength saving throw** or take 12 (2d8 + 3) bludgeoning damage, be pushed **10 feet** away from the Amalgam, and be knocked **prone**.

# THE AMALGAM, PERVERSION OF REALITY

*Gargantuan Elemental, Unaligned*

**Armour Class** 17 (natural armour)

**Hit Points** 175 (13d20 + 39)

**Speed** 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	5 (-3)	12 (+1)	18 (+4)

**Skills** Perception +5

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** paralysed, petrified, poisoned, unconscious

**Senses** darkvision 120 ft., passive Perception 15

**Languages** —

**Challenge** 11 (7,200 XP)

**Proficiency Bonus** +4

**Legendary Resistance (2/Day).** If the Amalgam fails a saving throw, it can choose to succeed instead.

**Spatiotemporal Grounding.** While the Amalgam isn't incapacitated, it emanates an aura that warps space and time within **20 feet** of it. Other creatures can't teleport into or out of, or take bonus actions within, this area. If the Amalgam takes **15** or more thunder damage on a turn, this trait is suppressed until the end of its next turn.

**Unstable Fusion.** When the Amalgam is reduced below certain hit point thresholds, the fusion becomes more unstable, releasing bursts of anomalous energy. Roll a **d4** the first time the Amalgam is reduced below 135, 90, and 45 hit points to determine which effect happens. Each of these thresholds can only result in an anomalous burst once each day, even if the Amalgam's hit points are increased above those thresholds again.

1. Each other creature within **30 feet** of the Amalgam must make a **DC 16 Charisma saving throw**. Creatures that fail swap spaces randomly. If only one creature fails, it's teleported to an unoccupied space within **5 feet** of the Amalgam.

2. Each other creature within **30 feet** of the Amalgam must succeed on a **DC 16 Wisdom saving throw** or rapidly age to a decrepit state until the end of the creature's next turn, gaining **disadvantage** on ability checks and attack rolls for the duration.

3. A second Amalgam appears in an unoccupied space within **30 feet** of the original, makes one attack against a target of its choice, then vanishes.

4. Each other creature within **30 feet** of the Amalgam must succeed on a **DC 16 Wisdom saving throw** or become **blinded** until the end of its next turn as its eyes instead see the battlefield at a different point in time.

## Actions

**Multiattack.** The Amalgam can use its Obsidian Storm or Slowing Smoke. It then makes two attacks with its Claws or Feathers.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Feathers.** *Ranged Weapon Attack:* +8 to hit, range 30/90 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

**Tail.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Obsidian Storm (Recharge 5-6).** The Amalgam releases razor-sharp feathers in a **30-foot cone**, then freezes them in space. The feathers remain frozen for **1 minute**, until the Amalgam uses this action again, or until an effect that deals **15** or more thunder damage occurs within the area. The area becomes difficult terrain for the duration, and when a creature other than the Amalgam moves into or within the area, it takes **5 (2d4)** slashing damage for every **5 feet** it travels.

**Slowing Smoke (Recharge 5-6).** The Amalgam expels yellow smoke in a **30-foot cone**. The smoke lingers for **1 minute**, until the Amalgam uses this action again, or until it's dispersed by a strong wind. The area of the smoke is lightly obscured, and when a creature other than the Amalgam starts its turn within it or moves into it for the first time on its turn, it must make a **DC 16 Wisdom saving throw**. On a failed save, the creature suffers the effects of the slow spell until the start of its next turn.

## Reactions

**Spatial Anchor.** *Trigger:* A creature that the Amalgam can see other than itself moves. *Response:* The Amalgam locks the creature's relative position in space to that of a different creature of the same size that the Amalgam can see. Until the end of the turn, whenever either of the locked creatures moves, the other moves the same amount in the same direction.

**Temporal Anchor.** *Trigger:* A creature that the Amalgam can see succeeds on an attack roll, ability check, or saving throw. *Response:* The Amalgam locks its position in time to a few seconds back and rewinds the creature, forcing it to repeat the roll.

## Legendary Actions

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

**Tail.** The Amalgam makes one Tail attack.

**Spacetime Shift (Costs 2 Actions).** The Amalgam teleports to an unoccupied space it can see within **30 feet** of it and regains its reaction.

**Wing Attack (Costs 2 Actions).** The Amalgam beats its wings. Each creature within **10 feet** of the Amalgam must succeed on a **DC 16 Strength saving throw** or take **13 (2d8 + 4)** bludgeoning damage, be pushed **10 feet** away from the Amalgam, and be knocked **prone**.

