

Anvil of Time

A Blast from the Past

by Tracy Raye Hickman

artwork by Jason A. Engle • cartography by Christopher West • 3D designs by Tracy Hickman

"Anvil of Time" is a D&D adventure for four 5th-level player characters (PCs) or eight 3rd-level PCs set in Krynn, the world of the DRAGONLANCE® novels. The adventure can be set in any campaign, however, using the "Adapting the Adventure" notes in this scenario.

➤ Monsters ➤ Non-Player Characters (NPCs) ➤ Objects ➤ Traps | Treasure

Adventure Background

The Anvil of Time is a legendary place where the Time Bridge was originally forged. This device was said to allow the user to transport forward or backward through time. Now lost to the knowledge of men, the forge on which the device was created remains as much a mystery as the device itself. A place that touches on all ages and times in Krynn, it has often been the subject of many quests down through the millennia, coveted by wizards and dreamed of by scheming men.

Adventure Synopsis

A desperate survivor of an earlier, ill-fated expedition transports the PCs from their familiar surroundings to the Anvil of Time, an ancient complex where time travel devices were built millennia ago. The PCs will need to travel to two different time periods of the past to find and recover three green Transport Gems to make the Anvil of Time's exit portal functional again in their own time.

In each age, however, there are other forces at work with their own agendas, including some remarkable characters from history who will try to stop the PCs at all costs.

The PCs enter the Anvil of Time during the Age of Dragons (Fourth Age). Draconian forces and a sole surviving adventurer have also fallen into this trap and are searching for a way out. PCs must defeat the draconians while learning how to activate and use the Time Bridge.

In the Age of Might (Third Age), a young Lord Soth—zealot in the service of the Kingpriest—has come to rid the Anvil of evil wizards, including a young mage from the past named Fistantilus. PCs must deal with Soth and the genocide he is committing here during the Edict of Thought Control near the end of the Age of Might.

Finally, during the Age of Light (Second Age), the PCs encounter a group of Silvanesti elves who have pursued a dragon into the complex. The dragon has taken quite a liking to a Transport Gem. Fortunately, a young knight named Huma has a new weapon for them to use—a *dragonlance!*

There are three additional Ages of Krynn which the PCs could theoretically use the Time Bridge to visit: the First Age and two additional ages in the future. To do so, however, would require the codes that activate and orient the Time Bridge. These codes are not available to the PCs during this adventure. However, that does not mean that the codes might not become available to them sometime in the future (as discussed in the "Further Adventures" section at the end of the module).

Beginning the Adventure

This adventure starts with the teleporting abduction of the PCs. This event can occur anywhere the PCs happen to be. It is important, however, that this encounter take place while the PCs are fully rested and prepared to adventure.

A man approaches you. His clothing might have once been finely tailored, but the weave is fraying slightly at the edges. His Van Dyke beard has been waiting too long to be trimmed. Even though the colors in his clothes have faded, his radiant and eager smile has not dimmed in the slightest.

"Greetings, good travelers! I am Harland Hightale, a wandering entertainment of epic proportions! For a mere pittance, I shall tell you a tale that will change your life forever! A tale that will lead you to riches! A tale that will lead you to glory and honor!"

Creatures (EL 3): The PCs have met a wandering bard named Harland Hightale—obviously a stage name. If pressed, he might grudgingly admit to the name of Harland Newt.

➤ **Harland (Newt) Hightale, Male Human Brd3:** CR 3; Medium-Size Humanoid (5 ft. 9 in. tall); HD 3d6+3; hp 17; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 (+2 Dex), 13 (with Dodge feat); Atk +5 melee (1d6+2/crit 18-20, masterwork rapier); SQ bardic music (see *Player's Handbook*, page 28); AL NG; SV Fort +2, Ref +7 (includes Lightning Reflexes feat), Will +2; Str 14, Dex 14, Con 13, Int 13, Wis 9, Cha 17.

DRAGONLANCE in Third Edition

Although often seen by some as a world of novels and stories, DRAGONLANCE began as a campaign setting designed for the ADVANCED DUNGEONS & DRAGONS game back in 1984. This adventure reintroduces D&D gamers to the possibilities of that magnificent world of Krynn.

Detailing the unique forces that make Krynn a living world would take a full rules book in and of itself and certainly is beyond the scope of a single adventure. Here are some basic and rough conversions that should work. Think of the details of this adventure as a rough sketch of Krynn being used for purposes of game play rather than definitive statistics.

