



**MONKEYDM**



# ECHOES OF ETERNITY



**RACE THROUGH TIME ITSELF BEFORE YOUR FRACTURED MIND ANNIHILATES REALITY.**

## BACKSTORY

In the storied halls of Twel'velor Academy of Arcana, Archmage Heinrich Minuu had given his life to unlocking the secrets of time magic. Despite years of hard work, his best efforts could only send objects as small as a grain of rice into the past. This lackluster display failed to win the Headmaster's approval, leading to the shutdown of Minuu's project.

Backed into a corner and running out of time, Minuu chose to ramp up his experiments, casting caution to the wind. Within weeks, his Temporal Experiments Magic Programme (TEMP) began showing remarkable results. But this success had a dark side: Minuu started to suffer from temporal decay, aging rapidly due to his close work with time magic. By the time he realized the cause, it seemed too late to save himself.

Desperate, Minuu hatched a plan to encase himself in a time bubble. Using the academy's clocktower as an anchor, he attempted to create a space free from the flow of time where he could continue his work. But the experiment backfired, trapping him in a temporal prison. His loyal apprentice, Uvott, tried to free him but achieved very little. However, Uvott's efforts were enough to rouse Minuu, who has now managed to contact the party and ask for help to break free.

## PLOT HOOK

The party has been offered a tour of Twel'velor Academy as a thank you for their prolonged careers as adventurers. While they walk the halls, they begin to feel a strange energy around them.

## ADVENTURE SUMMARY

As you navigate through the labyrinthine corridors of Twel'velor Academy, a mysterious message echoes in the weave of reality itself, urging you to convene in the academy's clocktower. Upon your arrival, you are greeted by a deeply confused Uvott, Minuu's apprentice, who is trying to free their master from a time bubble. Unable to escape, Minuu appears as a shimmering projection of himself, imploring you to retrieve three temporal stabilizers that could power him enough to be free. These cores are scattered across perilous locations: a book held within the academy's archive, a dead dragon lich's bone and the sword of a long-dead warrior currently held by a devil trader.

Now knowing the vital components needed to free Minuu, you must navigate through disparate realms and times. First, the academy's archive presents a host of challenges—magical wards, riddles, and a politically-minded librarian, opting to protect knowledge by any means necessary if he is not given his due. Then, the dead dragon king's bone lies buried within an archeological site, currently under attack by drakes who view the body as a holy artifact. The sword of the long-dead warrior is more problematic, requiring you to broker a perilous deal with a devil trader in a dimension tinged with infernal fire. As you gather the stabilizers, Uvott keeps you updated on Minuu's deteriorating condition and increasingly fragmented messages.

With the temporal stabilizers obtained, you return to the clocktower, where Uvott assists in aligning them to the tower's arcane mechanisms. Chanting incantations fed to you by a flickering projection of Minuu, you finally shatter the time-locked barrier and step into the time bubble. The environment is jarring—a surreal landscape where time behaves erratically, moments freeze, and memories manifest as tangible entities. The gravest revelation, however, is Minuu himself. Isolated and rapidly aged, the archmage's fractured psyche has given rise to a disturbing omnipotence within the bubble. Maddened, he controls twisted, time-warped powers that he unleashes upon you. You're faced with an agonizing choice: cure Minuu with the stabilizers, risking the integrity of time itself, or neutralize the archmage to restore temporal balance.



Uvott

# CHAPTER 1: CLOCKTOWER'S CALL

In which the party receives a message from Archmage Minuu, meets his apprentice Uvott, and learns of their quest to retrieve three temporal stabilizers.

## TOUR AND DETOUR

Read this:

"As you walk through the enchanting corridors of Twel'velor Academy, basking in the aura of ancient magic, it's clear why even seasoned adventurers such as yourselves would be captivated. The academy has extended to you a tour as a thank you for your countless quests and valorous deeds. Majestic tapestries of arcane lore adorn the walls, and luminescent flora provide a mystical glow, revealing the pinnacle of elven artistry and scholarship. Students and scholars roam the area, engrossed in learned conversation, their faces marked with the bright-eyed look of enlightenment. Yet, even in this moment of awe and appreciation, an unsettling tremor disrupts the weave of the magical tapestry around you. A tingling sensation creeps down your spines, as if time itself holds its breath. A mysterious message telepathically intrudes into your collective thoughts: 'Convene at the clocktower, urgently, please!' Despite the allure of your surroundings, an unspoken agreement passes between you. You know your next destination is unavoidable: the clocktower."

