

V4
LVL19

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Time & Time Again



A fifth edition dungeon adventure to take
a party from 19th to 20th level.

Dungeons
ON DEMAND

Time & Time Again

Tips for the Game Master

- This is *your* dungeon adventure. If you don't like how something works, change it. If you think an item or NPC from your campaign world works better than an item or NPC presented here, make the switch. If a puzzle is too hard or an encounter is too easy, drop some hints or add some monsters - do whatever is best for your game. You're the master of your gaming world, this packet is just a guide to help you. It will present hints and opportunities for you to customize, but ultimately everything is up to *you*. You don't need permission to break the mold.
- The encounters listed within this packet were designed by the book - but by the book isn't always the most practical for every party of adventurers. You may need to give a monster fewer hit points, fudge some dice rolls, or just plain ignore some of the rules if you think an encounter is a risk of killing the entire party.
- This adventure will work best when you take the time to read through the packet first, so you're familiar with everything that's going on. Sometimes the monsters that lie in wait to ambush the party, traps that are hidden from sight, or the clues to a puzzle may be glossed over if you're not prepared.
- The goal of each adventure is to give the party enough experience points to advance one level. This depends on a lot of things however - the party needs to complete most of the encounters and be of the appropriate size and level for that to work out. Ultimately, you might want to go without experience points altogether, and simply allow the players to advance to the next level once they're finished the dungeon. This means a lot less record-keeping on you part!
- The ultimate goal is to have fun! If you're having fun while playing, then you're playing correctly.



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Dungeons On Demand are designed with Game Masters in mind, created to be instant adventure sites a GM can wholly customize to fit his or her campaign. Unlike lengthy, full scale published adventures, *Dungeons On Demand* can often be played in a single gaming session, requires little planning beforehand aside from reading the packet, and gives plenty of options to make the dungeon fit seamlessly within the owner's campaign. Each dungeon has enough encounters and challenges to advance the party playing through it by one level.

Time & Time Again is designed for a party of 4 to 5 19th-level adventurers. If your game has more or fewer players, you can adjust the number of monsters present in each encounter to fit the proper difficulty.

Dungeon Background & Information

Jutting from the cliffs, staring down at the sandy ocean shores below, is *New Moon's Rise*, a temple of modest history yet horrible prophecy.

Built by elf craftsmen several hundred years ago, the temple was made to be a place of peaceful contemplation, created in reverence of earth, sea, and sky. Within its halls, trees were planted and water was welled. It was made without ceiling, so that an observer could see the beauty of the stars above on a clear night, or be touched by the rain when clouds gathered. It was, in its time, a serene place; known only to a handful in the area or those travelers who happened to stumble upon it.

Despite this, the quaint temple carries a troubling prophecy. It was foreseen that the kraken, *It Which Devours the Sea*, would be summoned from *New Moon's Rise* to be unleashed upon the world, heralding its end.

Few know of the *New Moon's Rise* prophecy, and fewer still take the words earnestly; the temple is relatively unknown, with little importance – it would seem a stretch for such a catastrophe to spawn from there. In fact, even those familiar with the prophecy could not relate who was responsible for it; all that can be said is that these words were passed down from the first elves that built the temple, delivered to them from some ominous source.

For ages, *New Moon's Rise* has stood there, jutting from the cliffs, staring down at the sandy ocean shores below, remaining the peaceful temple it was intended to be. And, for ages, it has done so without any monsters crawling out from its depths to destroy the world.

The following developments have occurred before (and after!) the events leading up to *Time & Time Again* and should be kept secret from the players.

Anaxro – Aspect of Chaos

In the vast span of time, it is said, even the lives of those who live longest pass in but a mere blink of an eye. That is, with the exception of *Anaxro* – a (for lack of a better term) creature which has persisted ostensibly as long as time itself. *Anaxro* is an anomaly, an unanticipated side effect from the creation of the multiverse. It thrives off entropy and destruction, existing only to bring ruin wherever it goes.

Anaxro claims to be an aspect of chaos, more a force in the world than a single living creature. It prefers the form of a *slaad*, the awful, toad-like aberrations from other planes made of chaos incarnate, but it's safe to assume such is not its true form. Whatever its true form, true *slaadi* have flocked to the aspect of chaos, causing mayhem on its behalf.

Time & Time Again

Anaxro possesses the peculiar ability to become present in each moment of time it has or will occupy. This is something far more powerful than simply being prescient; the creature can slip into its own past or future as easily as one walks through rooms in a building.

Anaxro has used this ability throughout its unfathomably long existence, to wreak havoc across worlds at different times, slipping into different periods of its future to glimpse what awaits, returning back to past times to alter it accordingly. Indeed, it's difficult to define a "present" for *Anaxro*.

It Which Devours the Sea

Anaxro only takes satisfaction in its work by causing the most ruin and devastation possible. It travels between worlds, spying on them throughout time, and then arranging the events for an apocalypse like standing dominos in a line. All who have tried to stop it have been bested by either *Anaxro*, or an inexorable sequence of events it has set into motion.

When *Anaxro* discovered a way to draw a monstrosity from one of the worlds it came across, it began its work once more. Only from *New Moon's Rise*, could a portal be made to draw out the beast, named only *It Which Devours the Sea*. And so, *Anaxro* has shuttled between different ages of the temple to ensure that the kraken would rise to usher in catastrophe.

History in the Making

Over enough time, *Anaxro* will set up the pieces it needs, in order to create a portal within the Great Well at *New Moon's Rise* for *It Which Devours the Sea* to emerge from. Indeed, in some dark timeline, this event has *already* occurred.

However, even as *Anaxro* shifts between times as it weaves this dark song of doom, it is forced to contend with others that occupy the times it visits. Thus, even as the aspect of chaos is successful in the future, its victory can be pulled out from underneath it from the present.

Exploration

Magical Weapons

It's assumed the party has access to magical weapons for this adventure.

Structured Progression

The party enters New Moon's Rise to challenge Anaxro, and from there must travel to the temple's future and then past before returning to the present for the final encounter.

Well Lit

New Moon's Rise is a roofless temple, allowing ample sunlight to fill its halls. Regardless of which time period the party visits the temple in, it is well lit. Should the party rest overnight at the temple, the area becomes dimly lit or simply filled with darkness, depending upon the night's conditions and light sources available to the party.

Magic Detection

Strong magical items reside within New Moon's Rise, gifts from the elf kings who oversaw its initial construction. The wide chambers and thick walls of the temple prevent a player casting *detect magic* from seeing their auras from anywhere but the areas where the items are stowed.

Time Travel

New Moon's Rise exists in three states from the party's viewpoint: its past, present, and future. No specific dates are given for any of these states, and the party will need to travel between each to best Anaxro, defeat the kraken, It Which Devours the Sea, and secure the safety of the world.

Before running *Time & Time Again*, you'll want to be familiar with how time travel in the adventure works. Refer to Appendix B: Time Travel for more information.

I'm My Own Best Friend!

The party is presented with an odd group of helpful NPCs: *themselves*, from the *future*. They'll also reprise this role, meeting their past selves (during the present) to assist them similarly. When the party first meets their future selves, pay attention to how the characters act and what they say to their NPC analogues (you may want to take notes). You can use this to add some symmetry during the second encounter when the party experiences it from the other side!

Time-proof Treasure

Though the party might try to get creative by some time-traveling antics to gain duplicates of the magic items and treasure stored in New Moon's Rise, it's best to discourage this. No matter how they proceed through the adventure's events, they should only be able to claim a treasure once (though you may consider awarding Inspiration for the effort!)

Random Patrol

Anaxro's scheming at New Moon's Rise has made it a dangerous place. At any point, a shift in time can allow its minions of chaos, the slaadi, to pour forth and attack all who currently inhabit the temple.

In the event you need a random encounter anywhere, you can use the following monsters:

Random Encounter: minions of chaos ★★☆☆☆
3 gray slaadi (MM pg. 277) 15,000 XP

Adding Time & Time Again to Your Campaign

You can use any of the following adventure hooks to bring the party to the adventure site.

Hook 1: The Beginning of the End

The party meets a fortuneteller who glimpses each party member's future with some degree of accuracy. Lastly, she reveals the prophecy of New Moon's Rise to them, instructing them that only they can stop the end of the world from beginning there.

Hook 2: A Face You Can Trust

One of the party members is met by a mysterious stranger – him or herself from the future! The future-self party member speaks of a dark world of ruin should the present-self party member fail to convince the rest of the party to head to New Moon's Rise. This mysterious stranger is the only survivor from the world's future, and does not elaborate on how he or she made it back to this point in time.

Hook 3: A Series of Fortunate Events

The party is directed to New Moon's Rise through a seemingly unrelated series of events; they may receive a tip that a great treasure is located there, they may stumble upon it after becoming lost while traveling, or perhaps each party member finds a distinct clue hinting at its location. Whatever the means, the party travels to the temple. (After the events of the adventure, it's revealed that these events were engineered by an NPC to ensure their presence there).

Legend Lore

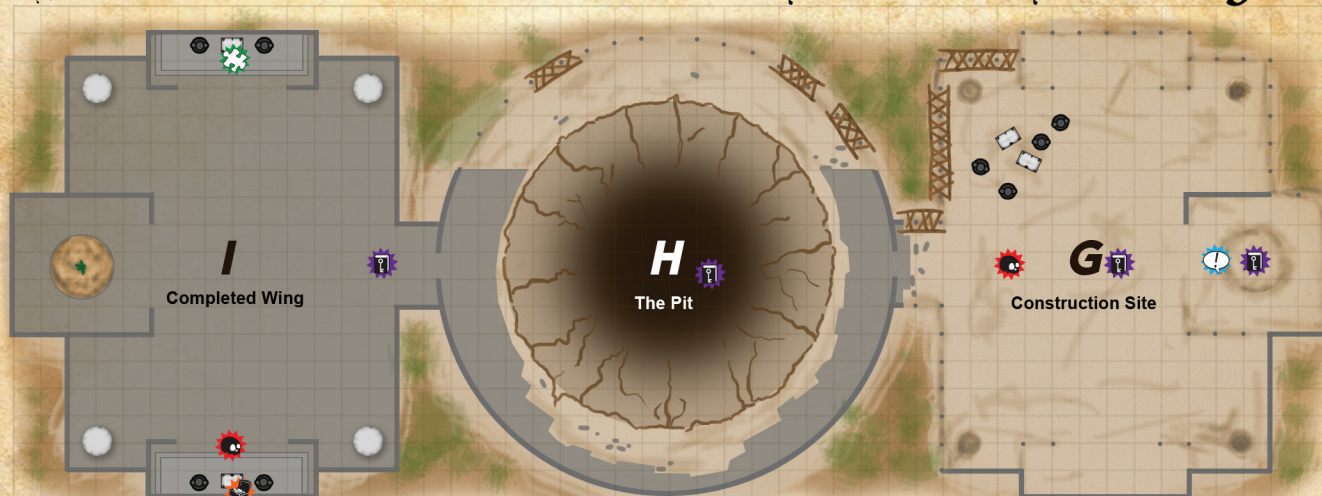
If the party has access to the legend lore spell or similar divination, you can reveal the following information regarding New Moon's Rise:

This place of peace is tinged with chaos. A great hunger sleeps unseen here, knowing only the appetite to Devour the Sea. A time came when an unlikely few foresaw this terror's rise, and the darkness and ruin that followed in its wake. If the story of the future is written, it can only be altered upon its parchment in the past.



