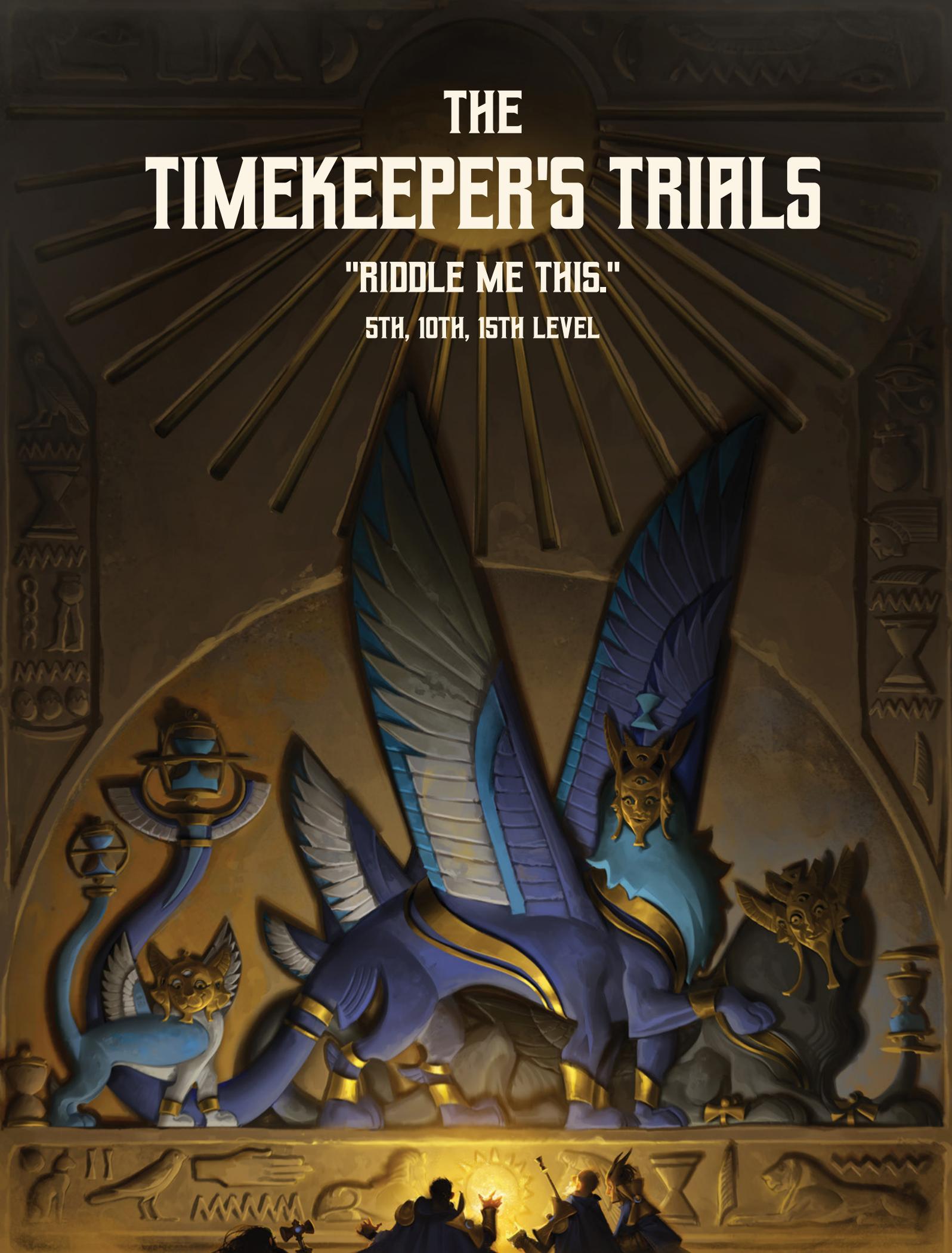


# THE TIMEKEEPER'S TRIALS

"RIDDLE ME THIS."

5TH, 10TH, 15TH LEVEL





# CONTENTS

END TIMES STORYLINE	1
THE TIMEKEEPERS TRIALS	2
INTRODUCTION	2
BACKGROUND	2
IN THE PRESENT	5
THE PAST AT LAST	7
THE HOROLOGICAL HEADQUARTERS	8
KNOW THY ENEMY	16
THE BATTLE AHEAD	19
AFTERMATH	26
TREASURE	27
APPENDIX A MAGIC ITEMS	29
APPENDIX B SPELLS	32
APPENDIX C CREATURES	33
APPENDIX D FAMILIAR	42
APPENDIX E SUBCLASSES	45

# CREDITS

**Writing Direction:** Max Wartelle

**Lead Writer:** João Araújo

**Additional Writing:** Christian “Crimser” Bruderer,  
Wyatt Trull, Max Wartelle

**Editing:** Phylea Homebrews, Max Wartelle

**Proofing:** Jessica Combart

**Art Direction:** Mohammed Bellafquih

**Lead Concept Artist:** Ognjen Spornin

**Graphic Design:** Kwanpo “Ari” Cheng, Martin Kirby-Jackson

**Interior Illustrations:** Martin Kirby-Jackson, Ryan McCowan, Ognjen Spornin, Souhaib Zekri

**Cover Illustration:** Ognjen Spornin

**Cartography:** Cze & Peku

**Layout:** Sally Kay Clark

# End Times Storyline

This adventure is the fourth 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 chronomantic 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.

# The Timekeeper's Trials

## INTRODUCTION

*The Timekeeper's Trials* 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 one-third of the way to 6th level, one-third of the way to 11th level, or two-thirds of the way to 16th level. The adventurers must prove themselves worthy to a chronosphinx so that they may receive its knowledge, which could be crucial to stopping the end of the world.

In this adventure, the party travels back in time to consult with the Horological Order—a group of warriors and scholars who protect the normal flow of time—regarding the world-eating timestorm. They find out that the entire Order has been mysteriously wiped out, and meet with the chronosphinx Aeon, their last remaining member. In order to gain information from this enigmatic creature, they must first best the Timekeeper's Trials. A wide variety of damage types and the ability to think outside the box will be essential during the fight.

## 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

### GM TIP

Write down the information in this table for your adventure level so you don't have to keep flicking back and forth!

## BACKGROUND

Wherever chronomancers twist the fabric of time to suit their designs, there must be those that ensure it doesn't tear. In the Timespun Sands, this duty falls to the Horological Order—a steadfast assembly of scholars, diviners, and Paladins that safeguard the integrity of the local timelines. As the timestorm began to encroach upon their land, these valiant protectors forged an alliance with the Lemniscate Order to uncover the cause of the storm and halt its advance.

Sadly, their efforts met a tragic end, for they could not have predicted that, decades prior, the Cult of the Final Hour had already put into motion a cunning plan to one day eliminate the Horological Order. A mole within the Horologists who rose to the rank of leader, the Millennium Nycks Zawn, purposefully let himself get caught in a shocking scandal involving chrono-espionage and shady deals with his former and future selves, leading to his imprisonment.

But bureaucracy moves at a snail's pace. Only after 50 years of extensively gathering evidence and testimonies was the Horologist Order finally ready to give Nycks Zawn a trial for his crimes. When the chronosphinx Aeon, guiding luminary and foremost protector of the Horological Order, departed to their extra-temporal prison to fetch the defendant, the traitor sacrificed himself to delay Aeon's return for only one hour. This was all the time that the Cult of the Final Hour needed. In a devastating attack, the timeless dragon and its followers invaded the Horological headquarters, put their archives to the torch, and devoured every last Order member, causing them to be retroactively erased from existence.

Aeon returned from their trip beyond time and space to find their sanctuary in ruins and their loyal comrades vanished. Faced with a world teetering on the brink of destruction, they retreated into the remains of the Order's headquarters, where, amidst crumbling halls and ash-choked air, they pored over every stray tome left unburnt, searching for the culprit of the imminent apocalypse.

With time fraying and the threads of reality rapidly unravelling, Aeon found their own power waning and their death drawing near. They were left without the strength needed to act upon their findings, but fractured divinations hinted at a glimmer of hope: a group of valorous adventurers who might eventually arrive at the headquarters, seeking to stop the end of the world. Aeon is prepared to pass on the knowledge they've gained... but only to those who have proven themselves worthy by overcoming the Timekeeper's Trials.

## 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 "Horological Headquarters" section (page 8).

- ♦ Falak and Zohra aren't a part of this adventure, and there is no world-consuming timestorm. Instead of trying to discover the cause of this chronological cataclysm, the party should visit the Horological headquarters in search of other information—perhaps the one weakness of their most hated enemy, or the location of a powerful artifact that can further their goals.
- ♦ The Horological Order need not be missing. Feel free to fill their headquarters with members of the Order going about their daily business. If you do, they offer no assistance to anyone seeking their leader for information—petitioners must find their way and brave the trials on their own.

## SUMMARY

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

- ♦ **Which Monster?** The chronosphinx Aeon, a guiding luminary of the Horological Order and the sage from whose teachings the Order sprouted.
- ♦ **Monster's Motivation.** Aeon seeks to undo the events that caused the retroactive erasure of the Horological Order from history.
- ♦ **Monster's Previous Actions.** Ever since the erasure of the Order, Aeon has delved deep into the mystery of what caused the timestorm, hiding away from the rest of the world to concentrate on their research.

- ♦ **Where's the Monster?** Aeon lingers at the headquarters of the Horological Order, which move freely through space, changing location on a regular basis.

## ADVENTURE HOOKS

Trials are tough—especially those administered by unknowably ancient chronosphinxes with astronomically high standards. Consider sweetening the pot a little by providing your party with one or more of the following hooks:

- ♦ **Curiosity: The Ultimate Question.** If one or more of the party members have a burning question about any aspect of their past, this is a perfect time to dangle it in front of them. The timekeepers keep careful records of history down to the most insignificant, mundane detail, and their leaders are privy to many secrets and mysteries. In addition to saving the world, a visit to the Horological headquarters could reveal the identity of someone's long lost parents, or disclose the location of an ancient family treasure.
- ♦ **Morality: Cold Case.** The fennekin nobleman Royal-Tih, known throughout the city for his arrogant, acerbic disposition, comes to humble himself before the party in order to plead for their help. He's heard that they're preparing to travel back in time to the Horological headquarters, and asks them to keep an eye out for his niece, Kasu, who joined the Order only a few months back. Not only is he desperate to ensure Kasu's survival—having promised it to his sister on her deathbed—Roy is alarmed by the fact that he's beginning to forget details about his niece's appearance and personality. Confused and distraught, he begs the party to bring her with them when they return.
- ♦ **Compensation: The Horological Archives.** The loss of the Horological Order's headquarters also meant the loss of their vast archives, containing not only an extensive record of chronological crimes, but also esoteric knowledge of time and space. Sensing a business opportunity, the camelkin merchant Hump Ardink, whom the party may have met on previous adventures, contacts the adventurers once again. Hump proposes to spread rumours that he's in possession of some pieces from the Horological archives, igniting a bidding war between the wealthy. All that the party has to do is retrieve those pieces before the camelkin's prospective buyers become aware of his deception. Profits are to be split fifty-fifty.

## 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, are often capable of keeping better track of chronological mishaps.

# IN THE PRESENT

In order to take the next step in this adventure, the party must first confer with Falak or Zohra in the present.

**Zohra.** The Lemniscate sage Zohra has been hard at work on Project Stormstopper, hoping to produce a device capable of finding the source of the timestorm. Her efforts—as well as the materials provided to her by the party during the events of *Dark Wings, Gleaming Gems*—have allowed her to upgrade the party's *chronocube* (see Appendix A), which she announces with only mild enthusiasm.

Her spirits are dampened by the fact that the project is proving difficult to advance without more information on the nature of the timestorm. Luckily, she knows just where to go for it: the Horological Order, who have no doubt investigated the matter themselves. The only problem? Their ever-shifting

headquarters are nowhere to be found within the tight constraints of what's left of reality, which can only mean they've been swallowed by the timestorm.

## 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



## 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.

*"Did you happen to see when I left my keys? I seem to have mistimed them."*

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

- ◆ The Horological Order protects the normal flow of time in the Timespun Sands. They are the foremost line of defence against spatiotemporal anomalies, paradoxes, and other chronomantic disasters.
- ◆ To ensure the Order's safety and privacy, their headquarters constantly teleport around the Timespun Sands, never staying in one place for too long. Sadly, as there has been no news of the Order for quite some time, it's widely believed that their headquarters were swallowed by the timestorm at some point. No surviving members have been found to deny or confirm this.
- ◆ The Horological and Lemniscate Orders frequently collaborated in matters of chronolaw. Because of this, Zohra had some contacts within the former, and knows of the locations their headquarters occupied at a few specific points in the past. With this knowledge, Falak can transport the party back in time right onto the Horologists' doorstep.
- ◆ The party's mission is therefore to travel back to the most recent of these points in time, granting them access to the Horological headquarters before they were lost to the timestorm. There, they will consult with the Order and request any information they may have on the ensuing apocalypse.
- ◆ To facilitate diplomacy with the Horological Order, Zohra will be accompanying them on this trip. Despite being a skilled mage, her expertise doesn't lie in combat—she is capable of protecting herself, but the party shouldn't expect to rely on her if a fight breaks out.

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.

**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 search for information on this group as well.

## GM TIP: CACTAR COMPANION

Having NPCs travel alongside the party can be a source of much frustration. In combat, having the assistance of an NPC can delay the party's turns and threaten to steal their spotlight. Conversely, if the NPC simply trails along without contributing, it can be perceived as useless and even annoying.

To avoid these issues with Zohra, make it very clear from the beginning that she is not a fighter and won't be assisting the party in combat. This adventure doesn't contain many combat encounters, and the fight against the boss monster is an agreed-upon trial, making it easy for Zohra to choose to sit out.

What the adventure does contain in abundance are puzzles and riddles, and this is where Zohra can prove her worth by assisting the party. If your players become stuck in a specific section, or are unable to figure out one of the puzzles, Zohra can provide hints and help them work out the solution. Be careful not to provide these hints too early or have her just blurt out the answer—intervene only if your party lingers for too long or becomes frustrated.

# 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.

FALAK



# ARRIVING IN THE PAST

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

The spell concludes in a burst of swirling sand, the golden grains lingering in the air for a few seconds before settling back into the dunes. The muscular frame of past Falak stands before you, dwarfed by the silhouette of the Horologist Order's headquarters cut against the bright blue sky. He makes good use of his muscles to help a wobbly Zohra to her feet.

"This always happens..." She mumbles with a weary sigh. "You'd think I'd have a better handle on timewalking by now..."