If you are playing this adventure as a one-shot, now is the time for players to share insights about their characters if they haven't already. Ask them how long they've been adventuring, if they've always adventured as a group, their possible relationship with Minuu (see Archmage Minuu sidebar), or any run-ins they've had with Uvott, Minuu's apprentice. Once character introductions are complete, proceed.

*GM NOTE: Depending on how emotionally invested you might want the party to be, feel free to introduce a few short vignettes or encounters between Minuu and the party. This will help them get a better understanding of his motivations and the scope of his work.*

The party now arrives at Minuu's tower, whereupon they'll find Uvott (see Uvott sidebar).

Read this:

"As you arrive at the foot of the clocktower, Uvott—Minuu's young apprentice—greet you, his face a blend of relief and deep confusion. Behind him, an arcane mechanism akin to a large crystal shimmers. 'It's you he called for?!' he exclaims. 'He's caught in a time bubble! We need to help him!'"

## UVOTT (LN HUMAN MAGE)

**Information:** Uvott is a blue-skinned human, a rare sight that often draws curious glances. Standing at average height with a lean build, his striking appearance is matched by an air of practicality and a no-nonsense demeanor. His eyes are a darker shade of blue, almost navy, adding an extra layer of enigma to his persona. Born in an underground community that fed on leyline magic instead of food and sunlight, Uvott speaks with a noticeable accent that lends his words a peculiar gravitas. An apprentice wizard under the tutelage of Archmage Minuu, he specializes in conjuration and divination magic. Practical to the core, Uvott tends to prioritize the task at hand over extraneous details, a quality that both irritates and comforts his peers and students.

**Roleplaying as Uvott:** When interacting with the party, Uvott is straightforward and to the point. Time is of the essence, especially when dealing with temporal distortions, and he has little patience for idle chatter. His Russian-like accent is pronounced but not overwhelming, lending a sense of earnestness and urgency to his words. Although usually stoic, Uvott is visibly distressed about his master's predicament, making it clear that the situation is dire. Despite the urgency, he's not dismissive; if the party asks sensible questions or proposes reasonable plans, he's more than willing to engage. His pragmatism also extends to the supplies and advice he can offer the party; if they need magical assistance or information, he'll provide what he can, within reason.

Show the party to map 1. They find themselves together with Uvott and Minuu, who is locked in the crystal apparatus shedding blue light (area 1), which he tried to transform into a temporal haven.

*GM NOTE: If the magic from the clocktower hasn't been dispelled, any conjuration, divination, and transmutation spells cast in the area automatically fail.*

## ARCHMAGE MINUU (TN HUMAN ARCHMAGE)

**Information:** Born into a simple family and watching his parents die at a young age, Minuu developed a passion for medicine, which led to him becoming a doctor at the young age of 20. By the time he was 25, the wunderkind had become a proficient user of magic, too. By 35, he was one of the youngest archmages in history. Emotional, obsessive, and goal-driven, Minuu will stop at nothing to get what he wants: a mastery over the flow of life and time.

**Roleplaying as Minuu:** Minuu is, above all else, incredibly intelligent, often causing him to be deeply condescending and rash. He hates sharing knowledge or having to explain himself, and will only give the party the minimum of information required.

As the party arrives within the tower, they see Minuu through the glass in area 1 and he asks them to not touch anything or cast any spells, explaining that the true extent of the magic instability he created is unknown. Before they do anything, they must investigate the surroundings.

Ask each party member to make either a **Wisdom (Perception) check**, an **Intelligence (Investigation) check**, or an **Intelligence (Arcana) check**, giving them information based on each check's result:

### WISDOM (PERCEPTION) CHECK

**Below 10:** The room appears to be a mess, filled with arcane paraphernalia and odd trinkets.

**10-15:** You notice that some of the items in the room are vibrating slightly, as if affected by the magical instability.

**16+:** You quite clearly notice that some of the glass in the time bubble crystal has shattered and will require extreme caution to navigate the surroundings. The party gains advantage on any ability checks to enter the time bubble (chapter 2).

### INTELLIGENCE (INVESTIGATION) CHECK

**Below 10:** There's a noticeable amount of clutter on the desk to the side of the room.

**10-15:** On the desk, there seems to be a picture of two young humans. They look similar to Minuu.

**16+:** Next to the picture, there is a scrapbook, a notebook and a scrollcase. If a party member brings up the scrollcase to Minuu, he tells them he has the key with him. The case can be opened with a successful **DC 19 Dexterity (Thieves' Tools) check** to find a *spell scroll of time stop* inside it. Minuu kept in case of an emergency.