Time & Time Again

The Past



The Present



The Future



1 square = 5 feet



Hostile Creature(s)



Trap



Plot Driver



Treasure



NPC



Puzzle

Prelude: Beginning the Dungeon

It may take a little bit of creativity on your part to guide the party to the adventure site; since there's no perceivable threat coming from New Moon's Rise presently, the characters may be skeptical about going there.

The adventure's prelude assumes you're using the adventure hook *The Beginning of the End*. If not, you can create a different way of delivering the information to the party to guide them to the temple.

Receiving the Prophecy

The party receives the temple's dark prophecy by way of the elven fortuneteller, *Kulaga*. It isn't important how the party meets her; you can develop this however you like. The party may stumble upon her, or she may seek them out to impart what she has seen.

[**CUSTOMIZE**] You may prefer to use a more appropriate character from your campaign (simply adjust the following text to fit the NPC's sex and description).

When you introduce the fortuneteller to the party, you can read the following aloud to the players.

The woman you've met is elvenkind; her silvery hair and features give you the impression that she's old, but it's hard to tell. She stares at you a moment, like she's putting a puzzle together with her eyes. The stare lingers, becoming uncomfortable, and just as one of you starts to break the silence, she interrupts you.

"Forgive me," she says, her voice pitched with the wisdom of centuries, "I've seen your faces swirled in mist and stretched through time. It's odd to see them as you are now, with my own eyes, standing before me. I am Kulaga, First Leaf of Autumn, Seer of What Is, Was, and What Will Be. It is you that I seek, [characters' names]."

The elf produces a glass orb the size of a plum from within her vestments. Smoke clouds within it, coalescing and expanding ever so slightly, allowing a light from within its mass to protrude from it.

"I'm afraid it's not much to look at for those without The Vision, though I can look deep into this glass to glimpse events that have come to pass and those that still await. I regret to say I've seen horrid things for the future of our world, and it is my hope that what the glass has shown me is only things that may be, and not things which will be. For whatever purpose, it's led me to you, and that's a start. Will you listen to my story?"

Fortunes

If you want, Kulaga can read a fortune for some or all of the party members. This might help prove her legitimacy to the characters (something a fortuneteller would know to expect). You can create sample fortunes to read to each character, or use the suggestions in the sidebar *Kulaga's Fortunes*. She'll give the party some time, and ask them to return to her once they're satisfied. Regardless of how you impart these fortunes to the players, it's important that they all come true, at least in part.

Kulaga's Fortunes

Kulaga's fortunes sound grandiose, but often play out literally. This makes it easier for you to apply them to the everyday lives of the characters, and, of course, make them true enough to credit the fortuneteller as legitimate.

The fortunes below are examples. Each provides a suggested personality type to read to, the read-aloud text for the elf, and the fortune's in-game effect.

A fortune for a drinker...

"I see a black basilisk in your future. It does not turn you to stone, but to water."

When the recipient is given his or her next drink, he or she is informed it is a new brew called "Black Bassy," short for Black Basilisk. The drink causes the character to use the restroom frequently.

A fortune for a sweet talker...

"Words of honey you may speak, and to the stars they'll lead you."

The next time the character attempts to be flirtatious or glib to another, the recipient takes offense and smacks the character so hard he or she sees stars. The character realizes the fortune is fulfilled once this occurs.

A fortune for the pampered...

"Rest easy king/queen. Though your crown is heavy, your subjects always land on their feet."

A trio of cats find their way to the character the next time he or she goes to sleep. When the character awakes, he or she rises with a cat sleeping on his or her head, like a crown.

A fortune for the brutish...

"Be not so quick to violence. I see a new scar given to you from the smallest of opponents."

Sometime during the day, the character is startled to find an insect crawling over him or her. The character loses his or her balance trying to knock the insect off, scarring the palm of his or her hand when landing.

A fortune for anyone...

"Fate smiles upon you. You're about to be reunited with a face you haven't seen in a while, one who has been closer to you than you realize."

At a later point, the character is fumbling through his or her clothes when he or she finds a misplaced gold coin tucked away in a pocket or fold. The coin is stamped with a king or ruler that appears to "stare" at the party member when pulled out.



The Prophecy

When you are ready to give the prophecy to the party, you can read the following aloud to the players. (When the text refers to “[number]” Kulaga says a number equal to the number of characters in the party):

Kulaga holds the smoked-glass orb in front of her reverently, drawing you in as she gazes into it while speaking:

“Far above the coast, resting upon a cliff is a temple of my people. It is New Moon’s Rise, a place of nature and renewal. There is a little known prophecy of that place. Whispered by lips that half-believe it into ears that fully don’t. The prophecy states that in time, a great ruin will find its way into our world, and it will claw its way out into it from the depths of New Moon’s Rise. And when the ruin is birthed upon this world, it will usher in its end.”

Kulaga’s fingers grip the orb to cover it, pulling it to her chest. Her eyes return to yours.

“The prophecy was foretold by [number] strangers when the temple was built. Their names have been lost to history, but my people have remembered their words. And now I have seen those words to be truth! I do not know if you can stop this fate, all I know is you are the only ones who possibly could. You must seek New Moon’s Rise, heroes. I fear time may be running out!”

— Whose Prophecy Again? —

The background and prelude of the adventure specifically avoid putting a name or names on the ones responsible for the prophecy. The adventure is built so that the *characters themselves* are responsible, a side effect of their actions in the past.

Approaching New Moon’s Rise

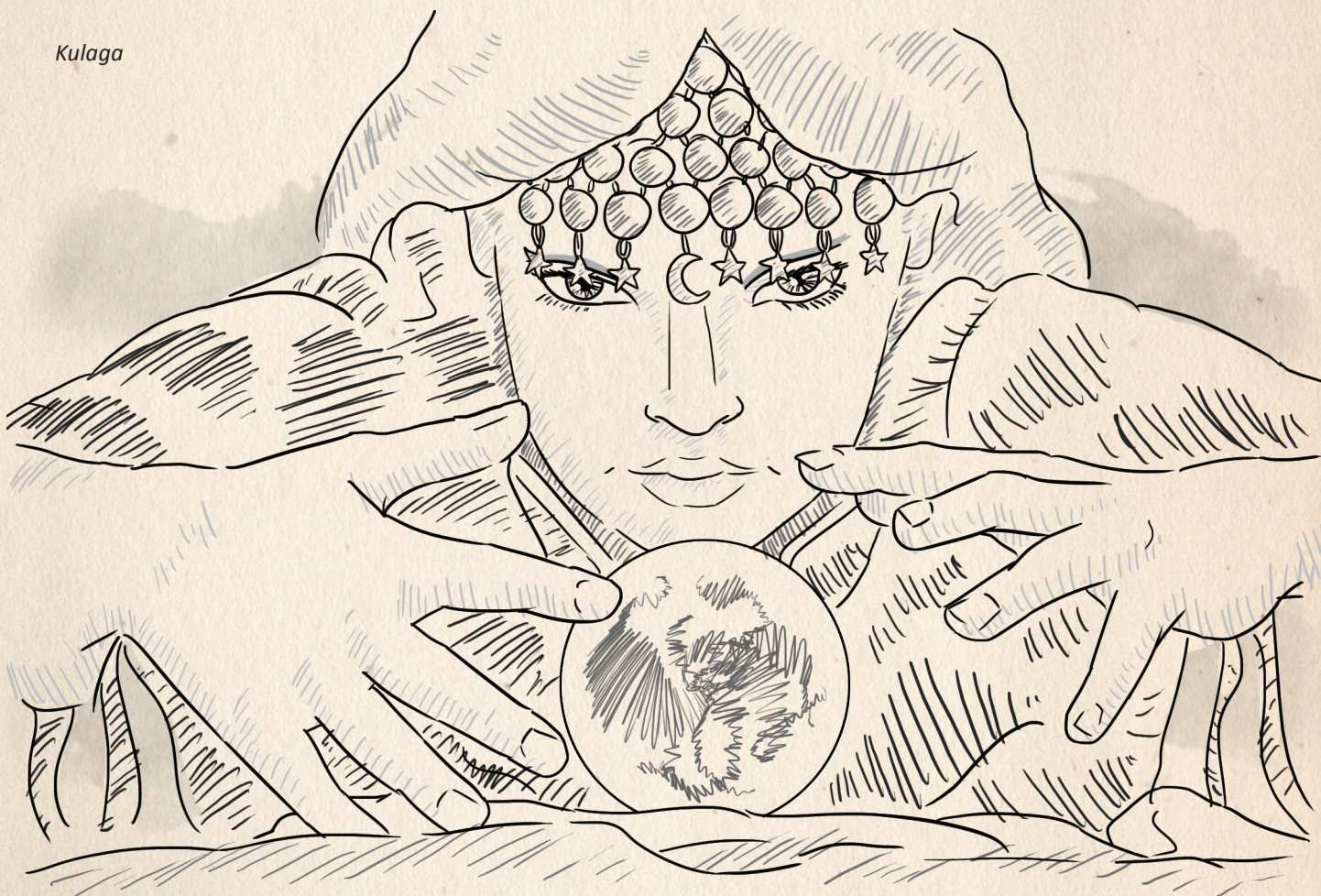
Once the party has received the fortune, they must make their way to New Moon’s Rise. The temple may be near or far, depending upon their location; it’s assumed that Kulaga can instruct them as to where to find it, and that they have the means of getting there.

New Moon’s Rise is reached by way of a seaside cliff. As the party approaches the temple, you can read the following aloud to the players:

It’s not hard to imagine why the elves picked this spot to build a temple in reverence to nature. A crisp, salt air fills your lungs, and the song of the ocean fills the air with its melody. You feel calmly isolated upon this cliff. Near its precipice is a simple, stone temple, roofless and of clear elven design. The only entrance is facing you from its center.

The party can enter through the center to Area A where you can begin the adventure proper. Of course, the party also has the ability to enter from one of the temple’s other locations. In this event, refer to the appropriate encounter area.

Kulaga



Area A: The Great Well [Present]

The central chamber of New Moon's Rise is dedicated to the Great Well. According to the prophecy, It Which Devours the Sea will emerge from the Great Well when it is summoned into the world.

Anaxro is here when the party arrives. It is biding its time while it coordinates the arrival of the kraken. When the party enters this area for the first time, you can read the following aloud to the players:

Light pours through the open roof of the temple into this circular central area dominated by a massive well. The well is maybe sixty feet across, and so deep that you can see only darkness in the depths of the water that fills it.

A toad-like creature with bronze, warty flesh stands on the far side of the well, gazing at its reflection in the water's surface. It holds a serrated greatsword forged of jet-black metal.