Use the standard templates for dwarves, elves, and gnomes as found in the *Player's Handbook* and *Monster Manual* for their Krynn counterparts. The differences between Silvanesti Elves and Qualinesti Elves are important, but not so far as the statistics of this adventure are concerned.

There are no dwarves or halflings on Krynn. Kender, a race of curious and fearless folk unique to the DRAGONLANCE setting, are detailed at the end of the module.

DRAGONLANCE Overview

If you are new to the DRAGONLANCE setting, welcome to a universe of honor, epic battles, and the ultimate struggle between good and evil.

The glorious world that once was is no more. The towers and ideals of the Age of Might came to a terrible end with the Cataclysm. The gods, angry at the hubris of man, cast a mountain from the heavens and shattered the face of the world. Cities fell, oceans flooded into once fertile plains, and the gods turned their backs on the world.

That was over three hundred and fifty years ago. Only now are the elves, humans, dwarves, and kender of Krynn establishing a tenuous foothold of civilization on the broken continent of Ansalon. The world is healing but scarred, and each thinking creature looks back on the glory that once was and wonders at its loss. Worse still, an ancient scourge has returned: Dragons once more rain terror from the skies.

Steel Pieces: The Money of Krynn

While most D&D worlds use the gold piece as its standard currency, Krynn's coinage is more often minted in steel rather than gold. For game purposes, consider a steel piece (stp) equivalent to a gold piece, with all other coinage remaining the same as described in the *Player's Handbook* (page 96). All values for items, however, will be given in gold piece (gp) equivalents for clarity's sake.

Orders of Sorcery

The majority of wizards and sorcerers down through the ages of Krynn were participants in the Conclave of Wizards, aligning themselves with one of three orders of magic. These orders are represented by black, red, or white robes. The color roughly corresponds to a wizard's or sorcerer's alignment: black robes for evil, white robes for good, and red robes for neutral. There also exist renegade wizards and sorcerers who do not belong to a specific order, but they are rare in Krynn.

Krynn wizards and sorcerers are not required to declare their allegiance to one order of magic until they have attained the equivalent of 3rd level. At this time, Krynn wizards and sorcerers must pass the Test of High Sorcery, a specialized quest tailored to the individual wizard or sorcerer with often crippling results.

The details of the different orders of magic and the spells which are available to members of these orders are not important to this adventure. For now, simply restrict specialist wizards of a particular order to the following speciality schools of magic:

☾ White-Robed Specialist Wizards:

Abjuration, Conjunction, Divination, Enchantment, Evocation.

☾ Red-Robed Specialist Wizards:

Conjunction, Divination, Evocation, Illusion, Transmutation.

☾ Black-Robed Specialist Wizards:

Divination, Enchantment, Evocation, Illusion, Necromancy.

Gods of Krynn

Krynn has its own pantheon of gods. A complete treatise on this subject is beyond the scope of this adventure. For purposes of play, however, use the following general equivalents for purposes of determining domain access and powers for PC and NPC clerics.

Paladine (god of good dragons)	Heironeous
Mishakal (goddess of healing)	Pelor
Majere (god of dreams and discipline)	Yondalla
Kiri-Jolith (god of justice)	St. Cuthbert
Habbakuk (god of the land and sea)	Pelor
Branchala (goddess of inspiration)	Fharlanghn
Solinari (goddess of good magic)	Boccob
Gilean (god of knowledge)	Corellon Larethian
Sirion (god of fire)	Kord
Reorx, the Forge (god of smiths)	Moradin
Chislev (god of nature and beasts)	Obad-Hai
Zivilyn (god of wisdom)	Ehlonna
Shinare (god of wealth)	Garl Glittergold
Lunitari (goddess of neutral magic)	Boccob
Takhisis (goddess of evil dragons)	Hextor
Sargonnas (god of vengeance)	Gruumsh
Morgion (god of disease and decay)	Nerull
Chemosh (god of death and undeath)	Wee Jas
Zeboim (goddess of storms)	Erythnul
Hiddukel (god of lies and betrayals)	Olidammara
Nuitari (goddess of evil magic)	Boccob

Skills: Appraise +4, Bluff +5, Concentration +4, Diplomacy +9, Knowledge (arcana) +6, Knowledge (history) +7, Knowledge (religion) +5, Perform +6, Sense Motive +3. **Feats:** Dodge, Improved Initiative, Lightning Reflexes.

Spells (3/2): 0 (DC 13)—*ghost sound, light, prestidigitation*; 1st (DC 14)—*charm person, hypnotism*.

Possessions: Masterwork rapier, lute, 15 stp in pouch.