### INTELLIGENCE (ARCANA) CHECK

**Below 10:** You sense that the room is saturated with magical energy but can't tell much more than that.

**10-15:** You recognize that conjuration, divination, and transmutation magic residues abound in the room. Casting spells from any of these schools could prove detrimental.

**16+:** You identify the specific arcane principles that are being violated, making the room unstable. You realize that the room was likely not stable enough to begin with, but with the right incantation or ritual, the chaotic energies might be temporarily harnessed or stabilized. The magic can be quickly stabilized by Uvott upon you sharing this knowledge.



Minuu

Once the party has made these checks, they can approach the desk (area 2), from which they can retrieve two *potions of greater healing* and Minuu's notes. Then, Minuu informs them of the three objects he thinks they might need, based on previous studies with what he defines as "temporal anchors":

1. A dragon's bone from an overtaken archeological digsite in the desert.
2. A sword held by the devil trader Shloom.
3. An ancient book held by Twel'velor's librarian, Raj.

He asks the party to fetch all three items, then return to him with a solution. In the meantime, Uvott will keep them informed on Minuu's condition.

*GM NOTE: As is always the case in high-level D&D, magic items often play quite a factor in both combat and non-combat encounters. If you haven't given the party magic items yet, this is a perfect time to do so, justifying it by saying they buy the items during their preparation period. Then, proceed normally.*

When the party arrives in the academy's library, read this:

"As you step through the ornate double doors, you find yourselves enveloped by the scent of aged parchment and polished wood. Before you stretches a grand chamber that seems to defy the very laws of space, proving much larger than it was on the outside. Towering bookshelves stretch upwards, each laden with ancient tomes, scrolls, and curiosities beyond count. Lush, emerald vines snake along the latticed ceilings, and intricate mosaics adorn the marble floor. At irregular intervals, levitating globes of soft, radiant light drift serenely through the air, illuminating alcoves where plush velvet chairs and worn wooden tables beckon. A sense of profound wisdom and ageless wonder pervades the air, making you feel as though you've just stepped into the very heart of arcane knowledge itself. And there, in the back, is a smiling man, his arms open wide, ready to welcome you."

The party now meets Raj (see Raj sidebar).

## CHAPTER 2:

# TRAVERSING PASTS

In which the party looks for an ancient book, a dragon's bone, and a hero's blade.

## BEGIN THE SEARCH

Now that they've received their quest, the party must go out in search of the three items needed. Considering Raj is the closest of them all, Uvott suggests they begin with him and warns them that Raj is quite the schemer.

### RAJ (CE RAKSHASA)

**Information:** Raj appears as an affable elf with a warm and welcoming smile. He has a scholarly demeanor and is always seen in long, elegant robes, which discreetly hide his true form. His elfish features are delicate and well-crafted to ensure nobody doubts his masquerade. Despite his friendly exterior, Raj is a rakshasa, a fiendish creature from another plane. His objective within the academy is to manipulate knowledge, corrupt scholars, and seek artifacts that can grant him more power.

**Roleplaying as Raj:** Raj can always be seen with a wide smile on his face, aiding all those around and gleefully spreading both information and misinformation. His intent is on climbing the university's ladder at any cost. When the party approaches him, Raj offers to help them, but only implies the strings that come attached with his assistance.

MAP 1



When the party meets Raj and asks him for the ancient book Minuu wants, he cites bureaucracy as the main reason for why he can't give them the book. A successful **DC 15 Wisdom (Insight) check** reveals he is open to negotiate, as he subtly flaunts the book to the party. The party can convince him of their capability with a successful **DC 17 Charisma (Persuasion) check**, at which point he tells them what he wants. If offered money, Raj feels insulted, saying he only trades in things of greater importance. Without saying it outright, he implies he wants one of the following three things:

- For the party to kill Uvott and make Raj Minuu's next apprentice and successor.
- For the party to destroy the book and the rest of the artifacts they find upon saving Minuu so that no one can access their knowledge ever again.
- For the party to aid him in a later quest.

The party can accept one of the deals or trick him into taking a deal they don't intend to honor with a successful **DC 18 Charisma (Deception) check**. Alternatively, the party can try to stop time and steal the book from him or even kill him and take the book that way.

*GM NOTE: More than being a difficult encounter, the party's meeting with Raj should serve as a means of setting the mood. Try to master the balance between outward kindness and hidden malice, underlining the corrupting influence knowledge can have. As for Raj's deals, the only one with real influence on the one-shot is killing Uvott, while the others can play into further adventures the party might have.*

Read this:

Read this:

"You arrive at the digsite under a sky painted with tumultuous clouds. Foreboding energy fills the air. A cacophony of dragon roars fills the sky, mingling with the crackling of arcane energy. From above, winged figures dart through the clouds—drakes, swooping low in circles, their eyes ablaze with wrath. They seem to sense your purpose here, and their scales shimmer in hues of angry blacks and purples as they ascend back into the sky. It won't be long before they see you. You must move quickly."