Anaxro is looking intently at the water when the party arrives, in the location marked by the combat icon on the area map. Anaxro is aware of the party members when they arrive and, because of its truesight, recognizes them, despite any illusions they might employ.

Anaxro becomes hostile as soon as it detects the party. You can read the following aloud to the players:

The creature rears its head back and gives an awful croak that causes the water in the pool to roil. It moves in such a way that a streak of motion follows in its wake, as if a still image of it persisted for just a moment after it changes position.

"You again!" it bellows in a hoarse voice. "Despite your efforts you see my well is filled. Uhv Ajhed is not the only marid I can muster! It Which Devours the Sea shall RISE from here! I'll do you the honor of slaying you here MYSELF this time!"

Anaxro's statement may be confusing. From its perspective, it has already encountered the party in the past. It doesn't know that the party is capable of traveling through time as a result of its interaction with them. "Uhv Ajhed" is the name of the marid the party will find in a later encounter (see Area D [Past]).

The Great Well

The well is 60 feet in diameter and 600 feet deep. It's filled with cold seawater. The water is a rich blue, and the bottom of the well is not visible from the surface, obscured in darkness.

Hostile creatures: Anaxro, Aspect of Chaos ★★★★★
Anaxro, Aspect of Chaos (Appendix A) 33,000 XP



Combat

Anaxro's *prescient* trait prevents it from being surprised, even if the party gets a jump on it. It prefers to fly around the area, blasting targets with its *time rend* while staying out of the party's melee range. If forced into melee, it eagerly uses its *multiattack* to attack with its greatsword.

Anaxro uses its legendary actions to teleport across the room, forcing melee opponents to have to move to keep up with it, or making



additional attacks if possible. If Anaxro is surrounded, it will expend two legendary actions to use its time warp to slow the party members, then teleport away as soon as it is given the opportunity.

Anaxro cannot be slain in conventional terms. Though it fights until it is reduced to 0 hit points, the aspect of chaos slips into the past at the moment of its demise. This results in a spectacular exit, and also produces a fragment of its being (see *Shard of Anaxro* below).

When Anaxro is reduced to 0 hit points, you can read the following aloud to the players:

The creature tumults in the open air, flying winglessly over the enormous well at the center of the room. Its form shimmers for a moment, and then bursts into trillions of shiny specs that twinkle like starlight before going out. A glowing crystal gently plops down from the space it occupied to float unceremoniously on the surface water of the great well beneath it.



Shard of Anaxro

When Anaxro is slain, its corporeal form bursts into silvery ash, leaving behind only a luminescent crystal about 8 inches long and 2 inches wide. This crystal is called the *shard of Anaxro*. The crystal emanates a blindingly strong aura of transmutation magic when views with *detect magic*.

The crystal is light enough to float. It is impervious to damage and cannot be destroyed. It is also immune to the effects of spells that would alter it or change its location, though the party members can carry it manually on their person.

The *shard of Anaxro* is the vessel the party can use to open portals in time to explore other ages of New Moon's Rise. To do so, they'll need to destroy an *anomaly of time* to retrieve its essence. The *shard of Anaxro* reacts with an *essence of time* to open the portal. Of course, the party doesn't know this yet, but they'll be informed during a later encounter.

For more information, refer to *How Time Travel Works in the Adventure* in Appendix B: Time Travel.



Area B: West Wing [Present]

New Moon's Rise's west wing provides an area for the party to explore. There's not much the party can actually do here now. Although the location does provide some clues to the treasures available and the plot at hand. More important, the area serves as a place to introduce the characters to essences of time, which they'll need to travel back and forth through the temple's ages. It also sets the stage to introduce some unique NPCs – themselves from the future.

When the party enters this area for the first time, you can read the following aloud to the players:

The west wing of the temple is a square chamber, built without roof to allow the daylight and smell of the ocean waft in. Marble columns have been placed in each corner, each intricately carved and recognizably of elven craftsmanship. A grand tree has been dedicated to an alcove on the far side of the area. To the north and south, separate foyers contain elevated sections, which display magnificent statues and silvery chests.

Grand Tree

The tree in this area extends past the height of the temple's walls. It appears healthy and gives off a sweet scent. If the party hasn't triggered the event *Disappearing Tree* in Area C yet, they can see another one just like it in its location in that area.

Statues

Each chest in the area is accompanied by a pair of statues, one on either side of it. Each statue is sculpted into the image of a beautiful elf female, with long braided hair draping down, and sandals. Each elf points to the chest with its closest hand, and holds a tree branch in the other.

Open Chest

The chest to the south has been opened and is empty. There is no inscription on the lid's lock plate. If a party member inspects the chest, you can read the following aloud to the player:

The chest here is open and empty, unless you count dirt, twigs, dried leaves, and animal droppings as treasure. It doesn't look like there's been anything here for some time.

The chest cannot be moved; it has the same protective properties as the chest to the north (see *Mysterious Chest*).

Attacked!

While the party is exploring the area, four anomalies of time warp into the room to attack. This can occur at any dramatic point you deem appropriate before the characters leave (see *Combat*).

Hostile creatures: anomalies of time ★★★★★
4 anomalies of time* (**Appendix A**) 28,800 XP

*These creatures are not present in the room when the party first arrives, but warp into the space as the party explores the area.



Magic Detection

A player who casts *detect magic* detects strong auras of abjuration magic emanating from each chest in the area. This effect cannot be dispelled. The *essence of time* emanates a powerful aura as well, though it does not have an associated school of magic.



Combat

While the party investigates this portion of New Moon's Rise, they're waylaid by anomalies of time. When this event occurs, you can read the following aloud to the players:

A tingling sensation passes through you suddenly, like the entirety of your lifetime just passed by in a fraction of a second. Then, while there was nothing else in this room before, four toad-like monstrosities have appeared to ambush you. Nothing marks their arrival. They simply exist and move as if they had always been here.

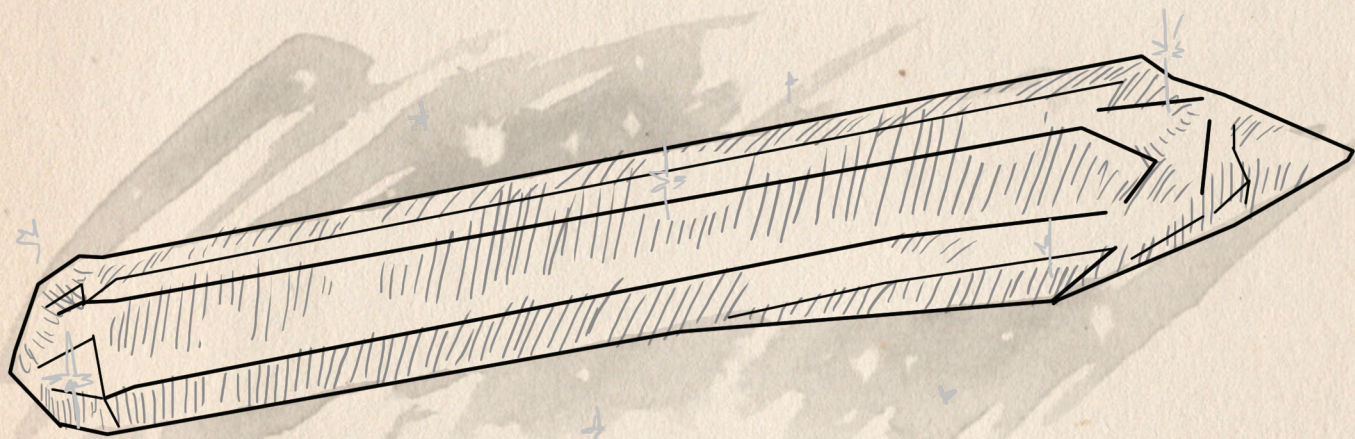
The party is surprised. The anomalies arrive anywhere in the area, interspersed with the party members. Each anomaly uses its *multiattack* against a different target each round, only using its *chaos bolt* if a target is out of its reach. The anomalies all fight until they're slain, which causes them to slough to the ground, and rapidly fade from existence.

Essence of Time

Destroying the group of anomalies causes an *essence of time* to appear, floating in the open space of the area. When this happens, you can read the following aloud to the players:

A shockwave pulses through the area, not of force but of time itself, as if you feel yourself age a dozen years and back again in an instant. When it passes, a shimmering mass of light floats in the air, gently swirling like ink dropped in water.





Shard of Anaxro

Arrival

Additionally, as soon as the last anomaly of time is destroyed, the party is visited by their future selves. Refer to *Friends from the Future* below.



Mysterious Chest

The north chest in this room has been magically sealed so that it cannot be opened except under very specific circumstances. It contains a great deal of treasure, placed here by the first elves who build New Moon's Rise.

The chest is crafted of steel and banded with mithril. A magic ward protects it from any damage and the effect of any spell that would alter it, or change its location. The magic also prevents the chest from being moved physically as well. The chest has a lock plate, though the plate does not have a conventional keyhole. Instead, the lock plate bears an inscription in Elfish, which offers a clue about how to open it.

The inscription is listed here, as well as the method of unlocking the chest. However, the party will be unable to open the chest until they travel in time and inspect it in Area E [Future].

Lock Plate Inscription

No touch will open me before the sky bleeds and forests wilt, though I shall never open, for if I do, my Words of Murder shall sound for all to hear. My prize shall ensure life decorated.

The chest can be opened by traveling to the future to open it. However, opening it triggers a deadly trap (see *Words of Murder* in Area E [Future]).



Friends from the Future

As the party finishes combat, future versions of themselves (referred to as "future-PCs") warp into the present. When this occurs, you can read the following aloud to the players:

Just as you dispatch the last of these creatures, there's a flash near the entrance to the room. A bright ribbon of light expands from nothing. Emerging from it is a group of silhouetted humanoids.

As the light recedes, you look at them in bewilderment. They look just like you, one for each of you in their party. They look around for a moment, spot you, and all collectively smile.

The future-PCs have ostensibly explored all the ages of New Moon's Rise, defeating Anaxro's minions throughout past, present, and future. They're not entirely sure if they've been successful, or what to do from here, but they do know that the party has to follow in their footsteps to ensure the stability of the time stream. Their goal is to show the party how to use the *shard of Anaxro* and the *essences of time* to explore the different ages of the temple.

For sample dialogue you can use for the future-PCs, refer to the sidebar *Role-playing the Future-PCs*. Also, keep the following in mind while the party interacts with their future selves:

- The future-PCs are only a couple of hours or days at most older than the players' characters.
- The future-PCs have been to New Moon's Rise's future and past. They understand how the *shard of Anaxro* works to open time portals to different ages.
- The future-PCs don't know *what* Anaxro is, only that they've encountered it in both the past and future as well as the present. They've slayed its minions, but they don't know if they've been successful in stopping it.
- The future-PCs are not aware of how to open the mysterious chests in the temple.
- The future-PCs stress the importance that the party must travel through time to complete the events they already have. Only this ensures the safety of the time stream. They're aware that they are not able to "team up" to explore different ages of time together, although they can continue to explore the present.
- The future-PCs know all of this information, and knew to expect meeting the party in the present, because they *have already had* this meeting once before (experienced from the party's present view point).