# THE AMALGAM, SIN OF THE FINAL HOUR

*Gargantuan Elemental, Unaligned*

**Armour Class** 18 (natural armour)

**Hit Points** 246 (17d20 + 68)

**Speed** 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	5 (-3)	12 (+1)	20 (+5)

**Skills** Perception +6

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** paralysed, petrified, poisoned, unconscious

**Senses** darkvision 120 ft., passive Perception 16

**Languages** —

**Challenge** 16 (15,000 XP)

**Proficiency Bonus** +5

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

**Spatiotemporal Grounding.** While the Amalgam isn't incapacitated, it emanates an aura that warps space and time within **20 feet** of it. Other creatures can't teleport into or out of, or take bonus actions within, this area. If the Amalgam takes **20** or more thunder damage on a turn, this trait is suppressed until the end of its next turn.

**Unstable Fusion.** When the Amalgam is reduced below certain hit point thresholds, the fusion becomes more unstable, releasing bursts of anomalous energy. Roll a **d4** the first time the Amalgam is reduced below 180, 120, and 60 hit points to determine which effect happens. Each of these thresholds can only result in an anomalous burst once each day, even if the Amalgam's hit points are increased above those thresholds again.

**1.** Each other creature within **30 feet** of the Amalgam must make a **DC 18 Charisma saving throw**. Creatures that fail swap spaces randomly. If only one creature fails, it's teleported to an unoccupied space within **5 feet** of the Amalgam.

**2.** Each other creature within **30 feet** of the Amalgam must succeed on a **DC 18 Wisdom saving throw** or rapidly age to a decrepit state until the end of the creature's next turn, gaining **disadvantage** on ability checks and attack rolls for the duration.

**3.** A second Amalgam appears in an unoccupied space within **30 feet** of the original, makes one attack against a target of its choice, then vanishes.

**4.** Each other creature within **30 feet** of the Amalgam must succeed on a **DC 18 Wisdom saving throw** or become **blinded** until the end of its next turn as its eyes instead see the battlefield at a different point in time.

## Actions

**Multiattack.** The Amalgam can use its Obsidian Storm or Slowing Smoke. It then makes two attacks with its Claws or Feathers.

**Claws.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

**Feathers.** *Ranged Weapon Attack:* +10 to hit, range 30/90 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

**Obsidian Storm (Recharge 5-6).** The Amalgam releases razor-sharp feathers in a **30-foot cone**, then freezes them in space. The feathers remain frozen for **1 minute**, until the Amalgam uses this action again, or until an effect that deals **20** or more thunder damage occurs within the area. The area becomes difficult terrain for the duration, and when a creature other than the Amalgam moves into or within the area, it takes **5 (2d4)** slashing damage for every **5 feet** it travels.

**Slowing Smoke (Recharge 5-6).** The Amalgam expels yellow smoke in a **30-foot cone**. The smoke lingers for **1 minute**, until the Amalgam uses this action again, or until it's dispersed by a strong wind. The area of the smoke is lightly obscured, and when a creature other than the Amalgam starts its turn within it or moves into it for the first time on its turn, it must make a **DC 18 Wisdom saving throw**. On a failed save, the creature suffers the effects of the slow spell until the start of its next turn.

## Reactions

**Spatial Anchor.** *Trigger:* A creature that the Amalgam can see other than itself moves. *Response:* The Amalgam locks the creature's relative position in space to that of a different creature of the same size that the Amalgam can see. Until the end of the turn, whenever either of the locked creatures moves, the other moves the same amount in the same direction.

**Temporal Anchor.** *Trigger:* A creature that the Amalgam can see succeeds on an attack roll, ability check, or saving throw. *Response:* The Amalgam locks its position in time to a few seconds back and rewinds the creature, forcing it to repeat the roll.

## Legendary Actions

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

**Tail.** The Amalgam makes one Tail attack.

**Spacetime Shift (Costs 2 Actions).** The Amalgam teleports to an unoccupied space it can see within **30 feet** of it and regains its reaction.

**Wing Attack (Costs 2 Actions).** The Amalgam beats its wings. Each creature within **10 feet** of the Amalgam must succeed on a **DC 18 Strength saving throw** or take **14 (2d8 + 5)** bludgeoning damage, be pushed **10 feet** away from the Amalgam, and be knocked **prone**.

## THE SMOKEGLASS GRIFFON

Reigning over the skies of the Ombrestone Cliffs, the regal smokeglass griffon is a rare and majestic sight that few are privileged to witness. This elusive creature divides its time between soaring high above the clouds and tending to smokeglass clusters on the rocky crevices of the clifftops. Only the Al Badu people, who have studied the griffon's behaviour to

better understand and protect it, can reliably track its movements—a knowledge they closely guard. Over time, the griffon has come to trust these devoted Humanoids, occasionally visiting their encampments to convey simple requests through telepathic visions and emotions. To outsiders, the griffon might appear demanding or aloof, but the Al Badu firmly believe in its cause and gladly offer their assistance whenever it's needed.