Harland's Tale

Harland is a complete coward, and under no circumstances will he accompany the PCs after the adventure is over. All he wants is to tell his tale and earn his meal for another day. He will ask for a silver piece each but, in truth, will take anything the PCs are willing to offer him. He insists, however, that he tell them a story . . . even if it is just one for free hoping that it leads them to purchase another one later.

Harland asks the PCs whether they want to hear a Tale of Battle or a Tale of Doom. If the PCs ask for a Tale of Battle, read the first boxed text. If they ask for a Tale of Doom, read the second boxed text.

A tale of battle! I can see that you are one who appreciates a warrior, and this is an untold tale of one of the greatest warriors who ever lived! Every child knows the name of Huma Dragonsbane, the great warrior—the dragonslayer—who with his wizard companion, Magius, first discovered the mythic Dragonlance! But . . . there is an ancient tale that had never been told beyond the borders of the elven lands of Silvanesti, a tale of battle and glorious riches. For in those ancient days of the Age of Light, the elven warriors hunted the red dragon Magna—a terrible, enormous monster. Huma came to their aid and together they pursued that beast across the face of all Ansalon until they suddenly found themselves trapped along with that same dragon in the Anvil of Time . . .

A tale of doom! You are wise indeed to learn from the past! There are many tales told of Lord Soth, the death knight of Dargaard Keep, the Knight of the Black Rose! In the days before the Cataclysm and the sundering of the world—back in the Age of Might—Lord Soth murdered his wife for the sake of an illegitimate heir. He lost his soul and with it fell an entire continent! But few there are who remember the tales before his fall, who knew that he and his knights were in the service of the Kingpriest of Istar and fought the wizards of the Black Robes in the very gates of the Anvil of Time . . .

As either of these tales reaches its midpoint, read or paraphrase the following to your players:

In a flash, the bard suddenly recedes from you! It is as though you are falling through a tunnel of light!

The PCs have been abducted by a form of *teleport* spell and drawn through a magic portal into the Anvil of Time. The PCs fall out of the entrance portal into area 1 of the Fourth Age.

Into the Anvil of Time

The Anvil of Time is a temporal dungeon that exists in many time periods. To escape its confines, the PCs must master the device that allows it to shift through time.

Temporal Dungeon Features

The contents and inhabitants of the dungeon change depending on the age the PCs are in. For this reason, the descriptions you use should have a different flavor from epoch to epoch. Use the following as a guide to color your descriptions of the locations in each era.

Age of Dragons (Fourth Age): Wooden items originally found here show many cracks and deterioration. Murals on the walls have almost completely faded with time. A thick layer of dust covers everything. Some cobwebs can be seen in most corners. All areas of the dungeon, with the exception of areas 16, 22, and 34, are dark. PCs without darkvision must provide their own light sources to see in this age.

Age of Might (Third Age): Wooden items originally found here show some cracks and deterioration but are still standing. Any murals on the walls are discolored. There are signs everywhere that an effort is underway to clean up the dust and items in the dungeon. There is a 10% chance that any area entered will have a broom, bucket with dirty water, scrub brush, or mop in it. There are few cobwebs. All areas of the dungeon are illuminated in this age.

Age of Light (Second Age): Items are in reasonable repair but covered in dust. The floors are also covered in a thin layer of dust. Any murals on the walls are showing signs of deterioration as well, their colors slightly dull. All areas of the dungeon except area 24 will be dark. PCs without darkvision will need to provide their own light sources to see in this age.

All rooms unless otherwise noted have 10-foot-tall ceilings. The walls are all constructed of stone masonry of excellent workmanship.

Age of Dragons (Fourth Age)

All PCs, regardless of their skills, know the following information about the Fourth Age of Krynn:

The Fourth Age was known as the Age of Dragons. The old civilizations of the Age of Might all fell in a single night when a meteor struck the heart of the central city of Istar and changed the face of the continent of Ansalon forever. After nearly three and a half centuries, the world is only now starting to rebuild. However, since the Cataclysm (as history records it) new dangers threaten Krynn. Dragons, once thought banished from the world, now terrorize the populace and new, evil creatures—draconians—are stalking the land.

1. Entry.

You stand in a magnificent circular room. The domed ceiling overhead is covered in faded murals. A 15-foot-diameter fountain filled with black, foul-smelling water dominates the center of the room.

The glowing portal that brought you here now stands behind you: a tarnished brass oval ring 15 feet tall and 10 feet wide mounted into a low pedestal of stone. Through the oval ring you can see the figure of Harland Hightale, frozen in mid-tale. On the opposite side of the room stands a second brass oval, its portal dark and closed.