You might decide to limit how much knowledge the future-PCs have with encounters in different ages. For instance, while they



reveal that they have slain anomalies of time and other minions of Anaxro, they may not reveal which creatures they are specifically (or simply lack the words to do so).

NOTE: The penultimate scene in the adventure has the party playing the roles of these visitors from the future, talking to themselves from the past! You might want to record the questions asked by the party members here, so the past version of the PC can ask it to the party during that encounter. See *Friends from the Past* in Return to Area B for more information.



Essence of Time / Time Portal

The *essence of time* generated by destroying the anomalies of time floats in the area marked by this icon.

When the party is ready, they can touch their *shard of Anaxro* to the *essence of time* to travel to a different age of the temple. Keep in mind the future-PCs cannot travel with them when they do so. When the party creates the portal, you can read the following aloud to the players:

You place the crystal you've acquired into the mass of light, which causes it to glow violently. The mass resonates as well, rapidly expanding around you until you're forced to shut your eyes from the brightness.

When the light recedes, you find yourself in much the same place, although in a time when something horrible has happened. The temple's walls are crumbled in places from some cataclysm; the sky above is black and roiling with clouds. Streaks of red lightning paint the landscape, and a howling wind is all that greets your ears.

This portal brings the party to New Moon's Rise's future, depositing them in the space marked by the plot icon on the area map for Area D.

— Role-playing the Future-PCs —

The party meeting themselves from the future provides a great opportunity to role-play their future-selves. Sample dialogue is provided below for you to use for the future-PCs, while they interact with the party. You should choose the most appropriate future-PCs to speak each line.

A future-PC introducing him or herself...

I know what you're thinking! Partially because I was thinking it just a little while ago. I mean, I am you, you know. Or perhaps more accurately, who you will be. Soon. In the future, coming from the past. It's complicated.

Regarding the slain anomalies of time...

I see you killed them too. When we killed them, all of us showed up claiming to be from the future, which, I guess, is what's happening now from your perspective.

Regarding Anaxro and the anomalies of time...

We're not sure what they are, all we know is it's bad. This creature calls itself Anaxro, and it has some ability to slip back and forth through time. We thought we killed it when we got here, but we were wrong. It left some piece of itself, some echo of its being, here, and we used it travel through time and chase it.

Regarding It Which Devours the Sea...

Anaxro is trying to unleash some terror innate to our world, summoned through the well in this temple. We haven't seen this monster, but we've seen a future where Anaxro succeeds – it's not pretty. What's worse, the slaad seem to follow it, and have followed it throughout time and space. We've confronted them in the past and future.

Orders to time-travel...

You may not like hearing this, I didn't like hearing it the first time I told it to myself, but I've got to tell it to you now. You've got to travel through time to chase after it too. If you don't, that means we won't, which means we couldn't have stopped it where we have. Like I said, it's complicated, but it's the truth!

Instructions on how to use the *shard of Anaxro*...

We used this crystal, this shard of Anaxro, to collect the weird essences left by its echoes when they're slain. Combining the two opens a gate through time, accessible only to those connected to the proper time stream. I really don't understand it all myself, but you'll get the hang of it.

Regarding the treasure chests...

We haven't figured out these riddles yet. Maybe you'll have better luck?

Regarding what the future-PCs will do from here...

We're not sure what to expect, honestly. We asked ourselves the same thing, and they didn't know either.



Area C: East Wing [Present]

This side of New Moon's Rise is laid out in the reflection of the west wing (Area B). There're no hostile creatures here to waylay the party, although the events that take place here show Anaxro's handiwork in the past at play.

When the party enters this area for the first time, you can read the following aloud to the players:

This area leads to another roofless wing of New Moon's Rise. Four marble pillars stand in each of its corners, rising just shy of the temple's Walls. Two small areas are sectioned off on the north and south side of the wing. Each contains a raised area displaying a magnificent steel chest. Each chest is accompanied by two statues of elf maidens, one on either side, each pointing toward it. A third alcove on the wing's east wall contains a beautiful tree, which greets you with a sweet fragrance.

The tree is an indicator of the current adjustments being made to New Moon's Rise's timeline. Before the party can investigate this area, it disappears (see *Disappearing Tree*).

It's possible that the party arrives in this area with the future versions of themselves (see *Friends from the Future* in Area B). In such a scenario, the future-PCs may either be aware of the disappearing tree and the mysterious treasure chests in the room or not, at your discretion.

Statues

The statues in this room are similar to ones described in Area B.

Magic Detection

A player who casts *detect magic* detects strong auras of abjuration magic emanating from each chest in the area (marked by the treasure icons on the area map). This effect cannot be dispelled. Specifically, no auras of magic are detected from the plot of soil or general space where the tree disappeared.



Disappearing Tree

Before the party can investigate this area, the tree disappears. You can refer to the alternate area map when this occurs, and read the following aloud to the players:

Suddenly and without warning, the tree vanishes into thin air! It does so unceremoniously, without sound or motion, as if it had simply stopped existing. Even more curious still, the soil plot here appears undisturbed, and the tree's pleasant aroma is no longer detectable.

The tree's disappearance is due to Anaxro's meddling in the past, although the party is unaware of this. If the future-PCs are accompanying the party here, they're also unaware (at this point, they would not have returned to the past yet).



Area Map when first encountered



Alternate Area Map "Disappearing Tree"





Mysterious Chests

The two chests in this room are magically sealed, so they cannot be opened except under very specific circumstances. Each contains a great deal of treasure, placed here by the first elves who built New Moon's Rise.

Each chest is crafted of steel and banded with mithril. A magic ward protects the chests from taking any damage and the effect of any spell that would alter it or change its location. The magic also prevents the chest from being moved physically as well. Each chest has a lock plate, though these plates do not have a conventional keyhole. Instead, each bears an inscription in Elfish, which offers a clue about how to open it.

Each inscription is listed here, as well as the method of unlocking the chest. The party will be unable to unlock either chest until they do a bit of time traveling. If the party unlocks a chest, they gain the associated treasure it contains (see *Treasures in Time*). Opening any treasure chest causes its inscription to magically fade from the lock plate.

North Chest Lock Plate Inscription

The touch of youth and death shall open me, though I shall never open, for no man may hold both. My prize shall ensure life sustained.

The chest can be opened by touching it with a branch from the withered tree (Area D in the future) as well as a branch from the sapling tree (Area I in the past).

South Chest Lock Plate Inscription

The touch of two twins shall open me, though I shall never open, for they forever stand apart. My prize shall ensure life protected.

The chest can be opened by touching it with a branch of the same age from both trees in New Moon's Rise (Areas B and C in the present). To gain a branch from the "twin" tree from this area, however, the party will have to ensure its sapling is planted in the past.



Treasures in Time

The two chests in this area each house an exorbitant amount of treasure and a powerful magical item.

The chest in the north alcove contains 8,000 gold pieces, 400 platinum pieces, and three gemstones, each worth 1,000 gold pieces (**DMG pg. 134**). It also contains a *ring of regeneration*.

The chest in the south alcove contains 5,000 gold pieces, 500 platinum pieces, and five gemstones, each worth 1,000 gold pieces (**DMG pg. 134**). It also contains a set of *armor of invulnerability*.



Area D: Withered Wing [Future]

The party enters this area for the first time after they create a time portal from Area B. The withered wing is named for the desiccated tree that now stands where the once lush and healthy tree stood in the present.

When the party enters this area for the first time, you can read the following aloud to the players:

After taking in the scenery, you notice the tree that was planted here – once so green and vibrant – is now a gray, withered, and leafless husk. Its bare branches sway like a rag doll in the whipping wind. Despite some wreckage to the temple's walls, you can see the alcoves to the north and south remain intact, each complete with its chest and statues.

There's not much the party needs to do here. Though they'll likely investigate. Heading through the exit to the east leads them to Area E.

Effect of Time Travel

Each party member regains hit points as if having completed a long rest. Spells and other effects based on time (such as regaining uses or charges of magical items) are not regained.

Wind

At this point in the future, a terrible wind permeates the temple and surrounding area. You can use the rules for *Strong Wind* at your discretion (*DMG* pg. 110)

Statues

The statues are of the same elf maidens described in Area B from the present. However, the fierce wind, and the passage of time has eroded away much of each and dulled their features.

Open Chest

The chest to the south has been opened and its contents are empty. There is no inscription on the lid's lock plate. The chest cannot be moved.

Magic Detection

A player who casts *detect magic* detects strong auras of abjuration magic emanating from each chest in the area. These effects cannot be dispelled. The chest to the north (marked by the trap icon on the area map) also emanates a powerful aura of necromancy magic (see *Words of Murder*).



Destination Spot

The party members arrive in the space marked by the plot icon on the area map when they travel to this location from the present (Area B).



Words of Murder

The magic seal preventing this chest from being opened has been lifted. However, the inscription on the lock plate still warns of the trap if the chest is opened.



Lock Plate Inscription

No touch will open me before the sky bleeds and forests wilt, though I shall never open, for if I do my Words of Murder shall sound for all to hear. My prize shall ensure life decorated.

Detecting the Trap

The trap is not visible, although its magic can be seen by the *detect magic* spell. The inscription on the lock plate indicates opening the chest will unleash its “Words of Murder,” which should catch the party’s attention. The magic of the trap is suppressed if placed within the effect of an *antimagic field*, and is also suppressed for up to 10 minutes with a successful DC 19 ability check with *dispel magic*.

Triggering the Trap

If the lid of the chest is opened, a low-pitched, ominous language can be heard from it. All non-deafened creatures within 30 feet of the chest, that are not undead or constructs, must make a DC 18 Constitution saving throw or drop to 0 hit points. On a success, an affected creature takes 35 (10d6) psychic damage. A creature must repeat this saving throw each time it begins its turn in the area. The dark words continue so long as the lid is opened. As an action, a creature can choose to cover its ears to deafen itself.



Treasure of the Future

The chest in the north side of this area houses an exorbitant amount of treasure and a powerful magical item. The magic ward preventing the chest from being open has faded, although opening the chest triggers its magic trap (see *Words of Murder*). While the chest is open, the inscription on its lock plate disappears.

The chest contains 6,000 gold pieces, 100 platinum pieces, and eight gemstones, each worth 1,000 gold pieces (*DMG* pg. 134). It also contains a *helm of brilliance*.



Area E: The Ruined Well [Future]

In this version of the future, It Which Devours the Sea has clawed its way out from the Great Well, bursting through the south side of the temple. Evidence of its exit is visible from the well's and temple's ruin.

When the party enters this area for the first time, you can read the following aloud to the players:

Entering this area shows the telltale signs of disaster. The once water-filled well is now empty, leading down to a black abyss at its depths. Its surface is ruined and marred by claw marks as big as 5 feet wide, each. The entire southern portion of the temple lies in ruin, revealing the scarred, black sky and turbid, churning sea beyond.

"It is only FITTING such perpetual thorns in my side witness the GLORRRRY of my success!" a familiar, croaking voice echoes out from the empty well. The creature called Anaxro floats out from within its recess, catching your attention.