***Competitive Spirit.*** The smokeglass griffon revels in competition, eagerly seeking challenges wherever they arise—even against inanimate objects, such as beating a falling boulder to the bottom of a cliff. In fact, one of its most frequent requests to the Al Badu people is for aerial races against their psammogriff riders. For new recruits, competing against the great guardian is a rite of passage—though most are destined to lose. The precious few who manage to outpace the griffon are celebrated as champions and have their victories immortalised in Al Badu legend.



# SMOKEGLASS GRIFFON, SPATIAL WARDEN

*Huge Elemental, Neutral*

**Armour Class** 15 (natural armour)

**Hit Points** 102 (12d12 + 24)

**Speed** 30 ft., fly 80 ft.

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

**Skills** Perception +4

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** paralysed, petrified, poisoned, unconscious

**Senses** darkvision 120 ft., passive Perception 14

**Languages** understands Common and Primordial, but can't speak

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Keen Sight.** The griffon has **advantage** on Wisdom (Perception) checks that rely on sight.

**Limited Telepathy.** The griffon can magically communicate ideas, emotions, and images telepathically with any creature within **100 feet** of it that can understand a language.

**Legendary Resistance (2/Day).** If the griffon fails a saving throw, it can choose to succeed instead.

**Spatial Grounding.** While the griffon isn't incapacitated, it emanates an aura that warps space within **20 feet** of it. Other creatures can't teleport into or out of this area. If the griffon takes **10** or more thunder damage on a turn, this trait is suppressed until the end of its next turn.

## Actions

**Multiattack.** The griffon can use its Obsidian Storm. It then makes one attack.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

**Feathers.** *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

**Obsidian Storm (Recharge 5-6).** The griffon releases razor-sharp feathers in a **30-foot cone**, then freezes them in space. The feathers remain frozen for **1 minute**, until the griffon uses this action again, or until an effect that deals **10** or more thunder damage occurs within the area. The area becomes difficult terrain for the duration, and when a creature other than the griffon moves into or within the area, it takes 2 (1d4) slashing damage for every **5 feet** it travels.

## Reactions

**Spatial Anchor.** *Trigger:* A creature that the griffon can see other than itself moves. *Response:* The griffon locks the creature's relative position in space to that of a different creature of the same size that the griffon can see. Until the end of the turn, whenever either of the locked creatures moves, the other moves the same amount in the same direction.

## Legendary Actions

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

**Claws.** The griffon makes one Claws attack.

**Spacetime Shift.** The griffon teleports to an unoccupied space it can see within **30 feet** of it.

# SMOKEGLASS GRIFFON, REALITY MENDER

*Huge Elemental, Neutral*

**Armour Class** 16 (natural armour)

**Hit Points** 136 (16d12 + 32)

**Speed** 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	17 (+3)

**Skills** Perception +6

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** paralysed, petrified, poisoned, unconscious

**Senses** darkvision 120 ft., passive Perception 16

**Languages** understands Common and Primordial, but can't speak

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Keen Sight.** The griffon has **advantage** on Wisdom (Perception) checks that rely on sight.

**Limited Telepathy.** The griffon can magically communicate ideas, emotions, and images telepathically with any creature within **100 feet** of it that can understand a language.

**Legendary Resistance (2/Day).** If the griffon fails a saving throw, it can choose to succeed instead.

**Spatial Grounding.** While the griffon isn't incapacitated, it emanates an aura that warps space within **20 feet** of it. Other creatures can't teleport into or out of this area. If the griffon takes **15** or more thunder damage on a turn, this trait is suppressed until the end of its next turn.

## Actions

**Multiattack.** The griffon can use its Obsidian Storm. It then makes two attacks with its Claws or Feathers.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

**Feathers.** *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

**Obsidian Storm (Recharge 5-6).** The griffon releases razor-sharp feathers in a **30-foot cone**, then freezes them in space. The feathers remain frozen for **1 minute**, until the griffon uses this action again, or until an effect that deals **15** or more thunder damage occurs within the area. The area becomes difficult terrain for the duration, and when a creature other than the griffon moves into or within the area, it takes **5 (2d4)** slashing damage for every **5 feet** it travels.

## Reactions

**Spatial Anchor.** *Trigger:* A creature that the griffon can see other than itself moves. *Response:* The griffon locks the creature's relative position in space to that of a different creature of the same size that the griffon can see. Until the end of the turn, whenever either of the locked creatures moves, the other moves the same amount in the same direction.

## Legendary Actions

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

**Claws.** The griffon makes one Claws attack.

**Spacetime Shift.** The griffon teleports to an unoccupied space it can see within **30 feet** of it.

# SMOKEGLASS GRIFFON, EMBODIMENT OF SPACE

*Huge Elemental, Neutral*

**Armour Class** 17 (natural armour)

**Hit Points** 195 (23d12 + 46)

**Speed** 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	12 (+1)	14 (+2)	18 (+4)

**Skills** Perception +7

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** paralysed, petrified, poisoned, unconscious

**Senses** darkvision 120 ft., passive Perception 17

**Languages** understands Common and Primordial, but can't speak

**Challenge** 14 (11,500 XP)

**Proficiency Bonus** +5

**Keen Sight.** The griffon has **advantage** on Wisdom (Perception) checks that rely on sight.

**Limited Telepathy.** The griffon can magically communicate ideas, emotions, and images telepathically with any creature within **100 feet** of it that can understand a language.