Falak's sharp gaze shifts to you as the cactar sage fights off her timesickness. "I would introduce myself," He says. "But something tells me that it would be a waste of time. Which, as it happens, you don't have much of to begin with."

Like before, Falak doesn't know the party at this point, as he has yet to meet them during the events of *Dark Wings*, *Gleaming Gems*. 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.

## GM TIP: TICKING CLOCK

Throughout this adventure, the party has the option to explore the Horological Order's headquarters for clues. Many of the encounters they find will require them to spend additional time investigating, researching, or searching for resources. Allow the party freedom to explore and investigate at their own pace, but gently remind them, through Buma the owl, 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  $DC$  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.

## THE HOROLOGICAL HEADQUARTERS

The Horological Order's headquarters once flew over the dunes as a shining display of the finest architecture in the Timespun Sands—a towering palace of immaculately carved sandstone brick, crowned with azure spires that pierced the sky and adorned with gilded ornaments glimmering in the searing sunlight. A pair of colossal double doors, etched with the intricate motif of a spinning hourglass, gave entry into a vast atrium alive with the hum of purpose: overworked Paladins filing arrest reports, sphinx magisters preparing for upcoming cases, and cantankerous chiefs demanding that maverick detectives turn over their badges for the collateral damage of their latest missions.

Now crashed in the desert after the eldritch dragon's attack, nary a soul remains to sweep the dusty floors, mend the cracked walls, or breathe life into the empty halls. The headquarters are a shadow of their former glory, nothing more than a miserable ruin slowly crumbling back into sand. The whole palace looks dangerously unstable, with the occasional collapse of its walls and ceilings just as likely to open convenient passages into forgotten chambers as it is to bury any who linger inside for too long.

When the party takes their first steps into the Horological Order's headquarters, you can read or paraphrase the following:

"I don't understand..." Zohra murmurs. "The storm hasn't come yet... They should be here. Someone should be here. Where have they all gone?"

The sandstone tiles crack softly beneath your feet as you take your first footsteps into the Order's headquarters, the sound echoing across the empty atrium. Aside from a few owlglasses perching on the rafters above—Buma hoots a quiet greeting to them—there's not a living creature in sight. The entire place looks abandoned, left to ruin.

Sunbeams pour in through jagged holes in the ceiling, scattering in fractured patterns across the dusty floor. They mingle with the warm glow of two rows of bronze braziers lining a long, central hallway which culminates in a second pair of large double doors. Zohra briefly touches one of the braziers, her needles running along the dented metalwork. "The flame isn't magical." She notes quietly. "Someone has been keeping these lit."

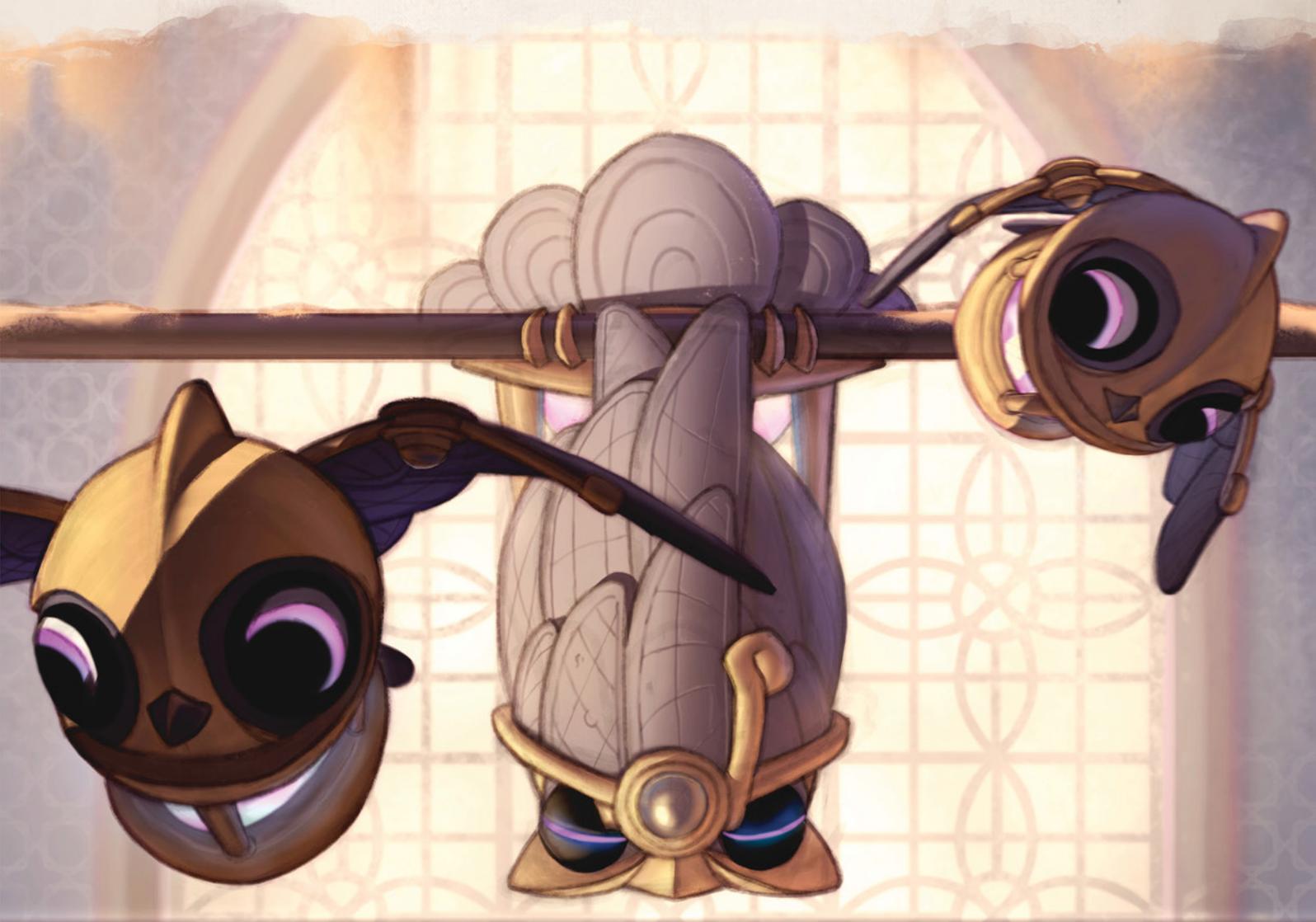
## UNIQUE FAUNA AND FLORA

Even in a crumbling palace stranded in the middle of the desert, life abounds—unusual life, but life nonetheless. Described below are some of the creatures and plants that a party exploring the abandoned Horological headquarters may come across.

**Owlglasses.** The first owlglass was crafted as a gift from the Lemniscate Order to the fledgling Horological Order, symbolising hope for a fruitful alliance. These adorable Constructs quickly became indispensable companions to Horological Paladins and detectives—their extraordinary sensitivity to fluctuations in the timestream proved invaluable for anticipating and preventing various chronological disasters.

Now, with the Horological Order obliterated, entire parliaments of owlglasses roost idly in the rafters of the derelict headquarters, their purpose lost but their vigilance unbroken. The most resolute among them continue to uphold their duties by tirelessly hunting the phase moths that voraciously consume the remains of the Order's once vast archives.

An owlglass has the statistics of an owl (CR 0).



**Phase Moths.** Phase moths are notoriously persistent pests and the bane of librarians the world over. Paper, papyrus, and similar materials comprise the entirety of a phase moth's diet, but not just any old scroll will do—these insects have a particularly voracious appetite for magical texts, scholarly treatises, and esoteric tomes. The more complex and dense the knowledge within, the more the moths are drawn to it. Their ability to flit freely between planes of existence makes them unparalleled nuisances, allowing them to devour entire priceless collections in a matter of hours.

A phase moth has the statistics of a **spider** (CR 0) without the Bite action or the Web Walker trait. It has a Fly Speed of **20 feet** and the following Bonus Action option:

**Ethereal Jaunt.** The moth magically shifts from the Material Plane to the Ethereal Plane, or vice versa.

**Temporal Mould.** Commonly found in ancient libraries and wizards' towers, temporal mould is a detritivore that feeds on lingering traces of chronomantic magic. Though its presence is often viewed as beneficial—serving as a natural cleanser of unstable magical residue—the inhabitants of the Timespun Sands have learned to approach it with extreme caution. The fragile fungus can break apart at the slightest touch, releasing all of its accumulated temporal magic in a single burst—often with undesirable consequences. Removing temporal mould safely is a fastidious task that requires the expertise of seasoned professionals equipped with the proper tools and rituals.

When a patch of temporal mould is touched, it ejects a cloud of chronomantically-infused spores that fills a **10-foot Cube** originating from the mould. Each creature in the area must succeed on a **VDC Constitution saving throw** or immediately age **1d4** years. This effect can be reversed with a *Greater Restoration* spell or similar magic, but only within **24 hours** of it occurring.

## MEETING AEON

The party is free to explore their surroundings at their leisure (see Tracking, page 14), but the path to the inner chamber, where Aeon resides, is clearly marked and free of obstructions. Eager to find answers, Zohra may suggest they head that way immediately, but she doesn't insist if the party would rather look around first.

When your party enters the inner chamber, you can read or paraphrase the following:

You step into a vast chamber, its faded blue tiles climbing skywards on the walls to meet an arched, vaulted ceiling. Dust-caked windows cast muted shafts of golden sunlight across the room, illuminating a massive hourglass mounted on an intricate brass frame at the far end. The sand within it cascades in mesmerising streams, momentarily forming vague impressions of faces, landscapes, and events before spilling through the cracks at its base, the images vanishing as quickly as they appear.

In front of the hourglass, a majestic figure rises. Its leonine body, clad in a lustrous azure coat, boasts six powerful legs, and each of its steps is as graceful as it is commanding. Three sets of feathered wings unfold, stirring up a whirlwind of sand that mingles with its luminous mane. At the end of its tail, another hourglass rotates slowly, this one filled with radiant blue sand. Three golden masks, serene and inscrutable, turn to face you. From within, a reverberating, androgynous voice utters a single word: "Greetings."

### AEON

Aeon is a chronosphinx—a rare species of sphinx that is even more intrinsically attuned to the ebb and flow of time than others of its kind. They have made it their mission to look after the primary timeline of the Timespun Sands, keeping it orderly, stable, and most importantly, safe for all those who inhabit it. For that purpose, Aeon accepted a position in the Horological Order that sprouted from their teachings, and under their guidance it flourished into the thriving, revered institution it was before the timeless dragon's attack.



**A Cautious Welcome.** At minimum, Aeon extends a measured courtesy to all those who enter their sanctum. Deep within, they harbour hope that each group of visitors might be the one foretold in their fractured visions—champions strong, wise, and selfless enough to fight the cataclysm that threatens the world—but hide this hope beneath a veneer of polite curiosity. Aeon has suffered too much heartbreak and disillusionment in recent times to trust blindly. Only the Trials can truly separate the wheat from the chaff.

**Riddler's Nature.** Aeon welcomes the opportunity for civilised conversation, as long as the visitors reciprocate the respect offered to them by the sphinx. Aeon answers any questions willingly, but does so in a sphinx's characteristic style—cryptically, with layered metaphors and riddles. They are especially fond of answering questions with other questions of their own. While this manner of speech may be disorienting to others, it isn't meant to confound, but simply the natural mode of sphinx communication. To another of their kind, Aeon's answers would be perceived as clear, concise, and perfectly illuminating.

**Ever-Shifting.** Conversations with Aeon are further complicated by their habit of shifting between their various forms mid-dialogue, with slight changes in personality accompanying each transformation. In their cub form, Aeon is brimming with energy, speaking faster and exhibiting an inquisitive, optimistic attitude. As an adult, they are dignified and solemn, although their demeanour can sometimes be seen as aloof or even callous. As an elder, they are melancholic, their speech slowed and tinged with a quiet fatalism.

## AEON

*Chronosphinx, Horological luminary, they/them*

**Personality.** Enigmatic, curious, contemplative.

**Appearance.** Six-legged sphinx with blue fur and three golden masks. Occasionally shifts between a cub, an adult, and an elder.

**Desire.** One day, to one day achieve enlightenment and ascend to a higher level of existence. For now, to restore the Horological Order.

**Fear.** To forget.

*"Time is a cycle with no end or beginning. How, then, am I able to sense its impending conclusion?"*



AEON: SENESCENT FORM

## QUESTIONING THE SPHINX

The party will likely have many questions to pose to Aeon, and below are some examples of such queries and the answers the sphinx may give. Aeon doesn't often volunteer information about which they aren't directly asked, but that rule should be ignored to ensure that the party leaves the conversation knowing the following:

- ◆ Aeon is in possession of information about the source of the timestorm.
- ◆ Aeon will only offer this information to those who best the Timekeeper's Trials.
- ◆ Aeon will be the one to administer the Trials to the party, whenever the adventurers are ready. Aeon cannot offer any details about the Trials, but the party may look around the headquarters for hints—this gathering of intel is as much a part of the test as the Trials themselves.
- ◆ Aeon won't administer the Trials twice to the same group.

**Question:** Who are you?

"I am many things. A traveller of time. The First Horologist. A grieving parent. Mine is the name of ages, which once danced on the lips of the warriors and scholars in these halls. You may call me Aeon."

**Question:** What happened to the Horological Order?

"A fate worse than death: inexistence. Erased from time, future and past, doomed to the oblivion of forgottenness. Their valiant deeds never to have been."

If the party expresses confusion that they can still remember the Horological Order, Aeon elaborates, asking Zohra to name her contact within the Order. When she finds herself unable to do so, the sphinx explains:

"Ironically, it takes time for time to catch up with itself. Before long, the new reality will assert itself, and all will forget. They will never have existed, their names and lives lost to the void. And all of the chaos they once helped prevent, returned to the world. Hundreds of new paradoxes, strengthening the storm."

**Question:** Is there a way to get them back?

"Symmetry. Their present fate imposed upon the one responsible. A simple death won't suffice—it must be prevented from ever being to begin with."

**Question:** Who or what is behind the timestorm?

"The serpent devouring its own tail. A living paradox. A ravenous impossibility. A parasite on reality. And a mystery, even to me. But a living being—and what is, can be undone."

**Question:** How can we find it? / How can we stop it?

"You ask the right questions, but are you the right ones to ask them? I have earned the knowledge you seek, but you must yet prove yourselves worthy of it. I would ask that you undertake the Timekeeper's Trials before I make my decision."

**Question:** Doesn't our presence here already predict our success, since we haven't been erased from time?

"Do you assume your final foe would be the only one to best you? Are there no other dangers to which you can fall along the way? And can a sharp claw or vicious tooth not put an end to you just as efficiently as erasure?"