A flight of stairs leads up to a nondescript metal door. The staircase itself is badly cracked and damaged. An arch made from the bones of a dragon spans the foot of the stairs. The dragon's skull, mounted at the archway's highest point, looks down on you from dead black sockets.

Adapting the Adventure

While Krynn is a wonderfully rich world filled with history to explore in all its ages, you might wish to use this adventure in your own campaign setting. Fortunately, this is easily done.

First, you should assign two eras in your world's past history for the adventurers to visit in addition to the period of history the PCs are currently in. It is important that you provide them with or use an already established background mythology for your setting so that the encounters will resonate with history. While in theory the Time Bridge can be set to any particular time period—past or future—this adventure is created to take the PCs only into the historic past of their world.

Secondly, once you have your history set up, you will need to change some of the main characters that appear in the adventure, as follows:

Age of Dragons (Fourth Age): Change all draconians to a clan-creature type appearing in your world's current period of time with a CR commensurate with your PCs' abilities.

Age of Might (Third Age): Change the Solamnic Knights to another order of knighthood in your world's past. You will need two mythic NPCs specific to your world for this age. Soth is a tragic knight who later would turn to evil. Fistantantilus was a notorious wizard corrupted to the point where he unnaturally prolonged his life through magic. Your world's mythic NPCs should reflect these same archetypes.

Age of Light (Second Age): The red dragon, Magna, is the main antagonist of this age of adventure and can remain unchanged in your world. This age also features two mythic NPCs. Huma was a legendary dragonslaying knight in the Age of Light who used a renowned dragonslaying weapon called a dragonlance. Magius was his "Merlin" companion in that time. Dragonorbs were devices that could, when properly controlled, summon a dragon irresistibly to them. You should craft similar backgrounds and properties for mythic NPCs and devices that fit more appropriately in your own world's history.

Scaling the Adventure

"Anvil of Time" features a mixture of Tailored and Status Quo encounters (see page 100 of the *Dungeon Master's Guide* for details on these encounter types). Many of the Status Quo encounters are beyond the capabilities of the party, which requires that they find and secure the cooperation of other NPCs in some age locations to succeed. For Tailored encounters, use the Encounter Level (EL) to adjust the encounters for your PCs' strength and abilities.

Age of Dragons (Fourth Age): You might wish to adjust the number of creatures encountered to tailor the Encounter Level of encounters for your PCs. In general, no encounter should have an EL that's 4 higher or lower than the party's average level. There are no Status Quo encounters in this age.

Age of Might (Third Age): Encounters with mythic NPCs are Status Quo encounters; however, the adventure has been designed so that these encounters are not automatically life threatening. Soth will attempt to capture the PCs rather than destroy them. Fistantantilus is not the actual wizard himself but a much-reduced *simulacrum* of the original, making the encounter more manageable. If your PCs are of a lower level, you might have the more powerful NPCs concentrate more on the war between the NPC wizards and NPC knights than on the PCs themselves. If your party of PCs can handle a substantially higher Encounter Level (EL), you might wish to make Soth more aggressive in his approach and substitute the real Fistantantilus for the *simulacrum*.

Age of Light (Second Age): Encounters with the mythic NPCs, specifically Huma, Magius, and the dragon Magna, are Status Quo encounters. The dragon is the featured encounter of this level and should require the PCs get the help of NPCs to defeat it. If the PCs are of higher level, you can reduce the number of NPCs available to help them. If substantially higher, you can increase Magna's age category and its abilities (as noted in the *Monster Manual*).

This is the main entrance to the Anvil of Time complex. These portals are one-way only. PCs enter this area through the west portal but will have to find a way to activate the east portal before they will be able to escape.

The stagnant water in the fountain is foul but not especially harmful. The dragon-bone arch likewise poses no threat.

Arrow slits on either side of the stairs look into this room from areas 5 and 18.

2. Temple.

The marble floor of the room is littered with debris. Three pairs of pillars once graced this hall, but the southeasternmost pillar has toppled, bringing with it a portion of the east wall. A room beyond the rubble and a second floor room above it now lay exposed to view.

At the north end of the hall, a scarred statue of a woman stands 20 feet tall, its bent head brushing against the loaf-shaped ceiling, its hands outstretched.

Doors open to the south and east.

The hands of the north statue are cupped. Bevels in the palms—a setting for a large gem, perhaps—suggest that the statue once held something valuable or important.