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

**Spatial Grounding.** While the griffon isn't incapacitated, it emanates an aura that warps space within **20 feet** of it. Other creatures can't teleport into or out of this area. If the griffon takes **20** or more thunder damage on a turn, this trait is suppressed until the end of its next turn.

## Actions

**Multiattack.** The griffon can use its Obsidian Storm. It then makes two attacks with its Claws or Feathers.

**Claws.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Feathers.** *Ranged Weapon Attack:* +9 to hit, range 30/90 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Obsidian Storm (Recharge 5-6).** The griffon releases razor-sharp feathers in a **30-foot cone**, then freezes them in space. The feathers remain frozen for **1 minute**, until the griffon uses this action again, or until an effect that deals **20** or more thunder damage occurs within the area. The area becomes difficult terrain for the duration, and when a creature other than the griffon moves into or within the area, it takes **5 (2d4)** slashing damage for every **5 feet** it travels.

## Reactions

**Spatial Anchor.** *Trigger:* A creature that the griffon can see other than itself moves. *Response:* The griffon locks the creature's relative position in space to that of a different creature of the same size that the griffon can see. Until the end of the turn, whenever either of the locked creatures moves, the other moves the same amount in the same direction.

## Legendary Actions

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

**Claws.** The griffon makes one Claws attack.

**Spacetime Shift.** The griffon teleports to an unoccupied space it can see within **30 feet** of it.

## THE TIMESHARD JINN

Deep under the surface, in the labyrinthine caverns sculpted by rivers of lava and the tireless efforts of scorpid miners, the timeshard jinn dwells, nurturing the growth of crystals that heal the world's wounds. A solitary creature by nature, the jinn favours the company of shardcrabs over that of other sentient beings. However, it tolerates—and occasionally even welcomes—the presence of the scorpid people, who have dedicated themselves to protecting and aiding the jinn in its sacred duties. Conversing with the jinn is a rare honour in scorpid society, reserved for those of sharp intellect and quick wit, for the great guardian suffers no fools. Many overseers have sought the wisdom of the jinn, only to swiftly be voted out of office for the simple offence of being denied an audience.

*The Jinn's Secret.* Beneath the jinn's wise and dignified demeanour lies a mischievous streak which it indulges in secret. It subtly rearranges the tunnels near scorpid outposts and settlements, leaving bewildered miners to wander in endless loops until the jinn tires of the game and sets them free—an occurrence they attribute to the lingering magic in the region rather than the great guardian's trickery. The jinn's favourite prank, however, is to blow its slowing smoke through a volcanic chimney just as a psammogriff rider soars by. The sight of the mighty creature wobbling erratically as it spirals toward the ground brings the jinn no small amount of amusement. Since the elite Al Badu riders are usually skilled enough to improvise a safe landing, the jinn remains blissfully unaware of the true danger its antics could cause.



## TIMESHARD JINN, TEMPORAL WARDEN

*Huge Elemental (Jinn), Neutral*

**Armour Class** 17 (natural armour)

**Hit Points** 104 (11d12 + 33)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	12 (+1)	11 (+0)	16 (+3)

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** paralysed, petrified, poisoned, unconscious

**Senses** darkvision 120 ft., tremorsense 30 ft., passive Perception 10

**Languages** Common, Primordial

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Heavyweight.** The jinn has **advantage** on saving throws made to resist being moved against its will.

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

**Temporal Grounding.** While the jinn isn't incapacitated, it emanates an aura that warps time within **20 feet** of it. Other creatures can't take bonus actions within this area. If the jinn takes **10** or more thunder damage on a turn, this trait is suppressed until the end of its next turn.

### Actions

**Multiattack.** The jinn can use its Slowing Smoke. It then makes one Tail attack.

**Tail. Melee Weapon Attack:** +6 to hit, reach 10 ft., one target. **Hit:** 12 (2d8 + 3) bludgeoning damage.

**Slowing Smoke (Recharge 5-6).** The jinn expels yellow smoke in a **30-foot cone**. The smoke lingers for **1 minute**, until the jinn uses this action again, or until it's dispersed by a strong wind. The area of the smoke is lightly obscured, and when a creature other than the jinn starts its turn within it or moves into it for the first time on its turn, it must make a **DC 14 Wisdom saving throw**. On a failed save, the creature suffers the effects of the *slow* spell until the start of its next turn.

### Reactions

**Temporal Anchor. Trigger:** A creature that the jinn can see succeeds on an attack roll, ability check, or saving throw. **Response:** The jinn locks its position in time to a few seconds back and rewinds the creature, forcing it to repeat the roll.