"Gaze upon my WORLD of ruin! Let your agony steep your bones in dread. Your world now belongs to CHAOS!" Anaxro's voice booms over the constant wind, and as it finishes, four toad-like monstrosities warp into the area around the well. Three are green and bulbous, wielding wooden staves; the fourth is lean and gray, with menacing claws and a toothed greatsword.

The four slaadi enter the area on the side of the well opposite the players, and become hostile (see *Combat*).

The Ruined Well

The well is 60 feet in diameter and 600 feet deep. It is empty, and only darkness can be seen at its bottom.

Wind

At this point in the future, a terrible wind permeates the temple and surrounding area. You can use the rules for *Strong Wind* at your discretion (**DMG pg. 110**)

Hostile creatures: slaadi minions ★★☆☆

Anaxro, Aspect of Chaos* (**Appendix A**) 1,000 XP

3 green slaadi (**MM pg. 277**) 11,700 XP

1 gray slaad** (**MM pg. 277**) 5,000 XP

*Anaxro only stays for the first round of combat before it exits. XP total has been altered to reflect the actual challenge it presents.

**This creature is under the effect of its fly spell.

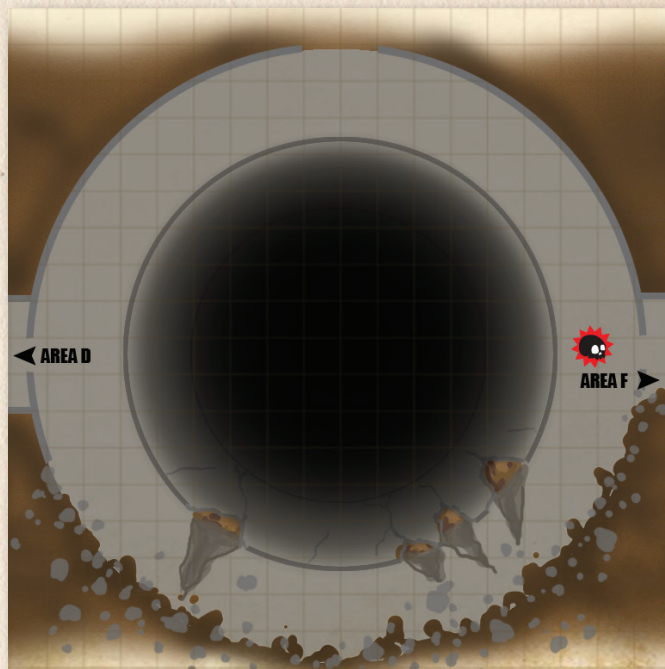


Combat

Neither the party nor the monsters are surprised. The green slaadi move to different positions around the well, while the gray slaad flies over the well to move into melee with the party.

Anaxro only stays for the first round of combat, preferring to hit a character with its *time rend* and then use its second turn to exit (see *Anaxro's Exit*).

Each round, two green slaadi use their *hurl flame* at different targets while the third casts either *fear* or *fireball*. They only resort to melee attacks if forced into melee by the party.



The gray slaad is under the effect of its *fly* spell. It prefers to attack in melee with its *multiattack*. While engaged in melee, it uses its telepathy to speak horrible thoughts into its opponent's mind.

The slaadi fight until slain. When they die, their corpses contort and fall to the ground. They carry no treasure.

Anaxro's Exit

On Anaxro's second turn, it leaves the combat to travel to a different age of New Moon's Rise. When this happens, you can read the following aloud to the players:

Anaxro spins to address you in the middle of the battle. "You plague me STILL in the past? You will not DENY me of this! The WELL shall FILL! The SEA will TREMBLE. The SKY will BLEED!" With that, its form becomes intangible for a moment, as it fades from existence.

COMBAT DEVELOPMENTS

- If the party is able to devise a method of detaining Anaxro before it leaves, you can allow the aspect of chaos to stay in the battle until it gets another opportunity to leave.
- If the party is capable of destroying Anaxro before it exits, it slips out again just before its death in much the same manner as it did the first time the party encountered it (perhaps creating another shard of Anaxro!) If the party defeats it before it exits, you can reward them its full amount of XP.

Area F: Broken Wing [Future]

The east wing in New Moon's Rise's future is dilapidated and worn; the tree that disappeared from the present is still noticeably absent, and both of the mysterious chests have been opened and looted. Anaxro has employed an eternal naga to watch the temple in its stead. It awaits the party here in this area.

When the party enters this area for the first time, you can read the following aloud to the players:

You recognize this place, despite its wounds. The walls have deteriorated, the entire southwest corner and the marble pillar there has crumbled to ruin. The chests you discovered sealed in the present are still here, their lids opened. Coiled around one of the statues to the north is an enormous serpent. It's hooded, like a cobra, and its face is reminiscent of an elf maiden.

The eternal naga is studying the room, and will notice the party if they walk in. When it detects one or more of the party members, it goads them before attacking.

The creature darts a forked tongue from between her scaled lips. "Woe to you, mortal, that you could not die a quick death," she whispers, her words carried on the wind somehow. "This world is lost to your kind now. I promise you, I'll indulge in every last moment of your agony!"

The eternal naga is hostile and attacks the party (see *Combat*).

Wind

At this point in the future, a terrible wind permeates the temple and surrounding area. You can use the rules for *Strong Wind* at your discretion (*DMG* pg. 110)

Statues

The statues are of the same elf maidens described in Area B from the present. However, the fierce wind, and the passage of time, has eroded much of each away and dulled their features.

Open Chests

The chest in the area have been opened and are empty. There are no inscriptions on either lid's lock plate. The chests cannot be moved.

Hostile creatures: eternal naga ★★★★★

1 eternal naga (*Appendix A*) 15,000 XP

2 anomalies of time* (*Appendix A*) 14,400 XP

*The anomalies of time are not present when the party arrives. Instead, they arrive individually over successive rounds during combat (see *Combat*).



Combat

It's possible for the party members to surprise the naga, although they'll have to approach this area invisibly or otherwise undetected to do so.

The eternal naga uses its first action to cast *Evard's black tentacles*, using its slither reaction to move out of the reach of any party members that attempt to engage it in melee. If it loses



concentration on the spell, it uses its later actions to cast others. It prefers *hold person* against martial threats, *lightning bolt* if it can catch multiple party members. Otherwise, it prefers to keep its distance to *spit poison* or bite party members that get too close.

Second Round and Third Round

During the naga's second turn, an anomaly of time warps into the area. It acts on initiative count 0 (losing ties). Another anomaly of time appears during the naga's third turn. It also acts on initiative count 0 (losing ties).

The monsters fight until slain. When the anomalies of time die, their forms fade out of existence. The eternal naga ostensibly leaves a battered corpse (although its *rejuvenation* trait will trigger its rebirth days later).

Essence of Time

Destroying the anomalies causes an *essence of time* to appear.

Magic Detection

A player who casts *detect magic* detects a powerful aura emanating from the essence of time when it is generated, though it does not have an associated school of magic.



Essence of Time / Time Portal

The second *essence of time*, generated by destroying the anomalies of time, floats in the area marked by this icon.

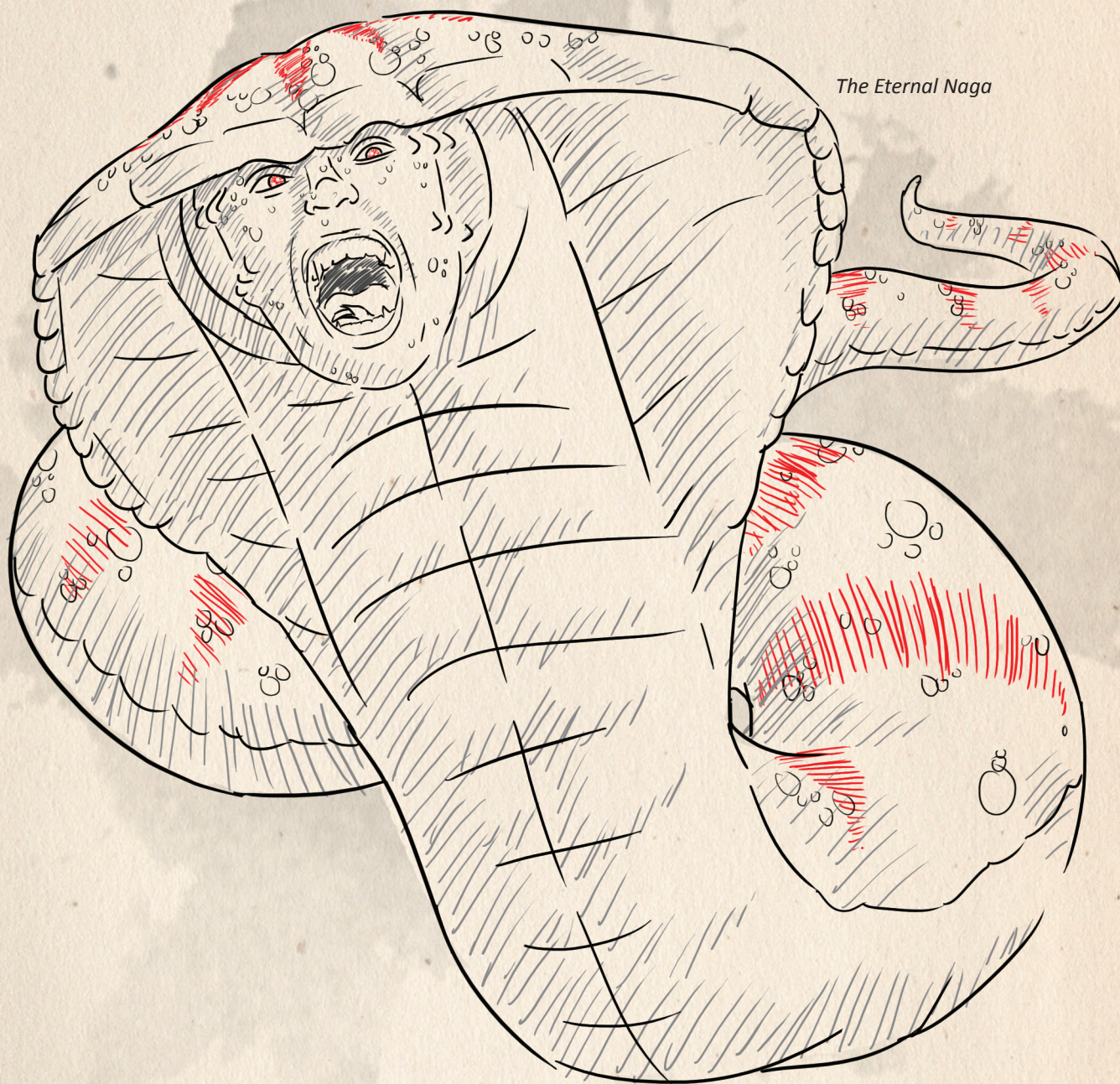
When the party is ready, they can touch the *shard of Anaxro* to the *essence of time* in order to travel to a different age of the temple. When the party creates the portal, you can read the following aloud to the players:



You place the crystal you've acquired into the mass of light, which causes it to glow violently. The mass resonates as well, rapidly expanding around you until you're forced to shut your eyes from the brightness.