The statue itself is a secret door that swings into the room and leads to area 33A (a Winch Adjustment Room). A second secret door along the west wall leads to area 3. A successful Search check (DC 15) is needed to spot either door.

The fallen section of wall on the south end of the east wall exposes both a ragged entrance into area 18 and, above it, area 24 on Level Two. PCs who wish to climb up to area 24 must succeed at a Climb check (DC 20). The hole in the wall is made during the Second Age (Age of Light).

3. Corridor. A bronze, patina-covered statue of an ancient warrior stands in an alcove at the T-shaped intersection.

PCs who make a successful Listen check (DC 10) hear the draconians in area 6 breaking furniture and cursing.

4. Armory. Broken wooden racks, devoid of weapons, sag toward the floor. These racks once held magnificent weapons, which can be found in the Second Age (Age of Light).

5. West Guard Room. Bones lay scattered across the floor, bound in the semblance of their once human forms by the faded scraps of black cloth holding them together. A great battle took place here. PCs with Knowledge (arcana) can make a skill check (DC 15) to realize that the scraps of cloth were once black wizards' robes.

Arrow slits in this room look out into area 1.

6. Captain's Post.

Four hulking figures are savagely breaking up the rotting desk and wooden bench in this room in a desperate search for treasure.

Creatures (EL 4): These draconians are so preoccupied that their Listen checks to notice PCs entering the room suffer a -8 penalty. The draconians carry the **Treasure**.

➤ **Draconians, Baaz (4):** hp 13 each; see the end of the adventure for complete statistics.

Treasure: Searching the remains of the draconians yields 300 gp, a sapphire pendant on a gold chain (1,400 gp), and a golden circlet with four aquamarines (4,000 gp). A set of small jewel chests lay broken on the ground. The rage initially displayed by the draconians was at their discovery that the chests were empty.

7. Barracks.

Thick cobwebs cover the west end of the room. The scattered bones of several humans can barely be discerned among the rotted cots that lie collapsed against the walls.

Treasure: There are several pieces of worthless and broken armor scattered between the bunks in the area: One rusted and cracked helmet with a broken minotaur horn, a rotted leather breastplate with the vague image of a griffon carved on the front, and the rusted head of a warhammer.

8. Captain's Quarters.

This room is thick with cobwebs. The furniture in the room has long since fallen to dust.

Lurking among the webs are the **Creatures**.

Creatures (EL 3): Six small monstrous spiders hide in the webs. Detecting the spiders before they strike requires a successful Spot check opposed by the spiders' Hide checks.

➤ **Small Monstrous Spiders (6):** hp 4 each; see *Monster Manual* 210 (vermin).

9. Rear Hall. The hallway begins with a door on the south end from area 6, turns east, and then ends at a door to area 13. Three side doors in the hall lead to areas 10, 11, and 12.

10. Headmaster's Cell. A shattered bed and desk are all that remain in this area. PCs who make a successful Search check (DC 15) discover a large, gnawed bone under the bed.

11. Privy. This ancient latrine still stinks thanks to its current occupants. The ghouls in this area are clawing at each other. PCs who make a successful Intelligence check (DC 15) note that

the undead creatures appear to be fighting over something down the latrine.

Creatures (EL 4): Once adventurers, these creatures were trapped ages ago in the Anvil and fell to eating others to survive. The ghouls cease their bickering the moment they notice the PCs and attack immediately.

➤ **Ghouls (4):** hp 13 each; see *Monster Manual* 97.

Treasure: The arm of a human corpse has fallen in the privy. Its clenched hand holds a pouch containing a Temporal Code (see "Temporal Code Table") and 53 pp.

12. Acolytes' Cell. Broken bunks on each side of the room have fallen down and collapsed. The room is otherwise empty.

13. Ward Room. A round table sits in the center of the area, the top warped and leaning to one side. Doors to the east lead to the kitchen (area 14). The door to the west leads to area 9. To the north, an arched opening leads to the base of a circular staircase winding its way up through the upper two levels of the complex (areas 21 and 26 respectively).

14. Kitchen. A massive, dust-covered preparation table stands against the south wall. A large fireplace is located on the western end of the north wall. Next to it, a door leads to area 33B. A door leading to area 20 marks the east wall.

15. Throne Room. Have the PCs make a Listen check upon entering this room to detect the **Creatures** within. The DC for the check is equal to the **Creatures'** worst Move Silently check.

A stone throne stands against the north wall. Scratch marks cut into recesses where gems once lay. The ancient, headless bones of a 7-foot-tall humanoid skeleton sit broken on the throne. In one corner sits the remains of a great, shattered skull. Dust hangs thick in the air, making it difficult to see.