### Legendary Actions

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

**Tail.** The jinn makes one Tail attack.

**Time Shift.** The jinn regains its reaction.

## TIMESHARD JINN, WORLD HEALER

*Huge Elemental (Jinn), Neutral*

**Armour Class** 18 (natural armour)

**Hit Points** 152 (16d12 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	12 (+1)	12 (+1)	17 (+3)

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** paralysed, petrified, poisoned, unconscious

**Senses** darkvision 120 ft., tremorsense 30 ft., passive Perception 11

**Languages** Common, Primordial

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Heavyweight.** The jinn has **advantage** on saving throws made to resist being moved against its will.

**Legendary Resistance (2/Day).** If the jinn fails a saving throw, it can choose to succeed instead.

**Temporal Grounding.** While the jinn isn't incapacitated, it emanates an aura that warps time within **20 feet** of it. Other creatures can't take bonus actions within this area. If the jinn takes **15** or more thunder damage on a turn, this trait is suppressed until the end of its next turn.

### Actions

**Multiattack.** The jinn can use its Slowing Smoke. It then makes two Tail attacks.

**Tail. Melee Weapon Attack:** +7 to hit, reach 10 ft., one target. **Hit:** 12 (2d8 + 3) bludgeoning damage.

**Slowing Smoke (Recharge 5-6).** The jinn expels yellow smoke in a **30-foot cone**. The smoke lingers for **1 minute**, until the jinn uses this action again, or until it's dispersed by a strong wind. The area of the smoke is lightly obscured, and when a creature other than the jinn starts its turn within it or moves into it for the first time on its turn, it must make a **DC 15 Wisdom saving throw**. On a failed save, the creature suffers the effects of the *slow* spell until the start of its next turn.

### Reactions

**Temporal Anchor. Trigger:** A creature that the jinn can see succeeds on an attack roll, ability check, or saving throw. **Response:** The jinn locks its position in time to a few seconds back and rewinds the creature, forcing it to repeat the roll.

### Legendary Actions

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

**Tail.** The jinn makes one Tail attack.

**Time Shift.** The jinn regains its reaction.

# TIMESHARD JINN, EMBODIMENT OF TIME

*Huge Elemental (Jinn), Neutral*

**Armour Class** 19 (natural armour)

**Hit Points** 210 (20d12 + 80)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** paralysed, petrified, poisoned, unconscious

**Senses** darkvision 120 ft., tremorsense 30 ft., passive Perception 11

**Languages** Common, Primordial

**Challenge** 14 (11,500 XP)

**Proficiency Bonus** +5

**Heavyweight.** The jinn has **advantage** on saving throws made to resist being moved against its will.

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

**Temporal Grounding.** While the jinn isn't incapacitated, it emanates an aura that warps time within **20 feet** of it. Other creatures can't take bonus actions within this area. If the jinn takes **20** or more thunder damage on a turn, this trait is suppressed until the end of its next turn.

## Actions

**Multiattack.** The jinn can use its Slowing Smoke. It then makes two Tail attacks.

**Tail.** *Melee Weapon Attack:* **+9** to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

**Slowing Smoke (Recharge 5-6).** The jinn expels yellow smoke in a **30-foot cone**. The smoke lingers for **1 minute**, until the jinn uses this action again, or until it's dispersed by a strong wind. The area of the smoke is lightly obscured, and when a creature other than the jinn starts its turn within it or moves into it for the first time on its turn, it must make a **DC 17 Wisdom saving throw**. On a failed save, the creature suffers the effects of the slow spell until the start of its next turn.

## Reactions

**Temporal Anchor.** *Trigger:* A creature that the jinn can see succeeds on an attack roll, ability check, or saving throw. *Response:* The jinn locks its position in time to a few seconds back and rewinds the creature, forcing it to repeat the roll.

## Legendary Actions

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

**Tail.** The jinn makes one Tail attack.

**Time Shift.** The jinn regains its reaction.

# APPENDIX D - FAMILIAR

1

## SPLIT

PREREQUISITE: BECOME COMPANION

"This isn't even its final form..."

3

## GROWTH I

PREREQUISITE: —

"As time passes..."

## WARPING AURA

PREREQUISITE: —

"We know it's an unfair advantage..."

5

## MULTIATTACK

PREREQUISITE: —

"Ready for some painful déjà vu?"

## PHASE WING

PREREQUISITE: —

"Try to keep up."

## SLOW STING

PREREQUISITE: —

"Get smoked!"

9

## GROWTH II

PREREQUISITE: GROWTH I

"...it takes up more space."

## CHRONOCHITIN

PREREQUISITE: —

"Paradox-proof."

13

## DISPLACEMENT

PREREQUISITE: WARPING AURA

"...so leave us alone."

## RAPID REWIND

PREREQUISITE: WARPING AURA

"...so stop overreacting."