**Question:** Why can't you just stop it yourself?

"As time weakens, so do I. I would have little chance of succeeding against the end of all that was, is, and ever will be. And if I were to fall in a foolish last stand, there would be no others that know what I know."

**Question:** What are the Timekeeper's Trials?

"To answer that question would be to defeat their purpose, but the hallowed halls of my Order are yours to search for their secrets. Many have undertaken these trials before you. Let their wisdom guide you on your path. Remember only that there are no second chances—I shall administer these trials to you no more than once. Now go, and return when you are ready."

## TRACKING

Instead of tracking down the target of their hunt, the party must explore the Horological Order's headquarters in search of any clues about the Timekeeper's Trials. 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, each of which takes 2 hours. There isn't a minimum of successful checks required to accomplish their objective; rather, each successful Tracking check leads to one of the Keyed Encounters described below, during which the party can find clues and helpful resources. A failed check results in a hostile encounter.

You can use the Desert random encounters in *Heliana's Guide* (page 39), for the hostile encounters and other narrative encounters you may wish to run. Some might need to be adapted to reflect the fact that they are taking place within a ruined palace instead of the open desert, but there are plenty of holes on the walls through which hostile creatures may have infiltrated the Horological Order's headquarters.

## KEYED ENCOUNTERS

These encounters can occur in any order. During the Moth Nest encounter, the party can encounter a secret stash untouched by the Cult of the Final Hour thanks to the presence of a swarm of phase moths. The Horological Vault encounter challenges them to push through a chronomantic puzzle in order to retrieve some of the Order's tools. The Lost Archives encounter has the party descend into a collapsed library to examine some surviving records.

## THE HOROLOGICAL VAULT

*Narrative encounter*

In one of the far corners of the Horological Order's headquarters, the party finds an intact room that serves as a vault, measuring **30 feet** on a side and containing a closed iron coffer weighing 300 pounds on a pedestal at its centre. The room is trapped, however—when a creature touches the coffer, the door closes and locks itself. At the same time, a toxic green mist starts to pour into the chamber, and whirling forcefields appear around the door and the coffer, forcing creatures to let go of the latter.

Have the party roll Initiative. At the start of each round, a glowing hourglass symbol appears hovering above the head of one of the party members, lasting until initiative count 0 (losing initiative ties). A different creature is marked each round. The door and the coffer can only be damaged or interacted with on the turn of the creature bearing the hourglass mark. A successful **VDC Dexterity (Thieves' Tools)** check is necessary to unlock the door and the coffer, but they can also be destroyed. They have **Immunity** to Poison and Psychic damage, and their statistics depend on the adventure level, as detailed in the table below.

Adventure Level	AC	Hit Points
5th	15	30
10th	17	50
15th	19	70

When a creature starts its turn within the toxic mist, it must succeed on a **VDC Constitution saving throw** or take **Vdam** Poison damage. The mist doesn't spread outside of the vault, even if the door is opened. The mist stops pouring into the room and dissipates if the coffer is opened or destroyed.

Inside the coffer are two *timekeeper's badges* (see Appendix A), which are unable to regain their charges. In addition, the walls of the vault bear bas-reliefs depicting an ancient hero of the Horological Order overcoming perilous trials. The hero is shown wrestling down an enormous lion, and prying a gem from a giant eagle that they restrain in their arms. A latter panel shows the lion and eagle bowing to the hero, defeated (see Handout 2).

## THE LOST ARCHIVES

### Narrative encounter

Following faded signs that point towards an archive room, the party encounters a gaping pit instead. This section of the Horological headquarters has suffered several catastrophic collapses, but the archives exist below still. The pit descends **50 feet** before opening into a half-buried hallway, and its sandy walls look precariously cracked. A creature climbing the walls must succeed on a **VDC Strength saving throw** to grab tightly onto the sandstone as part of it crumbles. On a failed save, the creature falls. If a creature uses a rope or similar climbing equipment to assist in the descent, it doesn't make this saving throw.

The floor, walls, and ceiling of the hallway leading to the archives are covered in temporal mould (see Unique Fauna and Flora, page 9), and littered with the bodies of phase moths that aged to death while trying to invade the archives. A creature that crosses the hallway by walking on any of the mouldy surfaces must succeed on a **VDC Dexterity (Acrobatics)** check or cause the mould to burst and release its spores.

After overcoming these obstacles, the party arrives at the ruined archive, its shelves still overflowing with scrolls and tomes. A creature can spend **1 hour** looking for relevant information, making a **VDC Intelligence (Investigation)** check at the end of that time. On a success, the creature finds one of the documents described below. This check can be attempted as many times as the party wishes.

- ◆ A book entitled *The Great Book of Riddles*. On the inside of the cover, a scribbled message reads “*The riddles tell you their weakness. Make sure to study this carefully, and good luck! -K*” If at least one of the party members spends **1 hour** studying the book, the party can later receive the answer to one of Aeon's riddles.
- ◆ A scroll containing the tenets of the Order of Timekeepers (see page 45). Someone has written little notes under some of the tenets. Next to the second tenet, the note reads “*First Trial - Temperance*”. Next to the third tenet, the note reads “*Second Trial - Precision*”. Next to the fourth tenet, the note reads “*Third Trial - Adaptability*”. In the corner of the scroll, a tiny heart has been drawn around the letters “K + M”.
- ◆ A report from a high-ranking officer of the Order, complaining about a novice that used excessive force during a mission. Only the first few lines are legible, reading, “*The tenets of the Order are clear: our main priorities are to Subdue and Disarm. If this*

*recruit doesn't learn this lesson, he will never be able to pass the first of the Timekeeper's Trials. Are we just not teaching novices properly these days?”*

- ◆ A dossier with a list of the most recent recruits to best the Timekeeper's Trials. Among many unfamiliar names is one the party may recognise: Kasu al-Tih.
- ◆ A collection of valuable texts holding some of the knowledge of the Horological Order. These would be suitable for Hump Ardink's purposes.

## THE MOTH NEST

### Narrative encounter

A large congregation of owl-glasses in a corner of the Horological headquarters alerts the party to the presence of phase moths, which the avian Constructs are trying to hunt. A successful **DC 13 Intelligence (Nature)** check reveals the information on phase moths present in the Unique Fauna and Flora section (page 9), which is an indicator that informational texts are nearby. Alternatively, a successful **DC 13 Wisdom (Perception)** check allows a creature to notice phase moths phasing into a particular wall and failing to emerge again, suggesting the presence of a hidden room.

The party can gain access into the hidden room with a successful **VDC Intelligence (Investigation)** check made to locate a secret passage and discern how to open it. This check can be repeated as many times as needed, but it takes **30 minutes** to properly comb the area each time. Alternatively, it's possible to force entry by tearing down the wall, but doing so in a careful way that doesn't cause the surrounding hallways to collapse takes **2 hours** of work.

The secret room contains a hidden stash of supplies left untouched by the eldritch dragon and its minions. Inside, the party can find any non-consumable piece of mundane adventuring gear they might need to restock on. In addition, a small swarm of phase moths is gathered around a corner, feeding on some scrolls. The moths are easy to disperse, and a quick search of the scrolls reveals the following:

- ◆ The instructions for crafting a *pommel of possibility*, along with all of the necessary ingredients for two of them. Scribbled on a corner of the instructions are the words, “*For the third trial.*”
- ◆ Several alchemical bombs labelled with different elemental symbols, whose contents have long dried or gone inert. Alongside these is a checklist of damage types and weapons, with lines such as “*fire*”, “*radiance*”, “*arrows*”, and “*hammer*” checked off.

- ◆ A golden necklace bearing the sigil of a noble family of fennekin from Kasbat Azzaman, hidden beneath the pile of scrolls. On the back is engraved the name “Kasu”.
- ◆ A dusty, cracked gem worth 20 gp, hidden underneath the pile and wrapped in a small piece of paper containing the note, *“I pried this from the lion during the first trial while Nefi held it down. That knocked it out immediately, just like you said. Thought you might like it. Will you go out with me, Kasu?”*

If the party wishes to craft the items, the secret room also has all of the required tools and crafting stations. You can refer to the Crafting rules in *Heliana’s Guide* in order to accomplish this task.

## KNOW THY ENEMY

Through the exploration of the Horological Order’s headquarters, the party can uncover clues regarding the Timekeeper’s Trials, with each clue giving helpful information on one of the three trials. The clues are as follows:

- ◆ It’s easier to disable the sphinx’s statues than to destroy them. Removing their gems instantly deactivates them.
- ◆ The sphinx can create a forcefield that shields it from all damage, except during a brief period. The hourglass marks the character during whose turn the sphinx is vulnerable.
- ◆ The sphinx can alternate between different damage resistances and vulnerabilities. Having a wide variety of damage types is useful during the trial.

### HANDOUT 1. SUBDUE AND DISARM



## CLUE 1: SUBDUE AND DISARM

The statues animated by the sphinx during the first trial empower it in battle. They can be destroyed as normal, but they can also be disabled by removing the gems that animate them. A creature can attempt to remove a gem from a Grappled statue.

### THE HOROLOGICAL VAULT

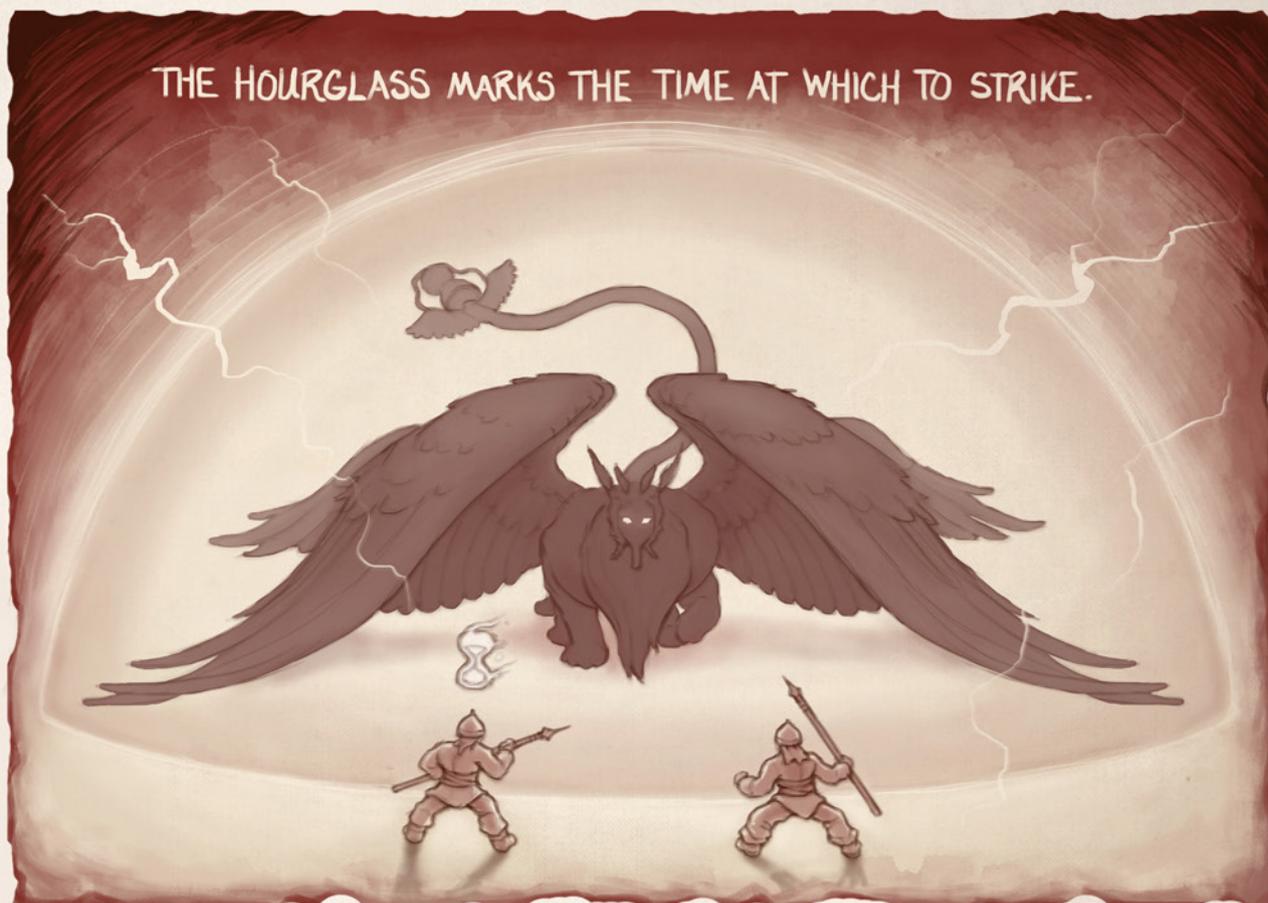
During this encounter, the party can study bas-reliefs on the walls. These depict an ancient hero of the Horological Order wrestling down a giant lion, then snatching a gem from a colossal eagle that they are restraining in their arms (see Handout 2). The last panel shows the lion and the eagle bowing before the hero, defeated.

### THE LOST ARCHIVES

During this encounter, the party may find a disciplinary report from an officer chastising a member of the Horological Order for excessive force, and wondering if they learned nothing from the first of the Timekeeper’s Trials. In addition, they may find a list of the Tenets of the Timekeepers linking the first trial to the second tenet, which reminds the Timekeepers that their job is not to judge, but to detain.

### THE MOTH’S NEST

During this encounter, the party may find a note from an anonymous member of the Horological Order who recently undertook the trials, claiming to have stolen a gem from the lion.



## HANDOUT 2. PERFECT TIMING

### CLUE 2: PERFECT TIMING

Aeon can conjure a forcefield that protects them from all damage, marking one of their foes with an hourglass symbol at the same time. The only time they are vulnerable is during the turn of the creature bearing the hourglass.

#### THE HOROLOGICAL VAULT

During this encounter, the party may get trapped in a room whose doors and coffer are protected by the same forcefield, forcing them to interact with these objects at the correct time in order to escape.

#### THE LOST ARCHIVES

During this encounter, the party may find a list of the Tenets of the Timekeepers linking the second trial to the third tenet, which mandates precision.

#### USING THE CLUE

In order to damage the chronosphinx, creatures other than the marked one will have to take the Ready action to unleash their attacks and spells at the right time. Creatures bearing one of the *timekeeper's badges* found within the vault can squeeze a little more out of their turn by taking the Help action as a Bonus Action to assist their allies.



# THE BATTLE AHEAD

The battle against the sphinx begins when the party meets it in the inner chamber and declares that they are ready to begin the Timekeeper's Trials.