Ask each party member to make a **DC 15 Intelligence (History) or Intelligence (Religion) check**. On a success, the party member remembers the tale of Hosigath, a black dragon who tried to ascend to lichdom and stuck all of his magic inside a single bone, trying to use it as a phylactery.

Show the party to map 2, area 1. They can now explore the area, looking for the dragon's bone. Whenever the party explores a new marked area on the map, they must make a group **DC 16 Dexterity (Stealth) check** to try to avoid detection from the **two young black dragons and seven black dragon wyrmlings** flying above. If there are more failures than successes, then the dragons are alerted and the party must fight them.



Raj

*GM NOTE: Each of the marked bones (areas 3-6) holds necromantic magic, which can be detected through a detect magic spell. The party must find the correct bone, however. The spells the bones contain are cast as if by Hosigath's lingering spirit, who seeks the destruction of all life.*

## AREA 1 - POINT OF ARRIVAL

The party starts here.

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## AREA 2 - ARCHEOLOGISTS' TENTS

Within the tents, there are mountains upon mountains of notes, some scattered, some not. A character who looks through them can make a **DC 16 Intelligence (Investigation) check**, finding the following note on a success:

"Given the erratic magical signatures and the historical visions reported, it's recommended to only engage with these bones while under protective spells. There's a possibility of mental influence or even soul-binding; therefore, any form of telepathic communication with the entity (if it's still conscious on some level) is strongly discouraged."

## AREA 3 - DRAGON'S BONE 1

This is *not* the bone holding the dragon's power. A creature can investigate it and discern it is the wrong bone with a successful **DC 25 Intelligence (Arcana) or Intelligence (Religion) check** or by touching it.

When the bone is touched, read this:

"As your fingers graze the surface of the bone, the world around you fades into an inky abyss, only to resurface as a vivid panorama. You find yourselves soaring above a bustling elven city, its silver spires shimmering in the moonlight. Suddenly, the sky darkens, and the massive form of Hosigath swoops down, engulfing the city in a torrent of necrotic flame. Innocent lives are extinguished, their very souls becoming tethered to the malevolent dragon. A cruel smile stretches across his reptilian snout as he absorbs their life essence, growing ever more powerful."

The creature that touched the bone must make a **DC 18 Constitution saving throw** against the *finger of death* spell.

## AREA 4 - DRAGON'S BONE 2

This is also *not* the bone holding the dragon's power. A creature can investigate it and discern it is the wrong bone with a successful **DC 25 Intelligence (Arcana) or Intelligence (Religion) check** or by touching it.

MAP 2





When the bone is touched, read this:

"Your touch sends a shiver up the bone, and instantly you are transported to the heart of a dwarven citadel. Carved from the belly of a mountain, the halls are filled with laughter, singing, and the clang of hammers on anvils. Just as quickly, the warmth of the scene is replaced by an icy dread. Through the walls of stone burst ethereal chains, binding the dwarves in place. You see Hosigath floating above, murmuring incantations that enslave the inhabitants, forcing them to toil in his name, mining rare gems and metals to augment his arcane might."

The creature that touched the bone must succeed on a **DC 18 Wisdom saving throw** or be affected by the *dominate monster* spell and be forced to attack the party.

### AREA 5 - DRAGON'S BONE 3

This is also *not* the bone holding the dragon's power. A creature can investigate it and discern it is the wrong bone with a successful **DC 25 Intelligence (Arcana) or Intelligence (Religion) check** or by touching it.

When the bone is touched, read this:

"You feel an unsettling chill as your skin meets the bone. Within an instant, you stand amidst an ancient grove, where treants and dryads live in harmony. A sense of peace pervades the air—until Hosigath arrives. With a mere flick of his tail, he uproots centuries-old trees, and his necrotic breath withers the very essence of the forest. The treants and dryads transform into abominations, twisted mockeries of their former selves, now bound to serve the dragon's sinister will."

The creature that touched the bone must make three **DC 18 Constitution saving throws** against the *blight* spell.

### AREA 6 - DRAGON'S BONE 4

This is the bone holding Hosigath's power. A creature can investigate it and discern it as the right bone with a successful **DC 25 Intelligence (Arcana) or Intelligence (Religion) check** or by touching it.