If the PCs enter this room from area 2, the dust obscures their view of the draconians trying to break down the eastern door to area 16. The dust in the area affords one-quarter concealment (10% miss chance). **Creatures** within 5 feet of each other are not concealed.

Creatures (EL 5): The draconians turn and attack the PCs once they notice them.

➤ **Draconians, Baaz (5):** hp 13 each; see the end of the adventure for complete statistics.

Treasure: The draconians carry a total of 500 gp.

16. Crystal Globe. The west and north doors are locked. PCs must break down the doors to gain entry. The west door has already been weakened by the draconians in area 15.

➤ **Wooden Door:** 2 in. thick; Hardness 5; hp 30 (west door has 10 hp remaining); Break (DC 20).

A massive table sits in the center of this octagonal room. A staircase rises up through the eastern wall, doubling back to the railed balcony that circles the tall room overhead. A glowing green globe suspended from the ceiling dimly lights the room. Most prominently, a massive crystal globe nearly 5 feet in diameter is set into the center of a table. The large globe is supported by a wooden oak ring atop six strong claw-footed legs. An ornate, golden ring covered in ancient

symbols holds the globe in place. On the north side of the table, three metal wheels are mounted below three sets of numbered drums. To the left of these, three red crystals rest in their mounting holes. Two of them are glowing, but the third is cracked and smoking. To the right of the wheels and drums are three more mountings of identical size but devoid of any crystals.

A lone man, his haggard face drawn with fright, stands on the far side of the table. He looks up, a sudden grin splitting his gaunt face.

In the center of this area is the Crystal Globe Teleport, a wondrous device that when complete and properly tuned can magically transport individuals into the entry portal or out of the exit portal in area 1. When the PCs first enter the area, there are pieces missing or broken on the device. Only by repairing the device can the PCs leave the Anvil of Time and complete the adventure.

When the PCs first encounter this device during the Fourth Age, the numbered drums (see the diagram below) display the numbers 243-579-144. In any other age, the combination is set at 111-111-111. A smoky, still image of the PCs listening to Harlan Hightale in the moment before they appeared here floats inside the large crystal sphere.

PCs who make a successful Knowledge (arcana) check (DC 20) can decipher the ancient symbols on the device and understand clearly how it operates, as described below. They can also discover how it works through experimentation.

The crystal globe device powers and directs the teleport portals in area 1. Red transport gems on the left of the control wheels power the entrance portal—now useless, as one of the red crystals broke while transporting the PCs. Green transport gems—which are missing—power the exit teleport in area 1. The numbers on the device are normally set to 111-111-111 and automatically return to those numbers if the controls are not changed within seven days of their last use. When set to 111-111-111, the teleport occurs on a circular platform in the Temple of Time located in the heart of what is now called the City of Lost Names. Most of the monsters and NPCs found in the Anvil of Time entered it by falling through the teleport at this default location.

Turning the three iron wheels increases or decreases the three numbers above it, tuning the crystals to a specific time and place within the current age. The device requires very specific tuning, however, and finding a valid teleport code randomly is, for purposes of this adventure, impossible. When all three sets of numbers are set to a valid time and place, the target location is shown in the crystal globe and the teleport portal opens at that location. Anyone in the target location is then drawn through the entry portal and deposited in area 1. Anyone stepping through the exit portal in area 1 is transported to the specified location. When the device has not been specifically directed to a location for more than a day, the clockwork in the device resets its indicated numbers to 111-111-111, which (in the Fourth Age) is a location in the midst of the ruins now called the City of Lost Names.



Crystal Globe Teleport (Area 16)

To complete this adventure, the PCs must recover all three green transport gems and use them to activate the exit portal in area 1. (See "Concluding the Adventure" for details.) Green transport gems can be found in the complex only during the Age of Might—either in area 11 or in area 19—or during the Age of Light—either inside the animated statue in area 21 or in possession of the dragon in area 1.

For purposes of this adventure, the only settings for this device that work once the green crystals are in place are the default 111-111-111 code (in any age) and the 243-579-144 in the Fourth Age only. Any other combination results in a fogged, vague image in the crystal globe and the exit teleport being inoperative. The 243-579-144 setting returns the PCs to the exact place and moment from which they first were transported into this adventure. The players should understand that this is the goal of the adventure.