**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.

**Zohra.** With an apology to the party, Zohra chooses not to participate in the Timekeeper's Trials—her lack of combat experience is sure to hold them back. However, she can still help from the sidelines by providing useful hints that help the party crack the puzzle of each trial. (See GM Tip: Cactar Companion, page 6).

## INNER CHAMBER

The Timekeeper's Trials take place within the inner chamber of the Horological Order's headquarters, which has the following features:

**Light.** The entire room is filled with Dim Light.

**Walls & Floor.** The walls are 60 feet high. The floor is made of ornamental tiles, but the areas covered with sand are Difficult Terrain.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the chronosphinx takes a Lair Action to cause one of the following effects. Typically, a chronosphinx can't use the same effect two rounds in a row, but Aeon is an exception to this rule, and suffers no such limitations.

**Borrowed Time.** Up to two creatures other than the chronosphinx within the chronosphinx's lair regain **Vdam** Hit Points. After a creature has regained Hit

Points in this way, it can't do so again until it finishes a Long Rest. When the creature next finishes a Long Rest, it immediately loses **Vdam** Hit Points.

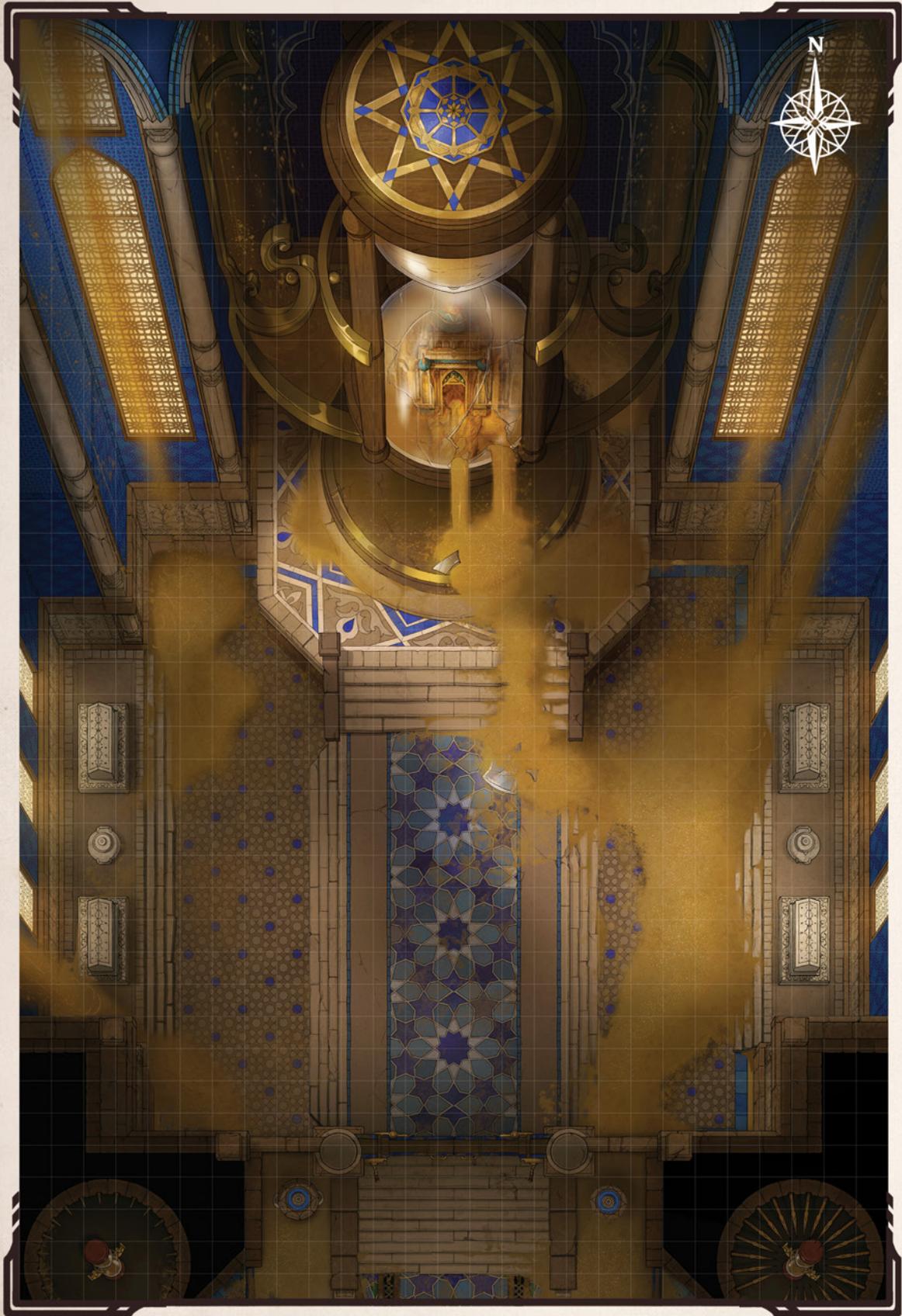
**Energetic Impediment.** The chronosphinx creates a barrier that diverts energy to different points in time. Roll a **d12** twice, rerolling any duplicates, and consult the table below. The chronosphinx gains **Resistance** to all damage types except the ones determined by the rolls, to which it gains **Vulnerability**. The chronosphinx is compelled to offer its foes a hint regarding the weaknesses it gains, such as a riddle, a cryptic vision, or a test of knowledge (see The Riddles, page 24).

### CHRONOSPHERIX VULNERABILITIES

d12	Damage Type	d12	Damage Type
1	Acid	7	Piercing
2	Bludgeoning	8	Poison
3	Cold	9	Radiant
4	Fire	10	Slashing
5	Lightning	11	Thunder
6	Necrotic	12	The sphinx doesn't gain a second Vulnerability.

**Horomantic Mark.** The chronosphinx chooses one creature in its lair. At initiative count 0 of this round (losing ties), that creature swaps initiative count with the creature that has the lowest initiative count (other than the chronosphinx), and a glowing hourglass symbol appears hovering above its head. This mark disappears on initiative count 0 of the following round (losing initiative ties). While the mark lasts, the sphinx has **Immunity** to all damage, except on the marked creature's turn.

**Spatiotemporal Warp.** The chronosphinx reverses and then reverts gravity within 30 feet of a point of its choice within the lair. Each creature in the area other than the chronosphinx must make a **VDC Dexterity saving throw**. A creature takes **Vdam** Bludgeoning damage and is knocked **Prone** on a failure, or takes half as much damage only on a success.



MAP 1.1 HOROLOGICAL  
HEADQUARTERS

CARTOGRAPHERS:  
CZE & PEKU

1 GRID = 5 FEET

## WAVE 1: THE FIRST TRIAL

Aeon begins the Timekeeper's Trials without much pomp or circumstance. They simply change into their Juvenile Form and announce the start of the trial. As this happens, two statues in the room animate and join Aeon on the dais. You can read or paraphrase the following:

"I hope you don't mind," the young chronosphinx chirps with a playful lilt as two towering sandstone statues—a lion and an eagle—come to life beside it, the gems embedded in them flaring with arcane energy. "But I am bringing some friends along for the first trial. Members of the Horologist Order must exercise restraint and temperance in the course of their duties. We shall see how well you manage... while being clawed in the face. Let the Timekeeper's Trials commence!"

### ENEMIES

The enemies in wave 1 are Aeon in their Juvenile Form, as well as two statues they animate.

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

- ◆ 1 **Esteemed Chronosphinx\*** (Juvenile Form, with no Legendary Resistances and 50 Hit Points; CR 4)
- ◆ 1 **Eagle-ka Keeper\*** (CR 1)
- ◆ 1 **Lion-ka Keeper\*** (CR 1)

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

- ◆ 1 **Revered Chronosphinx\*** (Juvenile Form, with no Legendary Resistances and 70 Hit Points; CR 8)
- ◆ 1 **Eagle-ka Defender\*** (CR 4)
- ◆ 1 **Lion-ka Defender\*** (CR 4)

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

- ◆ 1 **Venerated Chronosphinx\*** (Juvenile Form, with no Legendary Resistances and 110 Hit Points; CR 13)
- ◆ 1 **Eagle-ka Guardian\*** (CR 7)
- ◆ 1 **Lion-ka Guardian\*** (CR 7)

\*see Appendix C

### THE GUARDIAN STATUES

During this wave, each of the statues animated by Aeon empower the chronosphinx in a different manner, making it important to defeat them quickly. Ensure that this link between the sphinx and the statues is clear to the party—you can do so by describing faint

lines of ethereal energy connecting them, or a statue's eyes glowing more intensely whenever the sphinx benefits from their magic.

**Eagle-ka.** While the Eagle-ka statue has 1 Hit Point or more, the chronosphinx has **Advantage** on the first attack roll it makes each turn.

**Lion-ka.** While the Lion-ka statue has 1 Hit Point or more, the chronosphinx has **Resistance** to the first instance of damage it takes each turn.

### TACTICS

The combatants fight according to the tactics below:

**Eagle-ka.** The eagle statue prefers to target creatures in the backline, such as archers or spellcasters. It resorts to hit-and-run tactics, making use of its Swoop Bonus Action and its Flyby trait to move towards a creature, attack it, then move out of reach again. It uses its Sandspray action when it can hit two or more creatures and move away again.

**Lion-ka.** The lion statue remains close to the chronosphinx during the battle, protecting it against the party's frontliners. It uses its Roar action and its Trip Reaction to prevent creatures from reaching Aeon, and it attacks whoever presents the highest threat to the sphinx.

**Aeon.** In their Juvenile Form, Aeon is impetuous and reckless. Each turn, they choose a different target according to their whims, making use of their Alacrity Bonus Action in order to catch up to their prey.

They use their Pounce Legendary Action at every opportunity, choosing to Move as a Legendary Action only if there's no target for their Pounce.

During this wave, Aeon doesn't use any of their Legendary Resistances. They take the Spatiotemporal Warp Lair Action each round, unless one of the statues has been reduced to 0 Hit Points. In that case, Aeon uses their Borrowed Time Lair Action—without bothering to check if the statue still has any gems—targeting both statues even if the other one is still standing.

### END OF WAVE

This wave ends once Aeon is reduced to 0 Hit Points. When this happens, instead of falling Unconscious, Aeon changes into their Mature Form, reverts time to return to a specific number of Hit Points (see Wave 2) and Initiates the second trial. If there are any statues left standing, they move into a corner and become inanimate.

## WAVE 2: THE SECOND TRIAL

Aeon steps back to congratulate the party on besting the first trial, assumes their position on the dais, and gives the adventurers **1 round** to recover and spread across the room as they like before continuing. You can read or paraphrase the following:

"Good." The sphinx rises to their feet, their youthful shape melting away into the majestic, imposing presence of their adult form. Their voice, once vibrant with enthusiasm, hardens into a tone of steely resolve. "You have made it farther than many... but not yet as far as I require. The second trial shall test your precision and sense of opportunity. Many crumble under the pressure. Let us see if the same fate awaits you—assume your positions."

As the last echoes of its command die down, a swirling sphere of magical force envelops the sphinx, obscuring its form until only a dark silhouette is left. At the same time, arcane energy crackles in the dry air, coalescing into a glowing hourglass symbol that hovers over [Character Name's] head, counting down the seconds.

### ENEMIES

The enemy in wave 2 is Aeon in their Mature Form.

**Level 5.** At 5th level, the wave 2 combatant is:

- ◆ **1 Esteemed Chronosphinx\*** (Mature Form, with 80 Hit Points) (CR 8)

**Level 10.** At 10th level, the wave 2 combatant is:

- ◆ **1 Revered Chronosphinx\*** (Mature Form, with 100 Hit Points) (CR 14)

**Level 15.** At 15th level, the wave 2 combatant is:

- ◆ **1 Venerated Chronosphinx\*** (Mature Form, with 240 Hit Points) (CR 21)

\*see Appendix C

### SHIELDS UP

On initiative count 20 of the round given to the party to reposition, Aeon uses their Horomantic Mark Lair Action—doing so at this point ensures the forcefield becomes active on the next round, when the trial starts.

### TACTICS

In their Mature Form, Aeon is a more tactical adversary. They use their Horomantic Mark Lair Action every round to create a forcefield that grants them invulnerability, choosing a different party member each time.

Aeon prefers to stay at a distance to use their Paradox Pulse attack, but remains on the ground rather than fly. On their turn, they take advantage of the forcefield to simply walk away from any creatures in melee range in order to make ranged attacks unimpeded. They target whichever creature looks the weakest from the first trial, changing targets only if a different foe proves to be a threat that must be addressed immediately. They use their Slow Field action whenever it's available, positioning themselves so as to catch as many creatures as possible in it.

For Legendary Actions, Aeon favours their Paradox Pulse. They use Move only to escape from harmful areas before the forcefield fades.

### END OF WAVE

This wave ends once Aeon is reduced to 0 Hit Points. When this happens, instead of falling Unconscious, Aeon changes into their Senescent Form, reverts time to return to a specific number of Hit Points (see Wave 3) and initiates the third trial.

### CHRONOSPHERIX: MATURE FORM





## WAVE 3: THE THIRD TRIAL

Aeon once again returns to the dais, and gives the adventurers 1 round to prepare before starting the final trial. You can read or paraphrase the following:

“One more to go...” The sphinx murmurs as it shrinks into the frail, hunched form of its elderly state. Its once-proud mane, now dishevelled and faded, stirs faintly in the draft creeping through the cracks of the derelict chamber. “I shall test your wit now—and your ability to adapt to an ever-changing situation. This is where most falter... I can only hope that you prove different.”

### ENEMIES

The enemy in wave 3 is Aeon in their Senescent Form.