17

## MERGE

PREREQUISITE: SPLIT

"...It's morphin' time!"



## AMALGAMINI

"I'm not proud of it, but when Falak goes into one of his lectures, I cough loudly at the amalgamini to skip past the boring bits. I just can't hear him go on about the retrocausal chrono-entropic principle of self-consistency for the hundredth time..."

— Zohra, Mind-Numbingly Bored

**Type:** Elemental

**Creature Component:** Any smokeglass griffon or timeshard jinn

**Bonus Tamer Improvement:** Split and +2 Hit Dice

Creating an amalgamini from the essence of two aspects of space and time requires a biomancer of exceptional skill. By harnessing only a fraction of the power of these formidable guardians, the resulting creature is spared from spending every second of its existence in unimaginably excruciating pain, though a degree of instability remains inevitable. Tamers who accept the companionship of an amalgamini must adapt to the subtle warping of spacetime that occurs in its vicinity—arriving a couple of minutes late to appointments or tripping on stairs when the distance between steps shifts a few inches soon become reliable daily rituals. Loud noises can exacerbate these distortions, making it advisable to employ a soft tone when training an amalgamini... lest one suddenly finds oneself a few days in the past, already midway through their last tumble down the stairwell.

If any of the amalgamini's traits or actions require a saving throw, it is always against the amalgamini's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the amalgamini's Charisma modifier

## MONSTER TRAINER

### SPLIT

**Prerequisite:** Become a tamer's companion

**Type:** Active (bonus action)

As a bonus action, the amalgamini can split itself into two creatures: an obsidian bird and a crystal scorpion. When this happens, one of these creatures appears in the space that the amalgamini occupied, while the other appears in an unoccupied space within **5 feet** of it.

The bird and the scorpion share the amalgamini's hit points, use its stat block, and benefit from any improvements it has, with the following exceptions: the bird is the only one that has a flying speed and can use the Wing attack, and the scorpion is the only one that has tremorsense and can use the Sting attack. If both the bird and the scorpion take damage simultaneously from the same effect, only one of them takes that damage.

The amalgamini's tamer can command both the bird and the scorpion as part of the same action or bonus action. Between them, the bird and the scorpion can only take one action and bonus action on their turn, but each one can move up to the amalgamini's speed and has its own reaction.

The amalgamini remains split until it merges again as a bonus action, until the scorpion and the bird are more than **100 feet** away from one another, until it's recalled to its vessel, or until it's reduced to 0 hit points. When this happens, the amalgamini's tamer can choose whether the amalgamini reappears in the space of the bird or the scorpion.

### GROWTH I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The amalgamini's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its attacks increase to **d6s**.

### WARPING AURA

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The amalgamini warps time and space in its vicinity, making them more difficult to traverse for its foes and easier for its allies. The area within **15 feet** of the amalgamini is considered difficult terrain for hostile creatures. In addition, when a friendly creature starts its turn within **15 feet** of the amalgamini, the creature's speed is increased by **10 feet** until the end of its turn.

If the amalgamini is split, the range of this ability is reduced to **10 feet**.

### MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the amalgamini can make two attacks. If the amalgamini is split into the bird and the scorpion, it can divide the number of attacks made between the two in any combination.

## AMALGAMINI

*Tiny Elemental, Neutral*

**Armour Class** 14 (natural armour)

**Hit Points** 4 (1d4 + 2)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	8 (-1)	11 (+0)	15 (+2)

**Senses** tremorsense 10 ft., passive Perception 10

**Languages** understands Primordial but can't speak

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Chrono-Instability.** When the amalgamini takes **5** or more thunder damage in a single instance, it must make a **DC 11 Constitution saving throw**. On a failed save, the nearest creature within **30 feet** of it has its speed reduced by **10 feet** if it's friendly, or increased by **10 feet** if it's hostile, until the end of the amalgamini's next turn. Once this trait has triggered, it can't trigger again until the end of the amalgamini's next turn.

**Spatiotemporal Awareness.** The amalgamini always knows exactly what time it is and which way is north.

### Actions

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

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

## PHASE WING

**Prerequisite:** 5th-level tamer

**Type:** Active (no action required)

Immediately before or after making a Wing attack, the amalgamini can teleport to an unoccupied space it can see within **30 feet** of it. If the amalgamini is split, both halves can teleport to different spaces in this way. Once the amalgamini has done this, it can't do so again until its tamer finishes a short or long rest.

## SLOW STING

**Prerequisite:** 5th-level tamer

**Type:** Active (no action required)

When the amalgamini hits a creature with a Stinger attack, it can inject that creature with slowing smoke. The creature must succeed on a **Constitution saving throw** or suffer the effects of the *slow* spell for **1 minute**. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Once the amalgamini has done this, it can't do so again until its tamer finishes a short or long rest.