When the bone is touched, read this:

"The moment you touch the bone, an insidious dread envelops you. A cavernous lair appears, illuminated by the sickly green glow of cauldrons filled with an otherworldly substance. Lined along the walls are the bound forms of younger dragons, their scales still vibrant. With an air of detached coldness, Hosigath drains their vitality, adding it to his cauldrons to distill into an elixir that would prolong his unnatural life. As their lights dim and fade, you feel a part of yourselves wither at the abomination of it all."

The creature that touched the bone must succeed on a **DC 18 Charisma saving throw** or die instantly. The bone lets out a wave of energy, and all the dragons above are alerted of the party's presence instantly.

Once the party has retrieved the right bone, proceed to the next subchapter.



## DEVIL'S RIDDLE

It is assumed the party has traveled all the way to Shloom's otherworldly lair.

Read this:

"A wave of blistering heat washes over you. The walls of this otherworldly chamber are made of smoldering obsidian, casting a dim, reddish glow that dances across your faces. Flames sporadically erupt from cracks in the ground, lighting up the room in intense bursts. The air smells of brimstone and molten metal. Intricate patterns and symbols, unsettling yet fascinating, are etched into the walls and floor, pulsing with a profane light. At the center of this hellish environment stands Shloom, a devilish merchant with horns that curl like those of a ram and skin the color of smoldering coal. His eyes are like molten gold, and he grins knowingly as he observes your entrance, revealing a set of razor-sharp teeth."

### SHLOOM (LE HORNED DEVIL)

**Information:** A trustworthy trader (if an evil one), Shloom has taken to collecting magical items and traversing the lands to sell them. And there's nothing he loves more than trading, eagerly exchanging his items for information or for brand new items. This time, he's struggling to open a puzzle box and will offer the party the sword they seek in exchange for solving it.

**Roleplaying as Shloom:** Shloom should serve as a parallel to Raj. Though outwardly devilish and evil, he sticks to his word and can be trusted to honor his deals.







**Shloom**

Shloom presents the party with a pyramid puzzle box. It is around 6 inches on each side and feels dense, as though it contains a hidden weight. The box is made of dark metal that seems to absorb the surrounding light. Each of the four faces features an intricately carved spider, their legs bending in seemingly random directions. The spiders appear almost lifelike, as though they might skitter away at any moment. Shloom explains that each of the four spiders will speak a sentence to one person and one person alone, but he can't solve the riddle they form. Together, the party must choose the spider telling the truth and that spider will open the lock. In return, Shloom will give them the sword. He will not hand anyone the box, but he allows them to examine it and speak with the spiders.

When spoken to, each spider responds as follows:

- **Spider 1** - There is exactly one liar among the spiders.
- **Spider 2** - There are no more than two liars among the spiders.
- **Spider 3** - There are three liars among the spiders.
- **Spider 4** - There are no liars among the spiders.

The spider telling the truth is **Spider 3**. When the party chooses the correct spider, its face of the puzzle box opens for Shloom, who quickly conceals the box so as not to reveal its contents to the party. In return, he grants them the sword, no strings attached.

Proceed to the next subchapter.

## RETURN TRIUMPHANT

The party now returns to Uvott and Minuu with all the tools at their disposal. If they made a deal with Raj to kill Uvott, they can do so now.

After killing Uvott (or if they have decided not to) they can proceed to the next chapter.

## CHAPTER 3: OUT OF TIME

In which the party wanders into the time bubble and attempts to save Minuu.

### TIMEY-WIMEY

Read this:

"With a strong pulse of magic brought upon by Minuu's chantings and the items placed around the crystal, you are thrust into it, only to find yourself falling into a collection of kaleidoscopic corridors, all unfolding onto each other until finally you touch solid ground. In the distance, you can see the towering edifice of Minuu's clocktower. Around it, colors shift in a strange dance, and sounds grow both muffled and sharply resonant. With each step, the world seems to blur into an incomprehensible mosaic of shapes and colors."

If Uvott is alive, add:

"It is then you hear Uvott's voice ring out in your ears. 'You have entered the time bubble. What happens in there might not affect the outside world, but it will affect you.'"

The party is now within the time bubble and must navigate the surroundings in order to reach Minuu.

Read this:

"As you wander through the labyrinthine corridors of this dimension, you find yourselves at the threshold of a dome-shaped chamber, even though you hadn't seen it from a distance. You feel time lapse, then find yourself within it. At its center stands an elaborate pedestal with a glass orb hovering above it. Carved symbols of hourglasses and sundials grace the walls, and the room is filled with a bluish ethereal light."