The PCs can use the 111-111-111 default tuning of the device to exit the complex, either in the original Fourth Age or in any of the other two ages to which they journey. You can use this as a means of allowing PCs to transport into the different ages of Krynn for further adventures. However, you wish to limit the adventure to this location for the time being, use the following to describe the conditions existing at the other end of the default teleport location in each age:

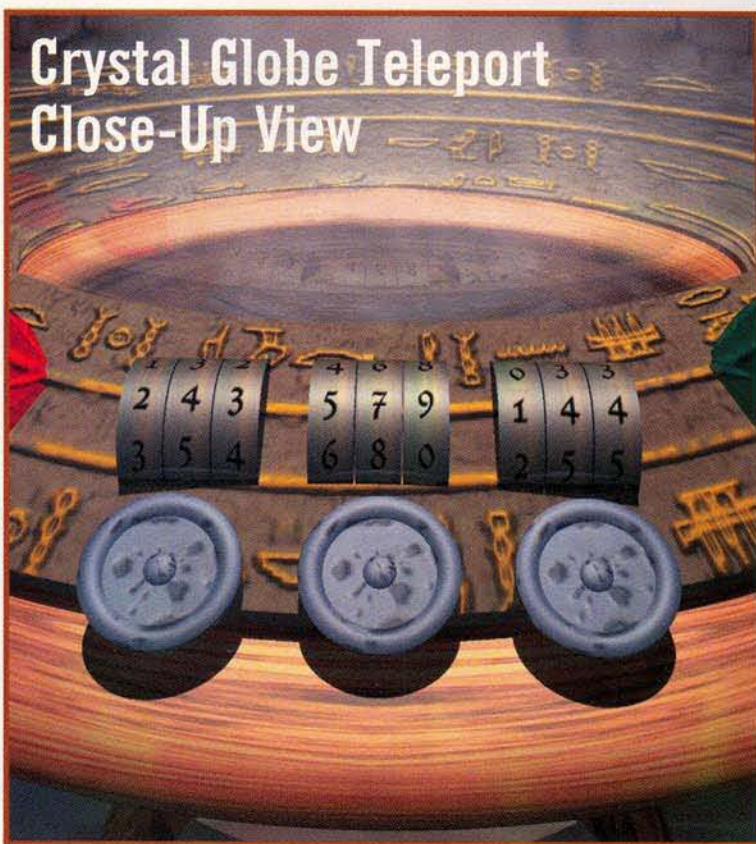
➤ **Age of Dragons (Fourth Age):** The image in the crystal globe shows a vast army of draconians camped among the ruins of the City of Lost Names. Dunes nearly cover the broken walls and pillars that once defined the city. PCs who foolishly teleport to this location in this time period are attacked by this nearly insurmountable army.

➤ **Age of Might (Third Age):** The image in the crystal globe shows a legion of Soth's Guard standing in the ruins of the City of Lost Names, their weapons drawn as they attempt to plunder the lost city. The broken walls still show some of their former glory. Evidence of considerable burn marks can be seen everywhere. PCs teleporting to this location at this time are attacked and apprehended by Soth's legion.

➤ **Age of Light (Second Age):** The city is burning furiously so far as the eye can see. Three red dragons soar over the city, burning everything in sight. PCs who teleport to the burning city are accosted by one or more these dragons.

Even with a single transport gem (red or green) in place, any random tuning of the device will reveal fogged and fuzzy images of locations in the world during the current age. Use this ability to show the PCs scenes of the outside world relative to the current age of history. Random images never remain stable and vanish into smoke within moments. The settings must be precise or else the image will not be clear in the crystal and no transport will be possible.

Creature (EL 3): The sole survivor of a previous expedition stands up joyfully from the controls of the device and greets the PCs warmly. Darmath does not attack the PCs; indeed, he is the reason that the PCs are here at all. Darmath is the last surviving member of a group of adventurers (see area 19) who found their way into this place earlier through the default