**Level 5.** At 5th level, the wave 3 combatant is:

- ◆ 1 **Esteemed Chronosphinx\*** (Senescent Form, with 110 Hit Points) (CR 8)

**Level 10.** At 10th level, the wave 3 combatant is:

- ◆ 1 **Esteemed Chronosphinx\*** (Senescent Form, with 130 Hit Points) (CR 14)

**Level 15.** At 15th level, the wave 3 combatant is:

- ◆ 1 **Esteemed Chronosphinx\*** (Senescent Form, with 300 Hit Points) (CR 21)

\*see Appendix C

### THE RIDDLES

During each round of this wave, Aeon has **Vulnerability** to two of the damage types below because of their Energetic Impediment Lair Action. Each time they gain new Vulnerabilities, they present the party with the corresponding riddles in the table below, hinting at their weaknesses. Instead of rolling on the Chronosphinx Vulnerabilities table, you can select one yourself, depending on your favourite riddle or which damage types the party has at their disposal. Feel free to reroll on the table if you get a result that you’ve already gotten in a previous round.

d12	Riddle	Answer
1	I am cool to the touch, and yet I burn. Eat me, and I’ll eat you in turn. What am I?	Acid
2	A soldier’s arm, a builder’s friend, a tool of industry. All your problems look like nails when all you have is one of me. What am I?	Hammer (Bludgeoning*)
3	I start in your toes and up I creep. Wherever I touch soon falls asleep. What am I?	Cold
4	I am always hungry, and I must be fed. The finger I touch will soon turn red. What am I?	Fire
5	I touch the earth, I touch the sky. But if I touch you, you’ll surely die. What am I?	Lightning
6	Meet me all things must. All kingdoms to rust. All creatures to dust. All equal and just. What am I?	Death (Necrotic)
7	I have feathers, but no wing. I can whistle, but not sing. I’m no bird, and yet I fly. I touch hearts, but then they die. What am I?	Arrow (Piercing*)
8	I am a creature of misdeeds. I am in apples and their seeds. I am in every place you look, depending on how much you took. What am I?	Poison
9	I fill a room, yet take no space. No one can beat me in a race. What am I?	Light (Radiant)
10	Drawing lines in inkless red, I’ve felled countless women and men. Conquering nations, sowing dread, yet I’m still bested by the pen. What am I?	Sword (Slashing*)
11	My brother and I come always combined. He’s the flash in the sky and I’m trailing behind. What am I?	Thunder
12	The sphinx doesn’t gain a second Vulnerability.	

\*Except from nonmagical weapons

**Solving Riddles.** Remember that this wave should be fun, not frustrating. Allow the players themselves to take a crack at the riddles, if that’s something they enjoy. Zohra can provide hints if they get stuck. However, the players may prefer for their characters to solve the riddles instead. A successful **VDC Intelligence (Investigation)** check is generally enough to solve a riddle, but allow the use of different skills and tools if

they are appropriate. For example, for the Poison riddle, an **Intelligence (History)** check could bring to mind fairy tales involving poisoned apples, an **Intelligence (Nature)** check could remind a creature that there is poisonous cyanide in apple seeds, or an **Intelligence (Poisoner's Kit)** check could make a creature realise that everything can be a poison, depending on the dose.

## GM TIP: ALTERNATIVE RIDDLES

Your group may not enjoy cryptic rhymes as a puzzle—and that's perfectly fine! If that's the case, consider providing alternative riddles, such as in the examples below:

**Lore and Dungeonology.** Instead of fanciful metaphors, you can turn the riddles into tests of knowledge about the world the characters inhabit. For example, asking which Elemental Plane stands between the Planes of Air and Water is a way to point at Cold damage, asking about a troll's weakness could indicate Fire or Acid damage, or asking about the portfolio of your setting's god of light could suggest Radiant damage.

**A Hero's Biography.** Another option is to ask the party questions related to their own history and the challenges they've faced so far. As a chronosphinx, Aeon is more than capable of looking into the party's past and formulating appropriate questions. Asking what caused a particular lingering injury, or what was the downfall of the latest villain the adventurers vanquished, could both be ways of hinting at specific damage types.

## TACTICS

In their Senescent Form, Aeon is more cautious and defensive. They use their Energetic Impediment Lair Action every round, immediately providing the party with the corresponding riddles.

Only during the third trial does Aeon take to the skies, flying high to avoid melee attacks and using their Paradox Pulse against the nearest creature. Aeon tries to avoid melee combat at all costs, using their Stasis Reaction to prevent foes from drawing near. However, if Aeon finds themselves in melee combat with no possibility of escape, they opt for their Claw attack instead of Paradox Pulse. They use their Senesce action whenever it's available.

Aeon makes abundant use of their Move Legendary Action to keep their distance from any enemies. They might choose to Move close to a foe as a Legendary Action, then use another Legendary Action for Claw, before using the final Legendary Action to Move again, but only if they believe they can do so without suffering many attacks in the process.

## END OF WAVE

This wave ends once Aeon is reduced to 0 Hit Points. When this happens, instead of falling Unconscious, Aeon immediately regains 1 Hit Point and declares the trials as concluded.

## FINALE

If the chronosphinx is defeated, proceed to Aeon Defeated. If the chronosphinx beats the party (the entire party is reduced to 0 Hit Points or surrenders), proceed to Aeon Victorious.

## AEON DEFEATED

"You... have bested the Timekeeper's Trials." Aeon announces loudly, their booming voice shaking the very foundations of the headquarters. Even injured from the fight, the sphinx exudes an aura of grace and nobility—though a few grains of sand can be seen trickling from the eyeholes in their gilded masks... like tears. "The fight ahead will be even more arduous, but you have proven to me that you have what it takes."

Aeon is filled with renewed hope when the party proves capable of tackling the monumental task of stopping the end of the world. In order to further assist them, the chronosphinx magically transports their own dead body from the future to this point in time, so that the party can harvest it for valuable components (see Harvesting, page 27). Curious, Aeon even asks to witness the process, though they gladly excuse themselves if the party finds the prospect too disconcerting.

## AEON VICTORIOUS

"A pyrrhic victory," the chronosphinx announces, a hint of sorrow in their voice. "I was rooting for you. But destiny, it seems, has a different design. You fought well... just not well enough. You have failed the Timekeeper's Trials."

Aeon is as supportive of the party as they can be, considering their own disappointment. They do not fault the adventurers for their failure, but rather bemoan the whims of fate. The party is welcome to rest in the Horological Order's headquarters and remain there for as long as they wish, but Aeon refuses to run the trials again.

## AFTERMATH

The result of this adventure has a variety of possible outcomes, depending on whether the party succeeded or failed in the Timekeeper's Trials. Here are some possible outcomes:

- ◆ If the party brings Kasu's necklace or the record of her success in the Timekeeper's Trials to her uncle Roy in Kasbat Azzaman, the fennekin noble expresses some confusion. He claims that he doesn't have and never had a niece, that he doesn't know who Kasu is, and that he never requested anything from the party. He still feels a strange attachment to the object, which fills him with an unexplainable sensation of grief, and asks that the party allow him to keep it. If the party agrees, they gain **1 paradox point**, and Roy rewards them by granting them access to his trading network. The party can use it once while in Kasbat Azzaman to exchange a magic item they own for another of the same rarity, picking from a sample selected by the GM.
- ◆ Hump Ardink is overjoyed if the party returns with valuable texts from the Horological Order, and hurries to finalise the sale with the winner of his underground auction. A few days later, he returns to the party with their share of the profits, which depends on the adventure level, as detailed in the table below. However, the buyer ends up being a member of the Cult of the Final Hour, and the texts are fed to the timeless dragon, which results in the party gaining **1 paradox point**.

### Adventure Level Party's Share

5th	150 gp
10th	575 gp
15th	1,350 gp

## THE TRIALS BESTED

- ◆ Aeon is thrilled to have found champions who might stand a chance against the end of time. They request that the party let them borrow the *chronocube* for a little while, and carefully fill it with some of the luminous sand from their tail. The chronosphinx informs the party that upon their return to Kasbat Azzaman, the cube will be able to locate their foe.
- ◆ Aeon also spends a few hours speaking with Zohra, discussing what can be done against the source of the timestorm. Their conversation is highly technical, involving copious amounts of chrono-mathematics and theoretical physics, to the point of being nearly unintelligible. A creature that listens in and succeeds on a **VDC Intelligence (Arcana)** check can glean that they're discussing the creation of a powerful weapon capable of erasing living paradoxes.
- ◆ Aeon is also glad to answer any other questions the adventurers may have about unrelated matters, such as forgotten details about their pasts or information about any other long-term goals of the party. The chronosphinx always shares knowledge in their typical cryptic manner, however.
- ◆ When the party returns to Kasbat Azzaman, they can activate the *chronocube* as per Aeon's instructions. Luminous sand pours out of it, forming an illusory image of the one responsible for the timestorm: a sinuous dragon of white and blue, with several pairs of feathered wings and stars dancing on its scales. It's surrounded by figures tending to its every need, clad in purple robes that bear the symbol of the Cult of the Final Hour. Falak and Zohra immediately recognise the dragon's surroundings: the catacombs beneath Kasbat Azzaman!
- ◆ Over the next few days, Zohra and the party gradually forget details about the Horological Order and their trip to their grand headquarters. Eventually, all that remains is the information imparted by Aeon, but no memory of how it came about.
- ◆ With the knowledge gained from the chronosphinx, Zohra can continue with Project Stormstopper. Soon, a plan takes form to stop the timeless dragon. The story continues in the next adventure!

## THE TRIALS FAILED

- ◆ Aeon expresses their disappointment—not in the party, but in fate—and falls deeper into fatalism, spending more time in their elderly form than any of the others. They don't expel the party from the headquarters, but grow more silent and reserved, often refusing conversation. They staunchly refuse to let the party retry the trials.
- ◆ At some point after the party's return to the present, the headquarters of the Horological Order are swallowed by the timestorm with Aeon still inside. They never find the right heroes onto whom to pass their knowledge.
- ◆ 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 before their previous selves arrived. As a great sage with detailed knowledge of the flow of time, Aeon is aware of the party's stratagem, but is forced to admit that they've been caught in a technicality: they said that they would not run the trials twice, and from their perspective, they have yet to run them once. If anything, the chronosphinx seems a little pleased if the party exploits this loophole. However, administering the trial to the adventurers now means refusing to do so when their other selves arrive, altering the course of time and causing the party to 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 chronosphinx, they can attempt to harvest components and craft unique items using the remains of the sphinx's future body. 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 chronosphinx. The bolded components are unique to this creature, and don't exist in other Monstrosities:

CHRONOSPHERIX HARVEST TABLE

Component	DC	Number Available
Flesh <sup>E</sup>	5	3
Hair	5	3
Phial of blood <sup>E</sup>	5	5
Bone <sup>E</sup>	10	3
Fat <sup>E</sup>	10	3
<b>Golden mask</b>	<b>10</b>	<b>3</b>
Pouch of claws	10	4
Heart <sup>E</sup>	15	1
Liver <sup>E</sup>	15	1
Pouch of feathers	15	2
<b>Timesand</b>	<b>15</b>	<b>1</b>
Pelt	20	1

## CRAFTING

The following unique items from this adventure can be crafted.

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
<i>Helm of Ages</i>	Wondrous item	Rare	Required	<i>Monstrosity (chronosphinx) golden mask</i>	Robust	2,180 gp
		Very rare			Potent	9,600 gp
		Legendary			Mythic	56,010 gp
<i>Pommel of Possibility</i>	Wondrous item	Common	—	<i>Aberration eye</i>	—	40 gp
<i>Timekeeper's Badge</i>	Wondrous item	Uncommon	—	<i>Aberration chitin</i>	Frail	460 gp
<i>Timekeeper's Legacy</i>	Armour (light, medium, or heavy)	Uncommon	Required	<i>Magical material - (smokeglass griffon) smokeglass</i>	Frail	360 gp
		Rare			Robust	1,490 gp
		Very rare			Potent	6,960 gp
<i>Timestopper</i>	Weapon (any firearm)	Uncommon	Required	<i>Monstrosity (chronosphinx) timesand</i>	Frail	660 gp
		Rare			Robust	3,140 gp
		Very rare			Potent	11,800 gp

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



HELM OF AGES

# Appendix A Magic Items

## 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 you are holding or carrying the *chronocube* and are involved in a situation where you may earn 1 or more paradox points, such as being in the vicinity of a past version of yourself 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.

**Retrocausal Shielding.** While you are holding or carrying the chronocube and gain 1 or more paradox points, you can use your Reaction to reduce the number of points gained by 1. Once this property of the cube has been used, it can't be used again until the next dawn.

### 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.

## Helm of Ages

Wondrous item, very rare (requires attunement)

Component: Monstrosity (chronosphinx) golden mask

"What dodges fireballs in the morning, endures wurm venom in midday, and shrugs off fey charms in the evening?"

— Variation on a sphinx's riddle

You have **Resistance** to Psychic damage while wearing this helm. The helm has **3 charges** and regains **all** expended charges daily at dawn.

**Generational Shift.** This helm bears three Humanoid faces, each representing a different stage of life. As a Bonus Action, you can expend **1 charge** to change which face is the central one.

While wearing the helm, you can use your Reaction when you make a saving throw to gain **Advantage** on it. The types of saving throw for which you can use this Reaction depend on which face is in the centre of the helm, as described below.

- ◆ **Young: Vigour of Youth.** Dexterity and Charisma.
- ◆ **Adult: Prime of Life.** Strength and Constitution.
- ◆ **Elderly: Wisdom of Ages.** Intelligence and Wisdom.

**Rare variant:** Remove the Resistance to Psychic damage.

**Legendary variant:** Increase the charges to 5. The helm has the Well-Prepared property.

**Well-Prepared.** Whenever you succeed on a saving throw on which you had Advantage, you gain **2d10** Temporary Hit Points, which last for **1 minute**.

## Pommel of Possibility

Wondrous item, common (socketable)

Component: Aberration eye

Most people tap into the infinite possibilities of alternate realities to reunite with a deceased family member, steal a powerful artifact, or learn the answer to an inscrutable mystery. But making a sword electric is good, too.

You can socket this item onto any weapon, replacing its existing pommel or adding an ornament to a weapon that doesn't have a pommel, such as a bow. The item has **3 charges** and regains **all** expended charges daily at dawn.

When you craft or find this item, roll a **d10** four times, rerolling duplicates, and consult the table below to determine the item's associated damage types.

d10	Damage Type	d10	Damage Type
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

**Minor Warp.** As a Bonus Action while holding the socketed weapon, you can expend **1 charge** to tap into an alternate reality where the weapon is of a different nature, and briefly cause your version of it to change accordingly. Choose one of its associated damage types. The next attack with the weapon that hits before the end of your turn deals damage of that type instead of its normal damage type.

## Timekeeper's Badge

Wondrous item, uncommon

Component: Aberration chitin

"A grain of sand is meaningless. Many are a sandstorm."

— Horologist proverb

This item has **3 charges** and regains **1d3** expended charges daily at dawn.

**Tactical Teamwork.** While wearing this badge, when you take the Help action to aid a friendly creature in attacking, its attack deals an extra **2d6** damage of its type on a hit. In addition, you can expend **1 charge** while wearing this badge to take the Help action as a Bonus Action.



TIMEKEEPER'S LEGACY

## Timekeeper's Legacy

Armour (light, medium, or heavy), rare

Component: Monstrosity (chronosphinx) heart

The Horologist Order is strongly committed to a policy of prevention over restoration. After all, it's much easier for the world to mend from evil deeds that never occurred to begin with.