When the light recedes, you're greeted to a beautiful, sunny day in the temple. The sweet arbor smell present here has been replaced by a much stronger smell of the ocean. The temple's stonework is fresh where the stonework exists at all. Bare ground and scaffolding in the area gives you the impression the temple is in the process of being built!

This portal brings the party to New Moon's Rise's past, depositing them in the space marked by the plot icon on the area map for Area G.



The Eternal Naga

Area G: Construction Site [Past]

The second time portal the party opens takes them to New Moon's Rise's past, to the days when it was first being constructed. This puts them on an open plot of land, which marks the temple's foundation. Dozens of elf laborers and craftsmen are on the site when the party arrives.

When the party enters this area for the first time, you can read the following aloud to the players:

After taking in your surroundings, you notice dozens of pairs of eyes on you. A large group of elves are here, dressed in old cultural garb of craftsmen and labors. Most are adults, though a few children are here. All of them are silent, staring at you with wide eyes and mouths agape.

One of them steps forward, holding back a young elf girl with his right hand while his left hand is raised in the air. He says a few words in Elfish, and then repeats in Common, "H-Hello there? You'll have to forgive me b-but, I have to ask: who are you? Where did you come from?"

Effect of Time Travel

Each party member regains hit points as if having completed a long rest. Spells and other effects based on time (such as regaining uses or charges of magical items) are not regained.

Statues and Chests

The statues in this area are of the same elf maidens described from Area B in the present. They are in pristine condition and freshly sculpted. The chests are empty and without magic.



Destination Spot

The party members arrive in the space marked by the plot icon on the area map when they travel to this location from the future (Area F).



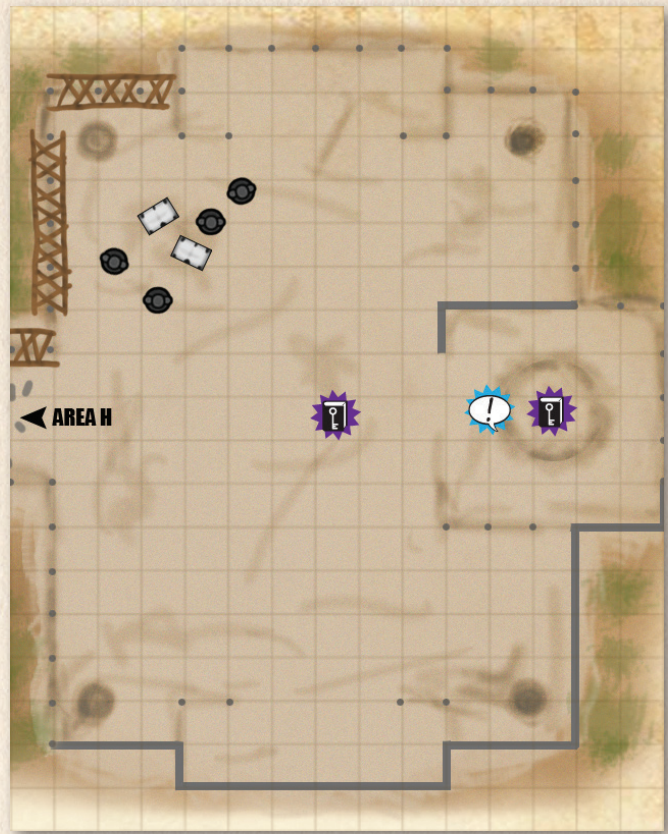
Aust Everfall, Elf Foreman

The elf who addresses the party is *Aust Everfall*. Aust is in charge of the construction site, overseeing the rest of the laborers here as well as his daughter, *Kulaga* (the same Kulaga that delivers the party to the site in the future, if you're using *The Beginning of the End* adventure hook). Aust is guarded, but friendly and hospitable to the party.

You can refer to the sidebar *Role-playing Aust Everfall* during the party's interaction with Aust. Throughout the conversation, keep the following in mind:

The Prophecy!

Aust is skeptical if the party claims they're from the future, but some of the other elves are more open-minded. If the party tells the elves about the prophecy of It Which Devours the Sea, then they complete the loop of history and become responsible for the prophecy in the first place! You can award each party member Inspiration if they engineer this. Regardless of warning, Aust will ensure work continues to complete New Moon's Rise.



The Dying Sapling

One of the saplings the elves brought from their ancestral homeland is dying. The druid responsible for it (whom Aust refers to as their "earth mother") has gone missing recently, and the elves lack the magic to care for it.

Screams from the Pit

As the party's discussion with Aust comes to an end, a horrible scream is heard from the area designated for the Great Well. You can read the following aloud to the players:

A bloodcurdling scream carries over the ocean air. It came from the west, where the Great Well is being constructed.

NOTE: If the party attempts to cut their conversation with Aust short by entering this area, refer this read aloud text immediately.

Investigating the scream will take the party to Area H.



Save the Sapling!

The sapling planted here is gray and wilting, it doesn't look like it will survive without magical aid. Fortunately, not much aid is required; the elves simply lack the capacity to provide it. If the party can heal the sapling of at least 5 hit points, it will recover. This could be accomplished by use of a *cure* spell, or perhaps by pouring a *potion of healing* into its soil, or other means. One use of the *druidcraft* cantrip also heals the sapling. If the party is able to cure the sapling, then the tree in Area C in this location in the present has returned the next time the party enters that area.





— Role-playing Aust Everfall —

Aust is hospitable, skeptical, and rational. He considers the safety of his workers and the completion of the temple to be of utmost importance. He's willing to give the party food and a place to sleep, though first and foremost he wants to know how they seemingly appeared out of thin air.

You can use the following lines of dialogue for the elf when interacting with the party.

I have bread and mead I can share, and I can provide you with warm places to sleep, but I can't let grown men and women pop out of thin air on my construction site without question. You'll have to tell me how you got here, friends.

My name is Aust Everfall, and I am the overseer of this temple. New Moon's Rise we've called it. The moon truly is beautiful here, so much so that we've changed out design to leave the temple without roof.

This young one here is my daughter, Kulaga, born the day the leaves first turn to autumn's fire.

You must know magic to travel here in such a way, right? Perhaps the gods have sent you to us for a reason! Our earth mother is missing. Without her care, I fear the sapling we've planted here will die. The trees were taken from our homeland, and it would be a shame to have this one wither so young. If you can heal it, you will ensure this place will be truly beautiful.

The chests over there? A tribute to nature and our gods. I'm told they'll be sealed so they'll never leave this place, and that's a comforting thought. Those chests are empty; others are coming later to fill them. The chests in the completed wing have been filled, but without our earth mother, I'm afraid we cannot open them.

If the party says they're from the future...

Your clothing looks quite odd, I'll give you that, but surely, you don't expect me to believe such tall tales, do you, friends?

If the party speaks of It Which Devours the Sea...

I assure you, no monsters will be crawling out of this place. This temple is a testament to the serenity of nature, not the destruction of chaos. To profane its grounds with such prophecies is rude at best and.... troubling at worst. You may mean well, but watch what you say.

Area H: The Pit [Past]

The central area of New Moon's Rise is only partially constructed. An enormous pit has been dug out for what will become the temple's Great Well. The marid *Uhv Ajhed* has been summoned here at the behest of Anaxro. It is under orders to fill the pit with water immediately, so that the aspect of chaos can continue its plans.

When the party enters this area for the first time, you can read the following aloud to the players:

This area is partially completed; an enormous pit is dug out from the cliff for what will become the temple's Great Well. Most of the stone tiles for the temple's floors are still being laid, with only bare earth visible north of the hole.

A bulbous, humanoid creature floats above the hole. Its head and hands are scaled like a fish, with piscine facial features. Its bottom half is a swirl of water that fades into nothingness. The creature is holding an elf aloft over the abyss in one outstretched hand.

"ANAXRO WILL HAVE NO MORE DELAYS" it says, its voice a roar of waters. It glances up to see you, and a smile splits its face gill to gill. "WATER IT NEEDS, WATER IT SHALL HAVE!" With that, the creature tosses the hapless elf into the chasm, as a violent tornado of water pours down from the heavens into its depths.

Aust runs into the area screaming, forcing you to turn your attention back to the east side of the construction site. The earth explodes there, as the dozens of elves run to safety. A gargantuan purple worm emerges from the cloud of dirt and stone, followed by two of the gray, frog-like creatures you encountered previously in the future.

When you glance back, the floating fish-creature is gone.

Though entering Area H triggers this event, the fight against the purple worm and slaadi actually occurs in Area G (see *Combat*). The marid has escaped to Area I in the brief second the party was distracted.

The Pit

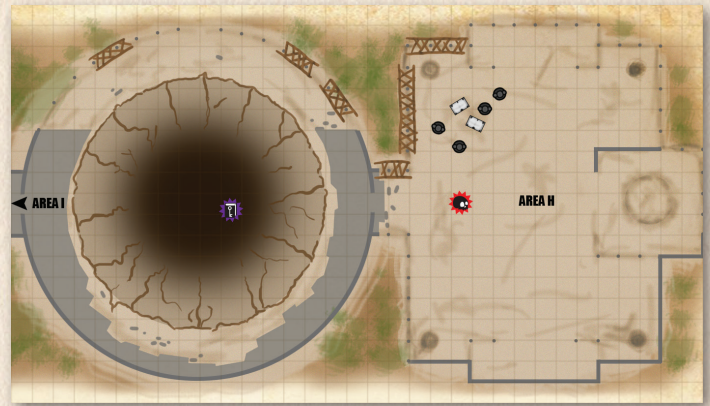
The pit is 60 feet in diameter and 600 feet deep. Ruddy earth can barely be seen at its depth.

Hostile creatures: the purple worm ★★☆☆

1 purple worm (**MM 255**) 13,000 XP

2 gray slaadi (**MM 277**) 10,000 XP

The marid *Uhv Ajhed* is in this area when the party first arrives, but leaves to Area I after it beckons the purple worm in Area G.



Combat

The purple worm and slaadi arrive near the area marked by the combat icon on the area map (in what is actually Area G).

The purple worm attacks the target closest to it each round with its *multiattack*. The slaadi attack with their *multiattack* in melee as well, but will use their *fireball* spell if they can get a group of the characters (even if the spell hits the worm in the process). If the party members can fly, and do so, the slaadi spend their next action casting their *fly* spell on themselves.

During the fight, Aust and the other elves grab any children in the area to escape to safety. At your discretion, you can make the elves potential targets for the monsters during the battle. The elves are **commoners** and do not stand their ground, choosing to run if possible.

The monsters fight until slain, leaving their bloodied carcasses on the bare earth. The slaadi carry no treasure.

COMBAT DEVELOPMENTS

- If Aust's daughter Kulaga was used in the adventure's prelude to deliver information to the party, she should survive the encounter here.
- The result of the combat against the gargantuan worm may have damaged some of the stonework, or altered the layout of the temple when the party revisits this area in the present. You can be creative with this if such occurs (maybe a memorial or statue of the worm toppled by heroes resembling the player characters is now present in New Moon's Rise).