The party notices the many objects on the walls: a sundial, a pocket watch, an hourglass, a candle, and a jug of water.



Any party member can also inspect the walls in greater detail and make a **DC 18 Intelligence (Investigation) check**. On a successful check, they find scribbled dates on the rock that have been worn out in time and cannot be deciphered.

When any of the runes are touched (either by a normal hand or a *mage hand* spell, it creates an illusory rune on the palm of that hand, which must be carried all the way to the central orb without being dropped. This requires a successful **DC 16 Dexterity (Sleight of Hand) check**. On a failure, the rune falls and shatters, and the creature ages 1d10 years and suffers one level of exhaustion due to destabilizing time. A new rune can be retrieved from the mural.

Furthermore, the runes need to be brought to the central orb in the following sequence: sundial, water jug, candle, hourglass, pocket watch. This represents the evolution of time-measuring instruments. If the sequence is wrong, the central orb lets out a pulse of energy. Each creature in the chamber must make a **DC 15 Constitution saving throw**. On a failure, the creature's age is reduced by 1d10 years and its Intelligence or Wisdom score is reduced by 1d4 (chosen at random). If this reduced the target's score to 0, the target is stunned until it regains at least one point of Intelligence or Wisdom.

*GM NOTE: If your party looks particularly lost, allow them to make ability checks for additional details, but make sure not to give it all away at once. Perhaps the party can make an Intelligence (History) check to recall that at one point in time water was used to keep track of time.*

Once the party has successfully completed the correct sequence, the dome pulses with a bright blue light, and then the walls around it begin crumbling, taking the party to a brand new room.

Read this:

"Suddenly, you find yourself at the top of the clocktower, surrounded by floating, golden mirrors, all of which seem to bear no reflections of you whatsoever. Then, as you focus on one of the mirrors, you all see something a little bit different."

Ask each party member for a moment from their character's backstory that is pivotal to them. Each of them will see the reflection of that moment within the mirror but with slight alterations. At this point, if Uvott is still alive, he sends a message to the party, warning them they're in an unstable timepoint.

As each party member stares into the mirror, they must make a **DC 15 Wisdom (Insight) check**. On a success, they notice the slight alterations in the timeline and the fact that they can interact with it from the outside (such as by speaking with creatures they can see in the mirror or telekinetically moving items within the mirror around). They must choose either to return the timeline to normal or leave it altered.

Each party member who doesn't return the timeline to normal and lets the event play out fully gains one level of exhaustion as temporal decay sets in. Each party member who returns the timeline to normal successfully avoids temporal decay and regain 3d10 hit points and loses any levels of exhaustion they've gained in the time bubble.

If a party member touches a mirror, they must succeed on a **DC 18 Charisma saving throw** or be pulled inside the alternate reality. They can only be freed by a *dispel magic* spell (the mirror counts as an 8th level spell for the purpose of dispelling) or by someone breaking the mirror. If the mirror is broken, the creature inside it takes 8d10 force damage and falls prone in a space outside of it.

Once the party has dealt with each of their timelines, proceed to the next subchapter.

**GM NOTE:** This encounter is highly dependent on the party's affinity for roleplay. Suppose their backstory included the death of a parent. In the mirror, they might see the moments before the parent's demise and could attempt to tell them to walk away, thus changing the timeline. Alternatively, they could speak to their parent and usher them gently into death, coming to terms with the loss. If your party is not a fan of emotional roleplay, feel free to skip this puzzle and move on past it. It will have minimal impact.



## MADDENED MAGE

Read this:

"The ground around you shatters once more, breaking into thousands of pieces of glass, before it begins reconstructing itself with each pulse of energy. Then, you find yourselves in an awe-inspiring chamber where reality itself seems to bend and break even more than before. Clocks float in the air, their faces contorted, hands spinning erratically. Gears and cogs hover, turning and twisting in impossible configurations. In the heart of this maelstrom stands Minuu. His eyes glow a deep crimson, and his form appears to flicker, as if he's caught between moments. Hourglasses circle around him like a swarm of bees, grains of sand flying upward, defying gravity and reason. 'Ah, you! Just in time!' he snarls, his voice echoing like a cacophony of misaligned chimes in a haunted clock tower. The vortex of temporal artifacts around him quickens its spin, as if resonating with his madness. 'Time itself bows to me, and soon, so shall you.' It seems temporal decay has taken over this once brilliant mind."