**Counterreaction.** While wearing this armour, when a creature you can see within **10 feet** of you uses a Reaction, you can use your Reaction to cancel it. When you do so, the hourglass emblem on the armour rotates 180 degrees, and this property can't be used again until it rotates back to its original position. You can use an Action to rotate the hourglass yourself, and it also reverts to its original position daily at dawn. If you are a Paladin, you can use this property against a creature within your Aura of Protection, even if you can't see it or it's more than 10 feet away from you.

**Uncommon variant:** Once the hourglass has been rotated to its original position using an Action, it can't be rotated as an Action again until the next dawn.

**Very rare variant:** You gain a **+1 bonus** to AC while wearing this armour.

## Timestopper

Weapon (any firearm), rare (requires attunement)

Component: Monstrosity (chronosphinx) timesand

*"The name can be a little misleading. It doesn't actually stop time. It stops your time. By killing you."*

— Four-Arm Skara, legendary gunner

This firearm doesn't use traditional ammunition. Instead, it shoots bullets made of sand, fed by small hourglass-shaped ampoules full of sand, which you replace whenever you reload the weapon. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. The weapon has **3 charges** and regains all expended charges daily at dawn.

**Future Problem.** When you hit with an attack roll using this weapon, you can expend **1 charge** to cause the bullet to be sent into the future just before making contact, delaying the hit and dealing no damage to the target. At the start of your next turn, the bullet reappears and hits the target, dealing its normal damage plus an extra **3d6** Force damage.

**Temporal Bifurcation.** Whenever you score a critical hit with this magic weapon, the bullet splits in two. One of the bullets hits the target, dealing the normal damage for the attack, while the other is sent into the future as per the Future Problem property. The future bullet's damage doesn't get doubled from the critical hit.

**Uncommon variant:** The weapon doesn't have an attack and damage roll bonus.

**Very rare variant:** Increase the attack and damage roll bonus to **+2** and the damage to **3d8**.

### TIMESTOPPER



# Appendix B Spells

## 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.

## Endure

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a gem-encrusted cockroach worth 250 gp, which the spell consumes)

**Duration:** 1 minute

**Class:** Cleric, Druid, Paladin, Ranger, Tamer, Warlock

Choose a willing creature you can see within range; it ceases to heed the pained calls of its body, needing neither food nor water to exist. An affected creature ignores the effects of exhaustion, the poisoned condition, and cannot be incapacitated, stunned, paralysed, or fall unconscious. Each time an affected creature takes damage that would reduce its hit points to 0, it makes a death saving throw instead. If the creature fails 3 death saving throws, it dies.

When the spell ends, the creature gains a level of **exhaustion** for each death saving throw it failed. If the creature is resurrected after dying from these failed death saving throws, it does not regain consciousness for a duration equal to the time for which this spell affected it. When it wakes, it gains 3 levels of **exhaustion**.

If the creature is still alive when the spell ends, it falls **unconscious** for a duration equal to the time for which this spell affected it. Whilst unconscious in this way, the creature can not be awakened by any means short of a *wish* spell.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, you can increase the duration to **10 minutes** (6th level), **1 hour** (7th level), **8 hours** (8th level), or **1 day** (9th level).

## Glimpse Infinity

*7th-level divination*

**Casting Time:** 1 action

**Range:** Touch

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

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

**Class:** Cleric, Sorcerer, Wizard

You touch a creature, overwhelming its mind and senses with the full scope of the multiverse and all the possibilities of its infinite timelines. At the start of each of the creature's turns for the duration, it must make an Intelligence saving throw. On a failed save, the creature takes **6d6** Psychic damage, and, until the start of its next turn, its Speed is **0 feet** and it's **Incapacitated**. If the creature fails this saving throw by **5 or more**, it's **Stunned** until the start of its next turn as well, and takes an extra **3d6** Psychic damage. On a successful save, a creature takes half as much damage and its Speed is halved until the start of its next turn.

A creature with Immunity to Psychic damage is unaffected by this spell.

**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.

# Appendix C Creatures

## CHRONOSPHERINX

Chronosphinxes are revered as the pinnacle of sphinx-kind—erudite sages even wiser, even more cryptic, even more attuned to the flow of time than their peers. These enigmatic creatures aren't born, but ascend to their higher state of being when, as a lesser sphinx, they unveil a previously unknown secret of the cosmos. This extraordinary transformation sets them apart as living embodiments of enlightenment and temporal mastery.

**On the End of Chronosphinxes.** Whether the existence of chronosphinxes is inherently limited by the finite nature of cosmic mysteries remains a matter of fervent scholarly debate. Some argue that the universe holds only a set number of secrets to uncover, constraining the rise of new chronosphinxes. Others contend that the wonders of creation are limitless, and

that the potential for ascension shall endure eternally. Sphinxes themselves are divided on the topic, and always welcome a lively debate—though one should make sure to clear the next few days of their schedule before engaging.

**Flowing Through Time.** Due to their innate mastery over time, chronosphinxes can manipulate the passage thereof within their own bodies. At will, they can accelerate or rewind their own timelines, allowing them to assume the forms of a cub, adult, or elder. Though each form boasts distinct, powerful abilities, any chronosphinx would agree that the most significant advantage of this transformation lies in its impact on their personality. By shifting perspectives—embracing the exuberance of youth, the gravitas of adulthood, or the wisdom of old age—they gain a uniquely adaptive outlook that greatly enhances their problem-solving prowess.



# ESTEEMED CHRONOSPHINX

Monstrosity (Size Varies), Lawful Neutral

**Armour Class** 15 (natural armour)

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

**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	18 (+4)	19 (+4)	20 (+5)

**Saving Throws** Dex +5, Con +6, Wis +7, Cha +8

**Skills** Arcana +7, History +10, Perception +7

**Damage Resistances** Force

**Damage Immunities** Psychic; Bludgeoning, Piercing, and Slashing from nonmagical attacks

**Condition Immunities** Charmed, Exhaustion, Frightened

**Senses** Truesight 90 ft., passive Perception 17

**Languages** All

**Challenge** 8 (2,900 XP)

**Proficiency Bonus** +3

**Atemporal Form.** At the start of its turn, the chronosphinx can change between any of its three forms if it isn't Incapacitated: Juvenile, Mature, and Senescent (no action required). Its size is Medium in its Juvenile form, Huge in its Mature form, and Large in its Senescent form. It has certain traits and can take certain actions in each form, but its statistics otherwise remain the same.

**Evasion (Juvenile Form Only).** When the chronosphinx is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

**Magic Weapons.** The chronosphinx's weapon attacks are magical.

## Actions

**Multiattack.** The chronosphinx uses Slow Field (if available) and makes two attacks with any combination of Claw and Paradox Pulse.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) Slashing damage plus 2 (1d4) Force damage.

**Paradox Pulse.** *Ranged Spell Attack:* +8 to hit, range 90 ft., one target. *Hit:* 7 (2d6) Force damage. If the chronosphinx is in its Mature form, this attack instead deals 12 (2d6 + 5) Force damage and the target must succeed on a **DC 6 Charisma saving throw** or gain **1 paradox point** (if using the Paradox Points optional rule).

**Slow Field (Mature Form Only; Recharge 5-6).** The chronosphinx emits an aura that extends **30 feet** from itself and lasts until the start of its next turn. Each creature that starts its turn in the aura or enters the aura for the first time on its turn must succeed on a **DC 16 Charisma saving throw** or be subjected to the effects of the Slow spell until the start of the chronosphinx's next turn.

**Senesce (Senescent Form Only; Recharge 5-6).** The chronosphinx emits a pulse of energy that causes time to accelerate. Each other creature within **30 feet** of the chronosphinx must make a **DC 16 Charisma saving throw**, taking 23 (5d8) Necrotic damage on a failure, or half as much damage on a success.

## Bonus Actions

**Alacrity (Juvenile Form Only).** The chronosphinx takes the Dash, Disengage, or Hide action.

## Reactions

**Stasis (Senescent Form Only).** *Trigger:* a creature the chronosphinx can see moves while within **30 feet** of the chronosphinx. *Response:* the creature must succeed on a **DC 16 Charisma saving throw** or have its Speed reduced to **0 feet** until the start of its next turn.

## Legendary Actions

The chronosphinx can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action can be used at a time and only at the end of another creature's turn. The chronosphinx regains spent Legendary Actions at the start of its turn.

**Move.** The chronosphinx causes time to flicker, and moves up to half its Speed without provoking Opportunity Attacks.

**Claw.** The chronosphinx makes one Claw attack.

**Paradox Pulse (Mature Form Only).** The chronosphinx makes one Paradox Pulse attack.

**Pounce (Juvenile Form Only).** The chronosphinx leaps a distance equal to its Speed without provoking Opportunity Attacks and makes one Claw attack. Hit or miss, the target must succeed on a **DC 14 Strength saving throw** or be knocked **Prone** and **Grappled** by the chronosphinx (**escape DC 14**).

# REVERED CHRONOSPHINX

Monstrosity (Size Varies), Lawful Neutral

**Armour Class** 18 (natural armour)

**Hit Points** 199 (19d12 + 76)

**Speed** 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	19 (+4)	20 (+5)	22 (+6)

**Saving Throws** Dex +8, Con +9, Wis +10, Cha +11

**Skills** Arcana +9, History +14, Perception +10

**Damage Resistances** Force

**Damage Immunities** Psychic; Bludgeoning, Piercing, and Slashing from nonmagical attacks

**Condition Immunities** Charmed, Exhaustion, Frightened

**Senses** Truesight 120 ft., passive Perception 20

**Languages** All

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

**Proficiency Bonus** +5

**Atemporal Form.** At the start of its turn, the chronosphinx can change between any of its three forms if it isn't Incapacitated: Juvenile, Mature, and Senescent (no action required). Its size is Medium in its Juvenile form, Huge in its Mature form, and Large in its Senescent form. It has certain traits and can take certain actions in each form, but its statistics otherwise remain the same.

**Evasion (Juvenile Form Only).** When the chronosphinx is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

**Magic Weapons.** The chronosphinx's weapon attacks are magical.

## Actions

**Multiattack.** The chronosphinx uses Slow Field (if available) and makes two attacks with any combination of Claw and Paradox Pulse.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) Slashing damage plus 5 (2d4) Force damage.

**Paradox Pulse.** *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 14 (4d6) Force damage. If the chronosphinx is in its Mature form, this attack instead deals 20 (4d6 + 6) Force damage and the target must succeed on a **DC 9 Charisma saving throw** or gain **1 paradox point** (if using the Paradox Points optional rule).

**Slow Field (Mature Form Only; Recharge 5-6).** The chronosphinx emits an aura that extends **30 feet** from itself and lasts until the start of its next turn. Each creature that starts its turn in the aura or enters the aura for the first time on its turn must succeed on a **DC 19 Charisma saving throw** or be subjected to the effects of the Slow spell until the start of the chronosphinx's next turn.

**Senesce (Senescent Form Only; Recharge 5-6).** The chronosphinx emits a pulse of energy that causes time to accelerate. Each other creature within **30 feet** of the chronosphinx must make a **DC 19 Charisma saving throw**, taking 45 (10d8) Necrotic damage on a failure, or half as much damage on a success.

## Bonus Actions

**Alacrity (Juvenile Form Only).** The chronosphinx takes the Dash, Disengage, or Hide action.

## Reactions

**Stasis (Senescent Form Only).** *Trigger:* a creature the chronosphinx can see moves while within **30 feet** of the chronosphinx. *Response:* the creature must succeed on a **DC 19 Charisma saving throw** or have its Speed reduced to **0 feet** until the start of its next turn.

## Legendary Actions

The chronosphinx can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action can be used at a time and only at the end of another creature's turn. The chronosphinx regains spent Legendary Actions at the start of its turn.

**Move.** The chronosphinx causes time to flicker, and moves up to half its Speed without provoking Opportunity Attacks.

**Claw.** The chronosphinx makes one Claw attack.

**Paradox Pulse (Mature Form Only).** The chronosphinx makes one Paradox Pulse attack.

**Pounce (Juvenile Form Only).** The chronosphinx leaps a distance equal to its Speed without provoking Opportunity Attacks and makes one Claw attack. Hit or miss, the target must succeed on a **DC 17 Strength saving throw** or be knocked **Prone** and **Grappled** by the chronosphinx (**escape DC 17**).

# VENERATED CHRONOSPHINX

Monstrosity (Size Varies), Lawful Neutral

**Armour Class** 20 (natural armour)

**Hit Points** 368 (32d12 + 160)

**Speed** 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	20 (+5)	21 (+5)	22 (+6)	25 (+7)

**Saving Throws** Dex +11, Con +12, Wis +13, Cha +14

**Skills** Arcana +12, History +19, Perception +13

**Damage Resistances** Force

**Damage Immunities** Psychic; Bludgeoning, Piercing, and Slashing from nonmagical attacks

**Condition Immunities** Charmed, Exhaustion, Frightened

**Senses** Truesight 180 ft., passive Perception 23

**Languages** All

**Challenge** 23 (50,000 XP)

**Proficiency Bonus** +7

**Atemporal Form.** At the start of its turn, the chronosphinx can change between any of its three forms if it isn't Incapacitated: Juvenile, Mature, and Senescent (no action required). Its size is Medium in its Juvenile form, Huge in its Mature form, and Large in its Senescent form. It has certain traits and can take certain actions in each form, but its statistics otherwise remain the same.

**Evasion (Juvenile Form Only).** When the chronosphinx is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

**Magical Weapons.** The chronosphinx's weapon attacks are magical.

## Actions

**Multiattack.** The chronosphinx uses Slow Field (if available) and makes two attacks with any combination of Claw and Paradox Pulse.

**Claw. Melee Weapon Attack:** +12 to hit, reach 5 ft., one target. **Hit:** 15 (3d6 + 5) Slashing damage plus 10 (3d6) Force damage.

**Paradox Pulse. Ranged Spell Attack:** +14 to hit, range 180 ft., one target. **Hit:** 21 (6d6) Force damage. If the chronosphinx is in its Mature form, this attack instead deals 30 (6d6 + 7) Force damage and the target must succeed on a **DC 12 Charisma saving throw** or gain 1 **paradox point** (if using the Paradox Points optional rule).

**Slow Field (Mature Form Only; Recharge 5-6).** The chronosphinx emits an aura that extends **30 feet** from itself and lasts until the start of its next turn. Each creature that starts its turn in the aura or enters the aura for the first time on its turn must succeed on a **DC 22 Charisma saving throw** or be subjected to the effects of the Slow spell until the start of the chronosphinx's next turn.