Water Funnel

A twisting line of water funnels down from the sky to fill the pit. The funnel is 10-feet wide in diameter, spinning rapidly, causing water to spray throughout the area. It continues to fill the pit with water until it is full (which could take hours) or until *Uhv Ajhed* is slain.

A creature that enters into the funnel's space is flung 20 feet in a random direction. If the creature cannot fly, it falls into the pit.



Area I: Completed Wing [Past]

This portion of New Moon's Rise is nearing completion, so much so, that the elves have already offered their tribute here and sealed the chests that contain it. The marid *Uhv Ajhed* is here, inspecting one of the treasures when the party arrives.

When the party enters this area for the first time, you can read the following aloud to the players:

This wing of New Moon's Rise appears much the same as when you first encountered it, though the stonework is fresh and glints with youth. You spy the floating fish creature here as well, pulling an armful of gold coins out the chest from the southern alcove.

The party might be able to surprise *Uhv Ajhed* while he is distracted by the treasure. Once the marid is aware of them, he requests *Anaxro's* aid before engaging the party.

The creature looks down upon you, its face boiling with rage.

"FOOLS! YOU DARE TO DISRUPT UHV AJHED, SOVEREIGN LORD OF INFINITE SEA? ANAXRO, LEND ME YOUR AID, SO I MAY PLAY THESE MINNOWS, SCALE BY SCALE!"

Three more of the toad-like horrors pop in the area; two are gray, and bear wicked greatswords, the third appears to be Anaxro itself.

Though it looks like *Anaxro*, this is actually just another anomaly of time. The marid, slaadi, and anomaly all attack (see *Combat*).

Hostile creatures: *Uhv Ajhed* ★★★★★

1 marid (**MM 146**) 7,200 XP

2 gray slaadi* (**MM 277**) 10,000 XP

1 anomaly of time* (**Appendix A**) 7,200 XP

*These creatures are not present when the party arrives, but appear when the marid asks for aid (see the read aloud text above).

Magic Detection

A player who casts *detect magic* detects strong auras of abjuration magic emanating from each chest in the area (marked by the treasure and puzzle icons on the area map). This effect cannot be dispelled.



Combat

Uhv Ajhed is located in the southern alcove, marked by the combat icon on the area map. The marid can be surprised by the party, as it is momentarily distracted pilfering the elves' tribute. If a creature enters within 30 feet of it, however, he will detect the creature thanks to his blindsight.

The marid prefers to use his *water jet* action to keep a distance from the party, only relying on his trident if he's cornered. He won't conjure a water elemental unless the slaadi are slain. The slaadi and anomaly of time attack with melee attacks against their targets.

The monsters fight until slain. When the slaadi die, they slump to the ground in a mess of gore. When *Uhv Ajhed* dies, it bursts into foam and water, leaving only its equipment behind.



Essence of Time

Destroying the anomaly causes an *essence of time* to appear.

COMBAT DEVELOPMENTS

- If the party manages to surprise and kill *Uhv Ajhed* before it would get a chance to act and call for *Anaxro's* help, then the creatures simply appear during the next round without introduction.
- Once the marid is slain, the water funnel in Area H dissipates.



Mysterious Chest

The north chest in this room presents the same puzzle to the party as it did when first encountered in Area B (see *Mysterious Chest* in that area's description). For quick reference, this chest can only be opened in the future (Area D) and its lock plate inscription reads:

No touch will open me before the sky bleeds and forests wilt, though I shall never open, for if I do, my Words of Murder shall sound for all to hear. My prize shall ensure life decorated.



Treasure of the Past

Whatever puzzle this chest presented, the marid had solved it. The chest is opened when the party inspects it, all its treasure intact. The chest contains 10,000 gold pieces, 400 platinum pieces, and a single gemstone worth 1,000 gold pieces (**DMG pg. 134**). It also contains a *rod of resurrection*.



Essence of Time / Time Portal

The third *essence of time*, generated by destroying the anomaly of time, floats in the area marked by this icon.

When the party is ready, they can touch the *shard of Anaxro* to the *essence of time* to travel to a different age of the temple. When the party creates the portal, you can read the following aloud to the players:

You place the crystal you've acquired into the mass of light, which causes it to glow violently. The mass resonates as well, rapidly expanding around you until you're forced to shut your eyes from the brightness.

When the light recedes, you recognize the temple as you first left it during your own time.

This portal brings the party back to the characters' present, depositing them in the space marked by the plot icon on the area map for Return to Area B.



Return to Area B: East Wing [Present]

The party arrives back to their present time, nearly in the same space they left it. This area presents the party to have a conversation with their past selves (referred to as “past-PCs”), as they did in Area B, from the other perspective.

When the party enters this area for the first time, you can read the following aloud to the players:

You blink a couple times and take a couple breaths, but you're certain of it - you've returned to your current time. Then a sinking feeling hits you, as you see another group of people - yourselves - vanquishing the last of the strange creatures you've encountered throughout the temple's ages. Another essence of time expands from the open air before them, before they turn to notice you. When you meet their gaze and puzzled looks, you can't help but smile back.

The past-PCs appear baffled and initiate conversation in much the same way the party did with the future versions of themselves (see *Friends from the Past*).

Effect of Time Travel

Each party member regains hit points as if having completed a long rest. Spells and other effects based on time (such as regaining uses or charges of magical items) are not regained.

Essence of Time

The essence of time here cannot be used by the party (they would be aware of this). It will only resonate with the past-PCs' shard of Anaxro.

Magic Detection

A player who casts *detect magic* detects strong auras of abjuration magic emanating from each chest in the area. This effect cannot be dispelled. The *essence of time* emanates a powerful aura as well, though it does not have an associated school of magic.



Destination Spot

The party members arrive in the space marked by the plot icon on the area map when they travel to this location from the past (Area I).



Friends from the Past

The party meets their past selves, armed with the experience of having completed most of the challenges in New Moon's Rise's past, present and future.

The past-PCs have questions to ask the party. If you took notes from the first encounter at Area B, then the same characters ask the same questions. Otherwise, they simply demand to know who the party is and how they got here.

The party should have the following goals in mind when interacting with the past-PCs:

- The past-PCs must travel through time to complete the events the party already has. The party members know this, because they were told this already.



- The party can inform the past-PCs about Anaxro's minions in the dungeon, the traps and treasures there, the effects of time travel, and any other secrets they want to divulge.
- They can inform the past-PCs that they cannot help by following them through the essence of time currently open in the area, their shard of Anaxro will not resonate with it.

You can engineer this encounter to occur in much the same way it did in Area B (see *Friends from the Future* in that area's description). If you do, and the players work with you to recreate this encounter in the same manner as they experienced it from the other side, you can award each party member Inspiration. No sample dialogue is provided for the past-PCs, but you can share the responses listed in *Role-playing the Future-PCs* in Area B if the players want to use them in reply to the past-PCs' questions.

After role-playing the encounter between the two groups, the past-PCs take the open portal from the essence of time and leave for the temple's future. As soon as they do, the entire temple shakes as *It Which Devours the Sea* arises. You can read the following aloud to the players when this event occurs.

You watch as yourselves, or at least the versions of who you were not long ago, are swallowed by the light, and exit to a different age of New Moon's Rise. You're relieved to see that you're still in your present time, a fact which starts to flood your mind with questions.

Will those versions of yourselves experience the temple's future and past as you did? What happened to the future version of yourselves; are they out in the world right now for you to run into? And, perhaps most important, have you stopped Anaxro?

The last question, it would seem, is answered for you as soon as you think it. The entire temple shakes. Then an awful, rasped laughter echoes from New Moon's Rise's center.

The party can investigate by heading to the Great Well. See *Return to Area A* for more information.



Return to Area A: The Great Well [Present]

When the past-PCs leave, the party learns an awful truth: Anaxro has succeeded in calling forth It Which Devours the Sea, despite their efforts in stopping it through time. Worse, it has engineered a constant stream of time lines in which some version of themselves enters this area to their deaths at the hands of the kraken.

When the party enters this area for the first time, you can read the following aloud to the players:

You return to this area to see an awful sight. Water overflows from the well, up past your ankles as it fills the space of the temple and out onto the cliff. Floating in the space above the well is Anaxro, unleashing a ghastly series of croaks and laughter.

"It is so DELIGHTFUL, seeing you walk into your ruin!" It taunts you. "Each and every time I revel in my VICTORY, it feels like the first. I've seen you DIE a thousand times. I've watched this world CRUMBLE a thousand times. And still I am not SATED!"

The temple rumbles and you're almost knocked from your feet. Anaxro moves from the space above the well just enough for a tentacle monstrosity to emerge from it. massive maw is filled with teeth the size of rowboats, its form taking up nearly every inch of free space from the well.

"NOW!" Anaxro shouts, as the sky darkens and wind rises "Face your DOOM again!" With that, the creature turns its wretched head to face you, and Anaxro disappears behind a streak of red lightning.

Anaxro shimmers out of existence, and the party is left to fight It Which Devours the Sea (see *Combat*).

Release the Kraken!

It Which Devours the Sea is nearly 60 feet in girth, most of its body extending into the open air of the area and through the depths of the well. During this encounter, the party can only occupy the space on the area map that is not already occupied by the well, including the area above it, as the kraken now occupies all of that area.

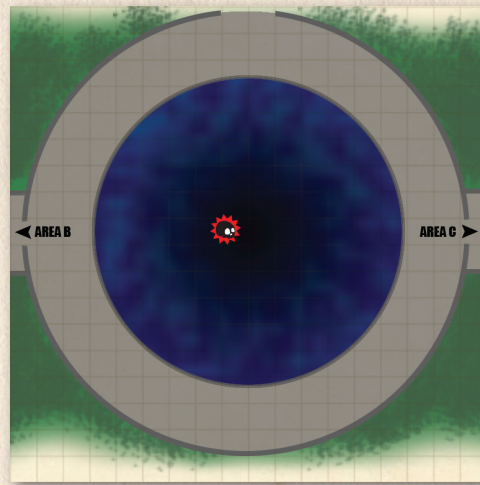
Hostile creatures: It Which Devours the Sea ★★★★★
1 kraken (MM 197) 50,000 XP

[COMBAT ICON] Combat

Neither the party nor the kraken is surprised. The kraken immediately begins to flail its tentacles in the open space of the area, gnashing its fierce teeth at the characters.

It Which Devours the Sea does not move while in combat with the party. It takes up the space previously occupied by the well (see *Release the Kraken!*) Its tentacles are long enough, however, to reach well out of the temple or into Areas B and C if necessary. The kraken will easily destroy walls in the temple to reach a hiding party member.

The kraken prefers to use its *multiattack* during its first turn to grapple as many targets as possible with its tentacles. It then uses



its *fling* as its legendary action to toss the party member away. It uses its *lightning storm* on its second turn, and alternates this attack pattern as the battle persists. The kraken cannot use its *ink cloud* legendary action, as it's confined to the open space of the temple currently, but if it manages to make it to the ocean, it regains the use of this ability.