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MAP 3

Bring the party to map 3. They must now fight Minuu (**timebent archmage**) within his lair. During the encounter, if Uvott is still alive, he gives the party messages updating them on the stability of the temporal field and the state of Minuu's temporal decay. He mentions that the only way to bring Minuu back sane is to reverse the decay by manipulating the surrounding temporal magic. To do this, a party member can use their action to make a **DC 25 Intelligence (Arcana) check** while Minuu is below one-quarter of his hit point maximum. Do not tell the party member the DC or whether they have succeeded on the check. This will add to the tension.

## TIME SHIFT

Each time Minuu loses 39 hit points, any additional damage that he would take is nullified, all conditions affecting him end, and he warps through time, becoming immune to all damage and incapacitated until the start of his next turn. Only a brief reflection of the archmage is visible where he once stood. Instead, at the start of his next turn, **2 jailors** and **1 living prison** appear from the cracks in time he created; they can appear in any unoccupied space within 30 feet of Minuu's original position, sharing his initiative count. When the time shift ends, at the start of his subsequent turn, Minuu reappears in an unoccupied space within 60 feet of his original position.

*GM Note: To clarify the Time Shift mechanic, Minuu skips one of his turns and reappears at the start of the next one. He can still use lair actions, even while in Time Shift.*

## LAIR ACTIONS

When fighting inside its lair, Minuu can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), Minuu can take one lair action to cause one of the following effects, Minuu can't use the same effect two rounds in a row:

- **Slowing Bubble.** Minuu creates a 20-foot-radius sphere of slowed time at a point he can see within 60 feet of him. Each creature that starts its turn in the area or moves into it for the first time on its turn must make a **DC 18 Wisdom saving throw**. On a failed save, the creature's speed is halved, it can't take reactions, and it can either take an action or a bonus action (but not both) on its next turn. This effect lasts until initiative count 20 on the next round.

- **Time Reversal.** Each creature of Minuu's choice re-rolls initiative.

- **Chrono-Missiles.** Minuu manifests three shards of solidified time and sends them hurtling at up to three targets he can see within the lair. Each target must make a **DC 18 Dexterity saving throw**, taking 7d4 force damage on a failed save, or half as much damage on a successful one.

When Minuu is reduced to 0 hit points, instead of having him die outright, pause time for a moment and ask the party whether they want to kill him or exit the time bubble alongside him.

Proceed to the final subchapter.

The party has reached the end of the adventure. Choose one of the endings below, based on the actions the party took during their final encounter:

1. **Time Paradox (failed Arcana check).** In their attempt to save Minuu from the time bubble, the party shattered time and space, leading to the clocktower collapsing in on itself and forming a black hole. The entire academy is pulled through the clocktower and into the Astral Plane.

2. **Left in the Past (killed Minuu).** Minuu died, and the party can return to an intact timeline, forever holding on to the memory of the man they lost. They receive 10,000 gp each as a thank you from the academy.

3. **Perfect Timeline (successful Arcana check).** The party managed to save Minuu and the timeline, bringing him back in perfect shape and no longer suffering from temporal decay. His studies continue, and he unlocks the secrets of time travel. The party is awarded 15,000 gp.



# APPENDIX: MONSTERS



## TIMEBENT ARCHMAGE

Medium Humanoid (human), chaotic neutral

**Armor Class** 20 (intellect armor)

**Hit Points** 119 (14d8 + 56)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	18 (+4)	22 (+6)	16 (+3)	16 (+3)

**Saving Throws** Int +11, Wis +8, Cha +8

**Skills** Arcana +16, Deception +8, History +16, Investigation +11, Medicine +8, Perception +8

**Damage Resistances** damage from spells

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Abyssal, Common, Deep Speech, Elvish, Sylvan, Undercommon

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

**Alternate Timelines.** Whenever the archmage casts a spell, roll 1d6. On a 6, it summons two alternate timeline versions that cast the spell alongside it, choosing different targets, before disappearing.

**Intellect armor.** The archmage adds his Intelligence modifier to his armor class (already included in the stat block)

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

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

**Multitemporal Mind.** The archmage can concentrate on up to three spells at the same time.

**Temporal Awareness.** The archmage has advantage on initiative rolls. When rolling for initiative, it has a bonus equal to his Intelligence modifier.

### Actions

**Multiattack.** The archmage makes three Temporal Sundering attacks.

**Temporal Sundering.** Ranged Spell Attack: +11 to hit, range 120 ft., one target. Hit: 18 (4d8) force damage and the target must succeed on a DC 19 Wisdom saving throw or become affected by the slow spell for 1 minute. A slowed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Spellcasting.** timebent casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 19):

**At will:** *counterspell*, *fireball*, *fly*, *greater invisibility*, *sending*, *slow*

**3/day each:** *chain lightning*, *counterspell*, *disintegrate*

**1/day each:** *dominate person*, *feeblemind*, *time stop*

**Chronoquake (Recharge 6).** The archmage creates a miniature singularity at a point within 90 feet of it. Each creature within a 30-foot radius of the point must make a DC 19 Strength saving throw. On a failed save, a creature takes 22 (5d8) force damage and becomes paralyzed until the end of the archmage's next turn. On a successful save, the creature takes half as much damage and isn't paralyzed.