**Senesce (Senescent Form Only; Recharge 5-6).** The chronosphinx emits a pulse of energy that causes time to accelerate. Each other creature within **30 feet** of the chronosphinx must make a **DC 22 Charisma saving throw**, taking 72 (16d8) Necrotic damage on a failure, or half as much damage on a success.

## Bonus Actions

**Alacrity (Juvenile Form Only).** The chronosphinx takes the Dash, Disengage, or Hide action.

## Reactions

**Stasis (Senescent Form Only).** **Trigger:** a creature the chronosphinx can see moves while within **30 feet** of the chronosphinx. **Response:** the creature must succeed on a **DC 22 Charisma saving throw** or have its Speed reduced to **0 feet** until the start of its next turn.

## Legendary Actions

The chronosphinx can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action can be used at a time and only at the end of another creature's turn. The chronosphinx regains spent Legendary Actions at the start of its turn.

**Move.** The chronosphinx causes time to flicker, and moves up to half its Speed without provoking Opportunity Attacks.

**Claw.** The chronosphinx makes one Claw attack.

**Paradox Pulse (Mature Form Only).** The chronosphinx makes one Paradox Pulse attack.

**Pounce (Juvenile Form Only).** The chronosphinx leaps a distance equal to its Speed without provoking Opportunity Attacks and makes one Claw attack. Hit or miss, the target must succeed on a **DC 20 Strength saving throw** or be knocked **Prone** and **Grappled** by the chronosphinx (**escape DC 20**).

## GUARDIAN STATUES

Across the Timespun Sands, animal-shaped statues stand as silent sentinels, guarding tombs, temples, and ancient palaces against intruders. Formidable defenders as they may be, guardian statues are a rare sight, for their creation demands a noble and willing sacrifice. Each of these Constructs is animated by one or more gems that house the soul of a departed Humanoid, who agreed to stand vigil in death over what it held dear in life.

***Eternal Protectors.*** Those who solemnly agree to the great responsibility of becoming part of a guardian statue are granted a magical amulet containing an enchanted gem. Upon the wearer's death, their soul, if willing, transfers into the gem. A rune etched into the amulet activates at that moment, teleporting the gem into its creator's hands, after which it's embedded within the chosen statue. The soul finds its release only when the gem is forcefully pried from its stony socket, signalling the end of its sacred duty.



## LION-KA KEEPER

Large Construct, Lawful Neutral

**Armour Class** 15 (natural armour)

**Hit Points** 45 (6d10 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	15 (+2)	3 (-4)	13 (+1)	10 (+0)

**Skills** Athletics +4, Perception +3

**Damage Resistances** Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't adamantite

**Damage Immunities** Poison, Psychic

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

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

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

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Immutable Form.** The lion-ka is **immune** to any spell or effect that would alter its form.

**Magic Weapons.** The lion-ka's weapon attacks are magical.

**Soul Stone.** The lion-ka has a gemstone implanted in its head that houses a soul. While the lion-ka is Grappled, a creature can use an Action to make a **DC 12 Strength (Athletics)** check, removing the gemstone on a success. The creature automatically succeeds on this check if the lion-ka has 0 Hit Points. If the gemstone is removed, the lion-ka immediately drops to 0 Hit Points and can't regain Hit Points.

### Actions

**Multiattack.** The lion-ka uses its Roar, if available, and makes one Claw attack.

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

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (2d4 + 2) Slashing damage.

**Roar (Recharge 4-6).** *Saving Throw:* **DC 12 Wisdom.** *Target:* Each hostile creature within **60 feet** of the lion-ka. *Failure:* **Frightened for 1 minute.** A Frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### Reactions

**Trip.** *Trigger:* A creature the lion-ka can see moves within **10 feet** of the lion-ka. *Response:* The creature must succeed on a **DC 12 Strength saving throw** or take 4 (1d4 + 2) Bludgeoning damage and be knocked **Prone**.

## LION-KA DEFENDER

Large Construct, Lawful Neutral

**Armour Class** 15 (natural armour)

**Hit Points** 45 (6d10 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	15 (+2)	3 (-4)	13 (+1)	10 (+0)

**Skills** Athletics +5, Perception +3

**Damage Resistances** Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't adamantite

**Damage Immunities** Poison, Psychic

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

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

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

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**Immutable Form.** The lion-ka is **immune** to any spell or effect that would alter its form.

**Magic Weapons.** The lion-ka's weapon attacks are magical.

**Soul Stones.** The lion-ka has two gemstones implanted in its eye sockets that together house a soul. While the lion-ka is Grappled, a creature can use an Action to make a **DC 14 Strength (Athletics)** check, removing one gemstone on a success. The creature automatically succeeds on this check if the lion-ka has 0 Hit Points. If all gemstones are removed, the lion-ka immediately drops to 0 Hit Points and can't regain Hit Points.

### Actions

**Multiattack.** The lion-ka makes one Bite attack and one Claw attack. It can replace its Bite with its Roar, if available.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) Piercing damage.

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

**Roar (Recharge 4-6).** *Saving Throw:* **DC 14 Wisdom.** *Target:* Each hostile creature within **60 feet** of the lion-ka. *Failure:* **Frightened for 1 minute.** A Frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### Reactions

**Trip.** *Trigger:* A creature the lion-ka can see moves within **10 feet** of the lion-ka. *Response:* The creature must succeed on a **DC 14 Strength saving throw** or take 8 (2d4 + 3) Bludgeoning damage and be knocked **Prone**.

# LION-KA GUARDIAN

Large Construct, Lawful Neutral

**Armour Class** 18 (natural armour)

**Hit Points** 157 (15d10 + 75)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	21 (+5)	3 (-4)	15 (+2)	10 (+0)

**Skills** Athletics +7, Perception +5

**Damage Resistances** Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't adamantite

**Damage Immunities** Poison, Psychic

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

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

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

**Challenge** 7 (2,900 XP)

**Proficiency Bonus** +3

**Immutable Form.** The lion-ka is **immune** to any spell or effect that would alter its form.

**Magic Weapons.** The lion-ka's weapon attacks are magical.

**Soul Stones.** The lion-ka has three gemstones, one in each eye socket and one in its forehead, that together house a soul. While the lion-ka is Grappled, a creature can use an Action to make a **DC 16 Strength (Athletics)** check, removing one gemstone on a success. The creature automatically succeeds on this check if the lion-ka has 0 Hit Points. If all gemstones are removed, the lion-ka immediately drops to 0 Hit Points and can't regain Hit Points.

## Actions

**Multiattack.** The lion-ka makes one Bite attack and two Claw attacks. It can replace its Bite with its Roar, if available.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) Piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) Slashing damage.

**Roar (Recharge 4-6).** *Saving Throw:* **DC 14 Wisdom.** *Target:* Each hostile creature within **60 feet** of the lion-ka. *Failure:* **Frightened for 1 minute.** A Frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## Reactions

**Trip.** *Trigger:* A creature the lion-ka can see moves within 10 feet of the lion-ka. *Response:* The creature must succeed on a **DC 16 Strength saving throw** or take 9 (2d4 + 4) Bludgeoning damage and be knocked **Prone**.





## EAGLE-KA KEEPER

*Large Construct, Lawful Neutral*

**Armour Class** 14 (natural armour)

**Hit Points** 37 (5d10 + 10)

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

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

**Skills** Acrobatics +4, Perception +3

**Damage Resistances** Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't adamantite

**Damage Immunities** Poison, Psychic

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralysed, Petrified, Poisoned

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

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

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Flyby.** The eagle-ka doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

**Immutable Form.** The eagle-ka is **immune** to any spell or effect that would alter its form.

**Magic Weapons.** The eagle-ka's weapon attacks are magical.

**Soul Stone.** The eagle-ka has a gemstone implanted in its head that houses a soul. While the eagle-ka is Grappled, a creature can use an Action to make a **DC 12 Strength (Athletics)** check, removing the gemstone on a success. The creature automatically succeeds on this check if the eagle-ka has 0 Hit Points. If the gemstone is removed, the eagle-ka immediately drops to 0 Hit Points and can't regain Hit Points.

### Actions

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

**Sandspray (Recharge 4-6).** *Saving Throw:* **DC 12 Constitution.** *Target:* Each non-ka creature in a **20-foot Cone.** *Failure:* **Blinded** until the end of the eagle-ka's next turn. While Blinded in this way, a creature can use an action to wipe the sand from its eyes, ending the Blinded condition on itself. Creatures wearing eye protection automatically succeed on this saving throw.

### Bonus Actions

**Talon.** The eagle-ka makes one Talon attack.

**Swoop.** The eagle-ka flies up to its Fly Speed.

## EAGLE-KA DEFENDER

Large Construct, Lawful Neutral

**Armour Class** 16 (natural armour)

**Hit Points** 76 (9d10 + 27)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	17 (+3)	3 (-4)	13 (+1)	10 (+0)

**Skills** Acrobatics +5, Perception +3

**Damage Resistances** Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't adamantine

**Damage Immunities** Poison, Psychic

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

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

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

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**Flyby.** The eagle-ka doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

**Immutable Form.** The eagle-ka is **immune** to any spell or effect that would alter its form.

**Magic Weapons.** The eagle-ka's weapon attacks are magical.

**Soul Stones.** The eagle-ka has two gemstones, one in each eye socket, that together house a soul. While the eagle-ka is Grappled, a creature can use an Action to make a **DC 13 Strength (Athletics)** check, removing one gemstone on a success. The creature automatically succeeds on this check if the eagle-ka has 0 Hit Points. If all gemstones are removed, the eagle-ka immediately drops to 0 Hit Points and can't regain Hit Points.

### Actions

**Multiattack.** The eagle-ka makes two Talon attacks.

**Talon.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 10 (2d6 + 3) Slashing damage.

**Sandspray (Recharge 4-6).** *Saving Throw:* **DC 13 Constitution.**

*Target:* Each non-ka creature in a **30-foot Cone**. *Failure:* **Blinded** until the end of the eagle-ka's next turn. While Blinded in this way, a creature can use an action to wipe the sand from its eyes, ending the Blinded condition on itself. Creatures wearing eye protection automatically succeed on this saving throw.

### Bonus Actions

**Talon.** The eagle-ka makes one Talon attack.

**Swoop.** The eagle-ka flies up to its Fly Speed.

## EAGLE-KA GUARDIAN

Large Construct, Lawful Neutral

**Armour Class** 17 (natural armour)

**Hit Points** 142 (15d10 + 60)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	19 (+4)	3 (-4)	15 (+2)	10 (+0)

**Skills** Acrobatics +7, Perception +5

**Damage Resistances** Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't adamantine

**Damage Immunities** Poison, Psychic

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

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

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

**Challenge** 7 (2,900 XP)

**Proficiency Bonus** +3

**Flyby.** The eagle-ka doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

**Immutable Form.** The eagle-ka is **immune** to any spell or effect that would alter its form.

**Magic Weapons.** The eagle-ka's weapon attacks are magical.

**Stones.** The eagle-ka has three gemstones, one in each eye socket and one in its forehead, that together house a soul. While the eagle-ka is Grappled, a creature can use an Action to make a **DC 15 Strength (Athletics)** check, removing one gemstone on a success. The creature automatically succeeds on this check if the eagle-ka has 0 Hit Points. If all gemstones are removed, the eagle-ka immediately drops to 0 Hit Points and can't regain Hit Points.

### Actions

**Multiattack.** The eagle-ka makes three Talon attacks.

**Talon.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

*Hit:* 11 (2d6 + 4) Slashing damage.

**Sandspray (Recharge 4-6).** *Saving Throw:* **DC 15 Constitution.**

*Target:* Each non-ka creature in a **30-foot Cone**. *Failure:* **Blinded** until the end of the eagle-ka's next turn. While Blinded in this way, a creature can use an action to wipe the sand from its eyes, ending the Blinded condition on itself. Creatures wearing eye protection automatically succeed on this saving throw.

### Bonus Actions

**Talon.** The eagle-ka makes one Talon attack.

**Swoop.** The eagle-ka flies up to its Fly Speed.

# Appendix D Familiar



TAMER  
LEVEL

## DIVINER I

PREREQUISITE: BECOME COMPANION

"What terrible futures has it glimpsed?..."

1

## GROWTH I

PREREQUISITE: —

"The taller it gets..."

3

## SPECTRAL SIGHT

PREREQUISITE: —

"All cats have it."

## IMPOSSIBLE RIDDLE

PREREQUISITE: —

"Ever heard of the Riemann hypothesis?"

## MULTIATTACK

PREREQUISITE: —

"It scratches foes AND your back!"

## DIVINER II

PREREQUISITE: DIVINER I

"...The fall of its tamer?..."

5

## TIMESKIP

PREREQUISITE: —

"See you soon!"

## GROWTH II

PREREQUISITE: GROWTH I

"...The higher it can scratch on the furniture."

## DIVINER III

PREREQUISITE: DIVINER II

"...A natural disaster?..."

9

## IMPENETRABLE MIND

PREREQUISITE: —

"All cats have it too."

## PREMONITION

PREREQUISITE: —

"I've got a good feeling about this."

13

## DIVINER IV

PREREQUISITE: DIVINER III

"...A world without tuna?"

17

## HOUSE SPHINX

"A suggestion if you have a house sphinx as a companion: don't keep any fish in the house. It's exceedingly difficult to stop a thief that knows where you put the loot, when you'll be away, and that it will ultimately suffer no consequences for its misdeeds."

— Falak, Tuna-Deprived

**Type:** Monstrosity

**Creature Component:** Any sphinx

**Bonus Tamer Improvement:** Diviner I and +2 Hit Dice

Capricious, languorous, and surprisingly ravenous, the common house sphinx has nevertheless seen widespread adoption as a companion across the Timespun Sands. Mages and inventors in particular are especially keen on these furless felines, whose ability to peer into the streams of time makes them excellent predictors of arcane detonations, laboratory meltdowns, and other such imminent disasters. With one eye on the past, one on the present, and one on the future, house sphinxes are nearly impossible to outwit—a fact that reflects on their composed and imperious behaviour. After all, when a house sphinx begs for more food, it already knows that you'll eventually cave to its demands. So why not save yourself the trouble of resisting and make a loyal—if demanding—friend in the process?

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

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

## MONSTER TRAINER

### DIVINER I

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

**Type:** Passive (companion)

The sphinx gains a new action option: Good Omens.

**Good Omens.** The sphinx projects brief visions of the future into the mind of a willing creature it can see within **60 feet** of it, allowing the creature to adapt to its foe's movements and make an attack deadlier. The next attack the creature hits with before the end of its next turn deals an extra **1d8** damage.