Running is Futile

If the party exits the area, the kraken climbs out of the well and bursts through the southern wall of New Moon's Rise and escapes into the ocean.

The Party is Defeated

The battle against It Which Devours the Sea is deadly, and much is at stake. If the party is defeated, you can consider hopping back to the events of Return to Area B, the party now taking the place of the past-PCs as they return to this time period. This allows them to try again to destroy the menace.

Anaxro's End

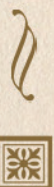
No version of the PCs has been able to destroy It Which Devours the Sea, allowing Anaxro to delight in an endless cycle of their deaths and the oblivion of the world. Defeating the kraken breaks this chain and, ultimately, severs the aspect of chaos' tie to the time stream. This destroys the *shard of Anaxro*. When this occurs, you can read the following aloud to the party.

The beast reels back, giving a horrid scream as it falls lifelessly to the temple floor, slumped over the well. The temple shakes again and It Which Devours the Sea slips back into the well from whence it came and its form turns to nothingness.

"NOOOOOOO!" you hear Anaxro shout from overhead. "THIS CANNOT HAPPEN! It HASN'T EVER, it is NOT RI—"

Before the creature finishes its lament, its voice cuts short and it falls unceremoniously to the ground with a squishy thud. Much to your satisfaction, its corpse does not fade away in some display of magical power. Instead, it remains there, quite dead. As you inspect it, the crystal you collected when you first encountered it turns to dust in your hands.

The wind dies down, and the storm clouds dissipate. After a few moments of silence and shared glances with each other, you feel like New Moon's Rise may finally be back to normal.



Wrapping Up the Dungeon

As things are drawing to an end, refer to this information for anything left to wrap up in the dungeon:

Adventure Hooks

- The party should be able to complete all their adventure hooks by defeating It Which Devours the Sea and ultimately Anaxro.
- If you're using the adventure hook *The Beginning of the End*, Kulaga admits that she recognized the party members from her childhood and the construction of New Moon's Rise. She was not sure what role they had to play in the pending doom, only that it was important that they return there.

Remaining Monsters

- If It Which Devours the Sea escapes New Moon's Rise, then it bursts through the southern end of the temple and heads into the ocean. If this happens, kraken's very existence begins to weaken the fabric of the world's reality as it is overcome with chaos (leading to the horrible future the party witnessed). The party will need to chase it down to defeat it!

Experience Points

- You can award each player 3,750 XP for defeating Anaxro and It Which Devours the Sea, and completing their adventure hooks.
- You can award each player 2,500 XP for each treasure the characters were able to claim from the four chests throughout New Moon's Rise's time periods.
- You can award each player 500 XP for role-playing in the spirit of the adventure when they return to Area B to meet their past selves.
- You can award each player 200 XP if the party tells Aust Everfall and the elves in Area G about the prophecy.



Appendix A: New Monsters & NPCs

ANAXRO, ASPECT OF CHAOS

Large aberration (shapechanger), chaotic neutral

Armor Class: 20 (natural armor)

Hit Points: 243 (18d10 + 144)

Speed: 30 ft., fly 130 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	20 (+5)	26 (+8)	25 (+7)	24 (+7)	23 (+6)

Saving Throws: Int +14, Cha +13

Skills: Arcana +14, Perception +14

Damage Resistances: force; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities: poison

Condition Immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: truesight 120 ft., passive Perception 24

Languages: all

Challenge: 21 (33,000 XP)

Timeforce Weapons. Anaxro's weapon attacks are magical. When Anaxro hits with any weapon, the weapon deals an extra 6d8 force damage (included in the attack).

Legendary Resistance. If Anaxro fails a saving throw, it can choose to succeed instead.

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

Prescient. Anaxro cannot be surprised.

Shapechanger. Anaxro can use its action to polymorph into a Small, Medium, or Large humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Timeless. Anaxro does not age, and cannot be aged magically. Anaxro is immune to the effect of the *hold monster* and *slow* spells, and can take its turns even when another creature within 1,000 feet of it casts *time stop* (although it is still limited to the actions described by the spell, and can end the spell's effect for the affected creature if it violates them).

Actions

Multiattack. Anaxro makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage plus 27 (6d8) force damage.

Time Rend. *Ranged Spell Attack:* +13 to hit, range 200 ft., one target. *Hit:* 42 (8d8 + 6) force damage. If the target is a creature, it must succeed on a DC 17 Wisdom saving throw or become paralyzed for 1 minute. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target.

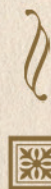
Legendary Actions

Anaxro 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. Anaxro regains spent legendary actions at the start of its turn.

Attack. Anaxro makes one attack.

Teleport. Anaxro magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Warp Time (Costs 2 Actions). Anaxro shifts the flow of time around it. Each creature of its choice in a 10-foot radius must make a DC 23 Wisdom saving throw or take 28 (8d6) force damage or half as much damage on a successful one. Each affected creature's speed is halved, and it cannot take reactions until the end of its next turn.



ANOMALY OF TIME*Medium aberration, unaligned***Armor Class:** 18 (natural armor)**Hit Points:** 136 (18d8 + 55)**Speed:** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	20 (+5)	13 (+1)	16 (+3)	23 (+6)

Saving Throws: Cha +10**Damage Resistances:** force; bludgeoning, piercing, and slashing from nonmagical weapons**Damage Immunities:** poison**Condition Immunities:** charmed, exhaustion, frightened, paralyzed, poisoned**Senses:** darkvision 120 ft., passive Perception 24**Languages:** understands all but can't speak**Challenge:** 11 (7,200 XP)**Magic Resistance.** The anomaly of time has advantage on saving throws against spells and other magical effects.**Prescient.** The anomaly of time cannot be surprised.**Timeless.** The anomaly of time does not age, and cannot be aged magically. The anomaly of time is immune to the effect of the *hold monster* and *slow* spells, and can take its turns even when another creature within 1,000 feet of it casts *time stop* (although it is still limited to the actions described by the spell, and can end the spell's effect for the affected creature if it violates them).**Actions****Multiattack.** The anomaly of time makes three melee attacks: two with its slam and one with its Aging Touch. It can use Chaos Bolt in place of any melee attack.**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage.**Aging Touch.** *Melee Spell Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 8) force damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns as the wound rapidly ages the creature's body. Each time the anomaly of time hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to heal the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.**Chaos Bolt.** *Ranged Spell Attack:* +10 to hit, range 150 ft., one target. *Hit:* 14 (4d6) force damage.**ETERNAL NAGA***Large monstrosity, chaotic neutral***Armor Class** 18 (natural armor)**Hit Points** 189 (18d10 + 90)**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	20 (+5)	18 (+4)	17 (+3)	20 (+5)

Saving Throws: Dex +10, Con +10, Wis +8, Cha +10**Damage Resistances:** bludgeoning, piercing, and slashing from nonmagical weapons**Damage Immunities:** poison**Condition Immunities:** charmed, poisoned**Senses:** darkvision 120 ft., passive Perception 13**Languages:** Abyssal, Common**Challenge:** 16 (15,000 XP)**Reactive.** The naga can take one reaction on every turn in combat.**Rejuvenation.** If it dies, the naga returns to life in 1d6 days and regains all of its hit points. Only a *wish* spell can prevent this trait from functioning.**Spellcasting.** The naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*
 1st level (4 slots): *charm person*, *expeditious retreat*, *magic missile*
 2nd level (3 slots): *hold person*, *mirror image*
 3rd level (3 slots): *lightning bolt*, *slow*
 4th level (3 slots): *confusion*, *Evard's black tentacles*
 5th level (2 slots): *wall of force*

Actions**Bite.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 54 (12d8) poison damage on a failed save, or half as much damage on a successful one.**Spit Poison.** *Ranged Weapon Attack:* +9 to hit, range 15/30 ft., one creature. *Hit:* The target must make a DC 16 Constitution saving throw, taking 54 (12d8) poison damage on a failed save, or half as much damage on a successful one.**Reactions****Slither.** When a creature uses its movement to enter within 5 feet of the naga, it can immediately move up to 10 feet without provoking an attack of opportunity from that creature.

Appendix B: Time Travel

Rather than traveling to different physical locations in New Moon's Rise, the party travels to the temple's past and future during the events of the adventure.

Time Spans

Specific dates are not given for the past or future time periods the party visits throughout the course of the adventure. If the party has a way of discerning a date, it's revealed that the past they frequent is approximately 400 years prior to their present time, and the future is approximately 100 years after.

The Effect of Time Travel and Paradoxes

You can assume the party's actions will affect the temple at later periods of time. For instance, if the party uses magic in the past to destroy one of the temple's walls, it may remain destroyed in the present, or appear to be rebuilt from different materials. Claiming a treasure in the past causes it to be no longer available in the future. You can allow as much or as little change as you desire to the adventure site's present as a result of the party's visits to the past.

The use of time-travel may present some paradoxes. In the event that the party's actions in the past may result in a paradox in the future, you can simply choose to ignore it for the sake of the game's flow. The adventure has been written so that the party can travel to the past and future without creating too many complications, even if their actions there raise questions.

How Time Travel Works in the Adventure

In order to travel through time, the party must first claim the shard of Anaxro after defeating the aspect of chaos in Area A. The shard can be stored on any character's person and taken to any age. If the shard of Anaxro is used to "collect" an essence of time, it creates a portal to a different age, which then draws all of the party members through it.

The *shard of Anaxro* is connected to Anaxro itself, and is only able to open portals in time to ages where the aspect of chaos frequents. Thus, the party has the ability to use the *shard* at their disposal, though they can't control where (or when) the shard will send them.

Anomalies of Time and Essences of Time

The party can only retrieve essences of time by destroying anomalies of time. The anomalies are fragments of Anaxro's being, similar to the creature but less powerful. Each appears like Anaxro, although its form shifts constantly, appearing to age decades over the course of minutes and then return to youth minutes later. The anomalies can occur at any age of New Moon's Rise, though they cannot travel willingly; they're more of an aftereffect of Anaxro moving throughout the timeline, (like ripples formed in the surface of water when a rock is plunged into it).

Destroying one or more anomalies always yields an *essence of time*, a result of severing some of Anaxro's existence in the time stream. These are shimmering "pools" of light that hang in the air. Each *essence of time* persists long enough for the party to use it to travel to a different age.

Limitations

There are a few limitations to the use of time travel in the adventure. As noted above, the party can't pinpoint where or when the time travel takes them. Since the *shard of Anaxro* is connected to the aspect of chaos, it takes them to whichever age its occupying, although the party may be unaware of this.

While the party is in the temple's past or future, they are magically prevented from leaving the temple grounds. Spells or effects that would change their location fail, and attempting to physically travel outside of these grounds causes their physical form to grow insubstantial, the character suffering a level of exhaustion for every 10 minutes spent outside the area. If a character is killed by this effect, the character exits the time stream irrecoverably.

Lastly, the *shard of Anaxro* is tied to the "present" it was created in. This means that only creatures that were present for its creation can use it to travel through time when it opens a portal.





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