## CHRONOCHITIN

**Prerequisite:** 9th-level tamer

**Type:** Passive (companion)

The amalgamini grows a chitinous layer that protects it against attacks, as well as disturbances in time and space. It gains a **+2 bonus** to AC, can't be teleported against its will, and is **immune** to the effects of the *slow* spell.

## GROWTH II

**Prerequisite:** 9th-level tamer, Growth I

**Type:** Passive (companion)

The amalgamini's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its attacks increase to **d8s**.

## DISPLACEMENT

**Prerequisite:** 13th-level tamer, Warping Aura

**Type:** Active (reaction)

As a reaction when another creature enters the area of the amalgamini's Warping Aura or starts its turn there, the amalgamini can warp it away. The creature must succeed on a **Charisma saving throw** or be teleported to an unoccupied space the amalgamini can see within **30 feet** of it. The chosen space must be on a surface or in a liquid that can support the creature without it

having to squeeze.

The amalgamini can use this reaction a number of times equal to its tamer's proficiency bonus and it regains all expended uses when its tamer finishes a long rest.

## RAPID REWIND

**Prerequisite:** 13th-level tamer, Warping Aura

**Type:** Active (reaction)

As a reaction when another creature within the area of the amalgamini's Warping Aura uses a reaction, the amalgamini can attempt to quickly rewind time for that creature. The creature must succeed on a **Charisma saving throw** or its reaction has no effect and is wasted.

The amalgamini can use this reaction a number of times equal to its tamer's proficiency bonus and regains all expended uses when its tamer finishes a long rest.

## MERGE

**Prerequisite:** 17th-level tamer, Split

**Type:** Active (bonus action)

As a bonus action while the amalgamini is within **10 feet** of its tamer, the amalgamini can merge with the tamer. When this happens, the amalgamini disappears, although it still counts as being summoned by the tamer's Pocket Familiar feature. The amalgamini's tamer grows a protective chitin, a pair of wings, and a smoky stinger, and gains temporary hit points equal to the amalgamini's maximum hit points.

While merged, the amalgamini's tamer gains access to the amalgamini's senses, its flying speed, and all of the benefits granted by its bespoke companion improvements, including its reactions. As a bonus action, the tamer can use any of the amalgamini's actions, but it can't split as per the Split improvement. In addition, the range of the amalgamini's Warping Aura increases to **30 feet** while in this form, and the tamer gains two additional reactions per round, although they can only use one on each turn.

The merge lasts for **10 minutes**, until the amalgamini's tamer loses all of their temporary hit points or uses a bonus action to undo the merge, or until the amalgamini is recalled. When the merge ends, the amalgamini reappears in an unoccupied space within **5 feet** of its tamer.

Once the amalgamini has used this bonus action, it can't do so again until its tamer finishes a long rest.

# APPENDIX E - SUBCLASSES

## FALCONER ROGUE

Trust is a rare luxury among rogues. Whether in the grime of a narrow alleyway or the vast stretches of a desert wasteland, assassins and scouts alike know that placing trust in another often invites nothing but disappointment and betrayal. Falconers defy this notion by learning to rely on their avian companions, who serve as steadfast partners in fight and flight. Hours of rigorous training transform these birds into fearsome hunters, every bit as deadly as their masters. Yet their greatest strength lies not in their razor-sharp claws, but in the unwavering bond between rogue and raptor. Together, they fly across the battlefield, delivering synchronised strikes with unparalleled grace and precision. It's this effortless teamwork that makes them such coveted allies—or formidable foes—to any who cross their path.

Despite the name, falconers use many different birds of prey for as many reasons. Dune dwarves use swift kestrels to map out dangerous desert chasms in search of treasure. Goliaths in craggy hills tame massive vultures for ritual combat, emulating a legendary titan who is said to have kept a roc as her companion. Camelkin nomads use golden eagles to watch for wounded on their path, offering help and health—for a price, of course. No matter how exotic the bird, if it can hunt and fly, you can bet a falconer's first question will be “can I tame it?”



## FEATURES

### FEATHERED ACCOMPLICE

3rd-Level Falconer Feature

You gain the companionship of a fierce bird of prey, which becomes your steadfast partner. It's friendly to you and your companions, and it obeys your commands. See its game statistics in the Raptor stat block, which uses your proficiency bonus (PB) in several places. When you first gain your raptor, choose between the form of a Falcon, an Owl, or a Condor, which determines certain traits in its stat block. A bird may be of a different species, but it uses one of these three classifications for the purpose of its stat block (for example, an eagle could be considered a falcon).

In combat, the raptor acts on your turn. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take an action or bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the raptor can take any action of its choice, not just Dodge. In addition, you can use your Sneak Attack feature on attacks made by your raptor, ignoring the requirement for a finesse or ranged weapon as long as the attack fulfils the feature's other requirements. This doesn't allow you to use Sneak Attack more than once per turn.