### Bonus Actions

**Temporal Tunnel.** The archmage teleports up to 60 feet to an unoccupied space it can see.

### Reactions

**Converging Futures.** The archmage can peer through possible futures and magically pull one of them into reality, ensuring a particular outcome. When it or a creature it can see within 60 feet of it makes an attack roll, an ability check, or a saving throw, it can ignore the die roll and decide whether the number rolled is the minimum needed to succeed or one less than that number (archmage's choice).

The archmage then gains one level of exhaustion. Only by finishing a long rest can it remove a level of exhaustion gained in this way.

**Shield (3/Day).** When the archmage is hit by an attack roll, it grants itself a +5 bonus to its AC until the start of its next turn, including against the triggering attack.

### Legendary Actions

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

**Deter.** The archmage makes a Temporal Sundering attack or uses Spellcasting to cast an at-will spell.

**Temporal Echoes (Costs 2 Actions).** The archmage casts mirror image.

**Destroy (Costs 3 Actions).** The archmage uses Spellcasting.





## JAILOR

Medium construct, lawful neutral

**Armor Class** 15 (natural armor)

**Hit Points** 90 (12d8 + 36)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	13 (+1)	11 (+0)	16 (+3)

**Skills** Investigation +4, Perception +3

**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 13

**Languages** —

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

**Anchored.** The jailor can't be banished or teleported against its will.

**Keen Hearing.** The jailor has advantage on Wisdom (Perception) checks that rely on hearing.

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

### Actions

**Multiattack.** The jailor makes two Key attacks, or one Key attack and then uses Imprison.

**Key.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

**Imprison.** The jailor points its key towards a creature within 60 feet of it. The target must succeed on a DC 14 Strength saving throw or be restrained by magical chains for 1 hour or until the jailor's concentration is broken (as if concentrating on a spell). These chains extend into the Ethereal Plane and prevent the target from using any form of teleportation. A restrained creature can repeat the saving throw at the end of each of its turns for 1 minute, ending the effect on a success. If after 1 minute the creature hasn't escaped, it remains restrained for the duration, with no additional saves.

**Wind Up Curse (Recharge 5-6).** The jailor unleashes a magical curse. Each creature in 20 feet of it must succeed on a DC 14 Strength saving throw or fall prone and automatically fail its next Strength or Dexterity saving throw within 1 minute. Constructs are immune to this effect.



## LIVING PRISON

*Large elemental, neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 119 (14d10 + 42)

**Speed** 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	16 (+3)	10 (+0)	11 (+0)	6 (-2)

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

**Damage Immunities** poison

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

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

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

**Air Form.** The living prison can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. If the living prison has a creature engulfed within it, this trait is shared with that creature.

### Actions

**Multiattack.** The living prison makes two Slam attacks, or one Slam attack and then uses Cage the Wicked.

**Slam.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

**Cage the Wicked.** The living prison makes one Slam attack against a Large or smaller creature. On a hit, that creature must succeed on a DC 14 Strength saving throw or be engulfed by the living prison. An engulfed creature is blinded and restrained, and it has half cover against attacks and other effects outside the living prison. The living prison can only hold one creature at a time. If the living prison takes 20 damage or more on a single turn from a creature inside it, the living prison must succeed on a DC 20 Constitution saving throw at the end of that turn or release the engulfed creature, which falls prone in a space within 10 feet of the living prison.

**Time Crush (Recharge 4-6).** Each creature within 10 feet of the living prison must make a DC 15 Wisdom saving throw. On a failure, a target takes 13 (3d8) bludgeoning damage and is flung up to 20 feet away from the living prison in a random direction and becomes affected by the slow spell for 1 minute. If the saving throw is successful, the target takes half as much damage and isn't flung away or slowed. A slowed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures restrained by the living prison automatically fail this saving throw; Constructs automatically succeed on this saving throw.

### Reactions

**Sacrificial Shield.** When the living prison is hit by an attack while it has a creature engulfed within it, the living prison releases the engulfed creature, which is hit by the attack instead. The living prison then immediately teleports up to 20 feet to an unoccupied space that it can see.



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