### GROWTH I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The sphinx'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 die of its Claws attack increases to a **d6**.

### SPECTRAL SIGHT

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The sphinx can see Invisible creatures and objects as if they were visible, and it can see into the Ethereal Plane, both out to a range of **30 feet**.

### DIVINER II

**Prerequisite:** 5th-level tamer, Diviner I

**Type:** Passive (companion, tamer)

The sphinx gains **Resistance** to Psychic damage, and it can't be surprised. While the sphinx's Tamer is within **30 feet** of it, the Tamer can't be surprised either.

In addition, the extra damage of the sphinx's Good Omens feature increases to **1d12**.

### IMPOSSIBLE RIDDLE

**Prerequisite:** 5th-level tamer

**Type:** Active (Bonus Action)

As a Bonus Action, the sphinx projects an impossible riddle or confounding question into the mind of a creature it can see within **30 feet** of it. The creature must succeed on an **Intelligence saving throw** or take **1d6** Psychic damage and be subjected to the effects of the *Confusion* spell for **1 minute**. The creature can repeat the saving throw at the end of each of its turns, taking **1d6** Psychic damage on a failure, or ending the effect on a success.

Once the sphinx has used this Bonus Action, it can't do so again until its Tamer finishes a Short or Long Rest.

When the sphinx's Tamer reaches 13th level in the Tamer class, the Psychic damage increases to **1d10**.

### MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (Action)

As an action, the sphinx can make two attacks. It can replace one of these attacks with a use of its Good Omens action.

## HOUSE SPHINX

*Tiny Monstrosity, Neutral*

**Armour Class** 13 (natural armour)

**Hit Points** 3 (1d4 + 1)

**Speed** 30 ft., fly 30 ft. (see Limited Flight trait)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	10 (+0)	12 (+1)	15 (+2)

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

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

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

**Proficiency Bonus** +2

**Bad Omens.** When a friendly creature that the sphinx can see within **30 feet** of it is hit by a critical hit, the sphinx experiences brief visions of terrible futures, and must succeed on a **DC 12 Wisdom saving throw** or take **2d4** Psychic damage. This damage can't reduce the sphinx to 0 Hit Points.

**Limited Flight.** The house sphinx can't fly if it's wearing medium or heavy armour, or if it's carrying a creature.

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

### Actions

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

### DIVINER III

**Prerequisite:** 9th-level tamer, Divine II

**Type:** Passive (companion), Active

The sphinx can cast the *Augury* spell as a ritual, requiring no Material or Verbal components. The sphinx's Tamer immediately becomes aware of the result of the spell.

In addition, the extra damage of the sphinx's Good Omens feature increases to **2d8**.

### GROWTH II

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

**Type:** Passive (companion)

The sphinx'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 die of its Claws attack increases to a **d8**.

### TIMESKIP

**Prerequisite:** 9th-level tamer

**Type:** Active (Bonus Action)

As a Bonus Action, the sphinx causes itself and its Tamer to disappear. At the start of the Tamer's next turn, both the Tamer and the sphinx reappear in the spaces they occupied before, or the nearest unoccupied space if those spaces are now occupied. From their perspective, no time has passed.

Once the sphinx uses this Bonus Action, it can't do so again until its Tamer finishes a Short or Long Rest.

### IMPENETRABLE MIND

**Prerequisite:** 13th-level tamer

**Type:** Passive (companion)

The sphinx has **Immunity** to the Charmed and Frightened conditions, any effect that would sense its emotions or read its thoughts, and any Divination spell that it refuses.

### PREMONITION

**Prerequisite:** 13th-level tamer

**Type:** Active (Reaction)

The sphinx gains a number of Premonition Dice, which are **d6s**, equal to its Proficiency Bonus. As a Reaction when the sphinx is targeted by an attack or is forced to make a saving throw, it can roll one of its Premonition Dice and add the result to its AC against the triggering attack or to its saving throw.

If the sphinx's Tamer is within **30 feet** of it and the sphinx can see it, the sphinx can use this improvement as a Reaction when its Tamer is targeted by an attack or is forced to make a saving throw, applying the bonus to the Tamer instead.

The sphinx regains all Premonition Dice when its Tamer finishes a Long Rest.

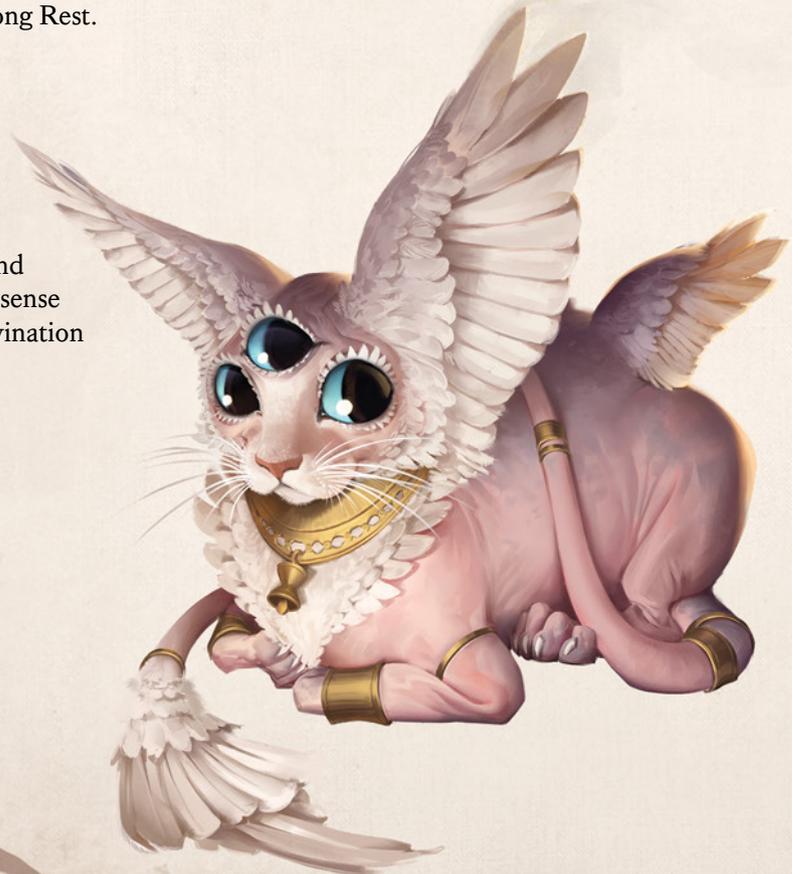
### DIVINER IV

**Prerequisite:** 17th-level tamer, Diviner III

**Type:** Passive (companion), Active (Action)

As an action, the sphinx can cast the *Foresight* spell without requiring Material or Verbal components. When the spell is cast in this way, it only lasts for **1 minute**. Once the sphinx has cast this spell, it can't do so again until its Tamer finishes a Long Rest.

In addition, a creature targeted by the sphinx's Good Omens action gains **Advantage** on the next attack roll it makes before the end of its next turn.



# Appendix E Subclasses

## PALADIN: OATH OF THE TIMEKEEPERS

From the humblest squire, striving to make their hourly bell heard above the clatter of rain falling on tin rooftops, to seraphic templars orchestrating the defence of the present against interloping temporal

anomalies, Paladins under the Oath of the Timekeepers uphold the orderly march of time. Timekeepers are the investigators of the inconsistent, the protectors who untangle paradoxes, and the portcullis that intercepts suspicious travellers from alternate timelines. To speak the oath is to proclaim timeliness, order, and the present as the pinnacles of virtue.

While time travel is seen as a dangerous practice by any Timekeeper Paladin—stepping on the wrong vampiric flutterby can have dire knock-on consequences—sometimes, it is the only way to achieve



one's mission. Accordingly, venturing "out of time" is never done lightly. Since the Silicagate scandal during the leadership of Horological Millennium Nycks Zawn, all timekeeper orders have taken to recording each and every time jump, documenting with wrist-numbing precision each action and consequence during a mission. The invention of owlglass familiars, with their ability to observe and record entire missions, has been met with a collective sigh by the RSI-addled squires who no longer have to transcribe their knights' dictations.

**Orders of Timekeepers.** Many paladinic orders contain Timekeepers. Within the Timespun Sands, none is more well known than the Horological Order, a militaristic sect based in an ever-shifting headquarters with a self-proclaimed jurisdiction to police this final remaining timeline. Lower ranks of their order, like Minutes and Seconds, typically hunt and exterminate temporal and spatial anomalies—aberrant beings born of the rifts time travellers open. Senior timekeepers, such as Centuries and Decades, concern themselves with tracking down unapproved time travellers and, as is the current case, locating the Cult of the Final Hour. In all cases, slaying any quarry other than an anomaly is seen as a punishable failure; all must be arrested and tried according to the principles of law and order.

## FEATURES

### TENETS OF THE TIMEKEEPERS

Thanks to Horological Millennium Nycks Zawn, who travelled back in time to make sure all his predecessors agreed with his version of the verbiage, the tenets of this order, though slightly contradictory, have existed since time immemorial.

**Live in the Present.** Dwell not in the past, nor worry about the future. Think only of the present and maintaining the web that led to this moment.

**All Are Judged in Time.** Be the metronome which keeps fluid the orderly flow of time. Be the chains that bring syncopation to the eyes of the justiciars.

**Keep Time.** Be never late. Be never early. Arrive precisely when you are meant to.

**Go with the Flow.** Be like sand, adapting to the vessel in which you find yourself.

## OPTIONAL FEATURE: PARADOX PURGE

This is an optional 3rd-level feature a GM can add to the Oath of the Timekeeper subclass if you use the Paradox Point system.

When you gain a paradox point, you can choose to ignore it and gain no paradox points instead. Once you use this feature, you can't use it again until you finish a Long Rest.

### OATH SPELLS

3rd-Level Oath of the Timekeeper Feature

You gain oath spells at the Paladin levels listed.

#### OATH OF THE TIMEKEEPER SPELLS

Paladin Level	Spells
3rd	Command, Doom Future*
5th	Augury, Hold Person
9th	Haste, Slow
13th	Banishment, Divination
17th	Endure*, Legend Lore

\*See Appendix B

### CHANNEL DIVINITY

3rd-Level Oath of the Timekeeper Feature

You gain the following Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

**Tactical Tardiness.** You can use your Channel Divinity to delay the impact of harm against a creature. As an action, choose one willing creature other than yourself that you can see within **30 feet** of you. For a number of rounds equal to your Charisma modifier (minimum 1 round) the creature doesn't take any damage, although all damage that would be dealt to the creature is recorded. At the start of the creature's turn after this period has elapsed, the creature immediately takes all the recorded damage in a single instance.

**Temporal Dilation.** You use your Channel Divinity to secrete creatures in pockets of nearly-frozen time. As an action, choose a number of creatures you can see within **30 feet** of you, up to a number equal to your Charisma modifier (minimum 1 creature). Each creature must make a **Charisma saving throw**. On a failed save, until the end of your next turn, a

creature is **Incapacitated**, has its Speed reduced to **5 feet** (if not already lower), can't speak, and can't interact with the world around them in any way. If the creature takes damage, is hit by an attack, is affected by a condition, is forced to make a saving throw, or is moved, this effect instantly ends for it.

### AURA OF STASIS

*7th-Level Oath of the Timekeeper Feature*

You emit an aura of temporal malleability while you aren't Incapacitated. When a creature moves while within **10 feet** of you, you can use your Reaction to force it to make a **Charisma saving throw** against your **Paladin spell save DC**. On a failed save, the creature's Speed is reduced to **0 feet** until the start of its next turn.

At 18th level, the range of this aura increases to **30 feet**.

### FUTURE CONDITIONAL

*15th-Level Oath of the Timekeeper Feature*

You've learned how to borrow vitality and endurance from your past self. When you start a Long Rest and have spell slots or more than 1 Hit Point remaining, you can choose one of them to store.

**Hit Points.** You lose a number of Hit Points up to an amount equal to your Paladin level. You can't reduce yourself to below 1 Hit Point. At the end of the Long Rest, you gain a number of Temporary Hit Points equal to the number of Hit Points sacrificed.

**Spell Slots.** You sacrifice one spell slot of any level lower than the highest-level Paladin spell you can prepare. At the end of the Long Rest, you gain an extra spell slot equal to the level of spell slot sacrificed in addition to those normally regained at the end of a Long Rest. This extra spell slot disappears when you finish your next Long Rest.

### FUTURE PERFECT

*20th-Level Oath of the Timekeeper Feature*

You tap into the steady metronome of the multiverse, playing with the grains of its flow with unparalleled precision. As a Bonus Action, you gain the following benefits for 1 minute:

- ◆ You are immune to the Exhaustion condition, and you can't be magically aged.
- ◆ You can take one additional Reaction each round, which you regain at the start of each of your turns. You can only take one Reaction on a turn.
- ◆ As a Bonus Action, you can force one creature within **30 feet** of you to make a **Charisma saving throw** against your **Paladin spell save DC**. On a failure, the creature's Speed is reduced to 0 feet, it can't take Reactions, and it can only take an action or Bonus Action on its next turn, not both. This effect ends at the start of your next turn.
- ◆ As an action, you can force one creature within **30 feet** of you to make a **Charisma saving throw** against your **Paladin spell save DC**. A creature takes **8d8** Force damage on a failed save or half as much damage on a successful one.
- ◆ As an action, you can cause time to move quicker for one creature you can see that is within **30 feet** of you. Until the end of its next turn, its Speed is doubled, and it has **Advantage** on Dexterity saving throws. On its next turn, it can take one additional action.

# LEGAL

Alright folks, legalese is intimidating. This first bit is plain English. All characters, items, creatures, and spells in this publication are original creations of Plane Shift Press (a.k.a. PSP) or Loot Tavern Publishing (a.k.a. LTP). Please don't replicate or distribute this unless it is a direct link to where we host it (this is our livelihood!). All spells, items, and monsters are designated product identity and are not open content. That includes proper nouns including, but not limited to: "L'Arsene", "Cactari", "Kasbat Azzaman", "Bahr Arrimal", "Horological Order", "Timespun Sands", "Li-on-Ka", "Eagle-Ka", etc., as well as spells, magic items, and player options.

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

## COPYRIGHT NOTICE

- ◆ *Heliana's Guide to Monster Hunting* © 2023, Max Wartelle, Mohammed Bellafquih, and Jess Jackdaw, Plane Shift Press, a.k.a. PSP.
- ◆ *L'Arsene's Ledger of Treasure and Trinkets* © 2023, Max Wartelle, Mohammed Bellafquih, Loot Tavern Publishing, a.k.a. LTP.