When you gain your raptor, you also create a token of your connection, which can take the form of a falconer's glove or similar object. If your raptor is reduced to 0 hit points, it disappears into a cloud of dust or sand. You can perform a **1 hour** ritual using your token, which can be done as part of a short or long rest, to resurrect the raptor with all of its hit points. If your token is lost or destroyed, you can create a new one over the course of a long rest.

When you reach 6th level in this class, your raptor's attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

You gain an additional raptor, choosing one of the remaining classifications, at 9th level, and again at 13th level. You can only have one raptor summoned at a time—other raptors go into a pocket dimension contained within your token. You can perform a **1 hour** ritual using your token, which can be done as part of a short or long rest, to switch your raptor with a different one inside your token.

## RAPTOR

*Tiny Beast, Unaligned*

**Armour Class** 13 + half PB (rounded down)

**Hit Points** 3 + three times your rogue level (the raptor has a number of Hit Dice [d4s] equal to your rogue level)

**Speed** 10 ft., fly 30 + (PB x 5) ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	2 (-4)	14 (+2)	7 (-2)

**Skills** Perception +2 plus PB, Stealth +3 plus PB

**Senses** darkvision 60 ft. (Owl only), passive Perception 12 + PB

**Languages** —

**Challenge** —

**Proficiency Bonus** equals your bonus

**Keen Sight.** The raptor has **advantage** on Wisdom (Perception) checks that rely on sight.

**Nimble Flight.** Opportunity attacks made against the raptor have **disadvantage**.

**Shredding Skydive (Falcon Only).** If the raptor moves at least **20 feet** in a straight line immediately before hitting with a Talons attack, the attack deals **1d12 + PB** piercing damage instead.

**Scent of Death (Condor Only).** The raptor has **advantage** on attack rolls against creatures below half of their maximum hit points.

### Actions

**Talons.** *Melee Weapon Attack: +3 plus PB* to hit, reach 5 ft., one target. *Hit: 1d4 + PB* piercing damage.

**Silent Watcher (1/Day; Owl Only).** The raptor gains blindsight out to a range of **30 feet** for **1 minute**.

## BESTIAL CONNECTION

3rd-Level Falconer Feature

A falconer's bond with their raptor is forged in the fires of mutual respect and sacrifice. When your raptor takes damage that would reduce it to 0 hit points, you can use your reaction to grant it some of your life force. When you do, the raptor is reduced to 1 hit point instead, and you take **1d6** necrotic damage, which can't be reduced or prevented in any way. Once you use this reaction, you can't do so again until you finish a short or long rest.

In addition, this bond improves your ability to connect with other creatures of the natural world. You gain proficiency in the Animal Handling skill.

## EYES IN THE SKY

*9th-Level Falconer Feature*

Your raptor acts as your eyes up above, surveying the land for hidden dangers and fleeing quarry. Your proficiency bonus is doubled for any Wisdom (Perception) checks your raptor makes. In addition, while your raptor is touching you, you can telepathically communicate images, emotions, or directions to each other.

## SYNCHRONISED DOGFIGHT

*9th-Level Falconer Feature*

In a display of flawless teamwork, you and your raptor have learned to chain attacks together with ruthless efficiency. Once per turn, when an attack you make deals damage to a creature that your raptor damaged this turn, your attack deals extra damage equal to your Wisdom modifier (minimum of 1).

Once per turn, when an attack your raptor makes deals damage to a creature that you damaged this turn, the creature must succeed on a **Constitution saving throw** or be **blinded** until the start of your next turn. The DC for this saving throw equals **8 + your proficiency bonus + your Wisdom modifier**.

## APEX PREDATOR

*13th-Level Falconer Feature*

You and your raptors have mastered specialised combat techniques, which you use to hunt down your foes. Depending on which type of raptor you have summoned, you gain one of the following benefits:

- ◆ **Weak Point (Falcon):** Attack rolls made by you or your raptor score a critical hit on a roll of 19 or 20 on the d20.
- ◆ **Twilight Hunter (Owl):** You and your raptor have **advantage** on attack rolls made against creatures in dim light or darkness.
- ◆ **Vigor From Death (Condor):** Whenever you or your raptor reduce a Small or larger creature to 0 hit points, you each gain temporary hit points equal to your **proficiency bonus plus your Wisdom modifier**.

## FURY OF THE FLOCK

*17th-Level Falconer Feature*

Your coordination with your raptors is unmatched, allowing you to command your entire flock at once. As an action, you can summon all three raptors to your aid for **1 minute**. Your raptors that weren't already summoned appear in unoccupied spaces within **5 feet** of you. While all three are summoned, you gain all benefits of the Apex Predator feature.

As an action or bonus action on subsequent turns, you can issue mental commands to all your raptors at once, which can be the same or different commands for each. You choose the order in which your raptors act each round. After the minute elapses, two of your raptors return to your token. Once you use this feature, you can't do so again until you finish a long rest.

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ARTIST NAME