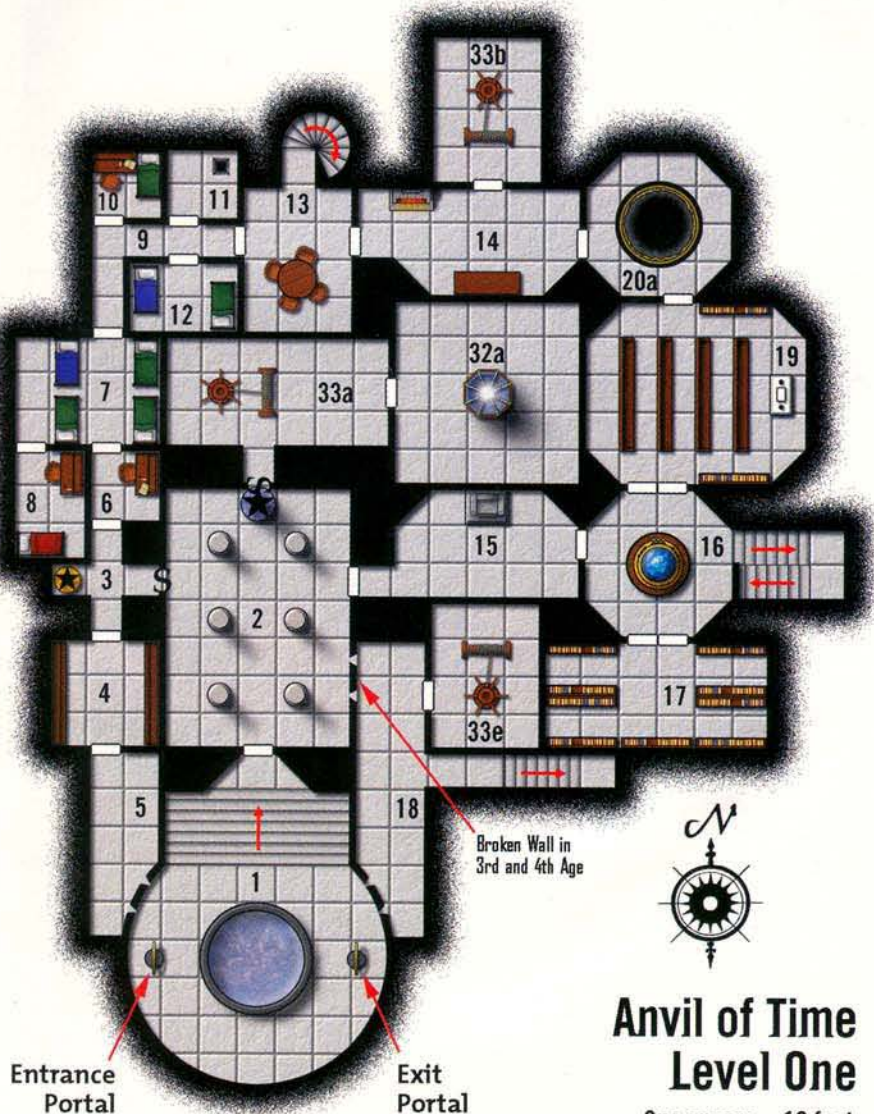
teleport entrance just before the draconians found it as well. Only after entering did they discover that the exit was no longer functioning. Darmath used the teleport device to bring the PCs here.

Darmath knows the basics of how to operate the teleport device but burned out one of the red transport crystals transporting the PCs to this location. He needs their help to find more crystals so that the exit portal in area 1 can be activated and he can escape. Darmath explains the basics of the device to the PCs, enough for them to understand the need to find the three green gems. His comrades were slain by draconians during their search of the complex. Darmath fled in fear, locking himself in this room and leaving his former companions to fend for themselves. He wandered the complex for some time before encountering his comrades once more—dead in the chapel (area 19).

Darmath gladly joins the party. If he feels there is any personal advantage for himself, he turns on the rest of the PCs in a moment. Darmath tells any lie to save himself.

➤ **Darmath Goodfellow, Male Human Rog3:** CR 3; Medium-Size Humanoid (5 ft. 6 in. tall); HD 3d6+6; hp 4 (20 at full); Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+4 Dex, +3 studded leather), 18 (with Dodge feat); Atk +1 melee (1d6-1/crit 19-20, short sword); or +6 ranged (1d6/crit x3, shortbow); or +6 ranged (1d4, dart); SA sneak attack (+2d6); SQ evasion, uncanny dodge (Dexterity bonus to AC); AL CE; SV Fort +3, Ref +7, Will +3; Str 9, Dex 18, Con 14, Int 17, Wis 14, Cha 8.

Skills: Balance +7, Bluff +3, Climb +1, Diplomacy +3, Disable Device +8, Disguise +2, Escape Artist +10, Gather Information +1, Hide +10, Jump +1, Listen +8, Move Silently +10, Open Lock +10, Pick Pocket +10, Search +6, Spot +5, Tumble +10. **Feats:** Dodge, Improved Initiative, Mobility.



Anvil of Time Level One

One square = 10 feet

Treasure: The singed piece of paper contains a Temporal Code (as detailed in the "Temporal Code Table").

18. East Guard Room. Arrow slits in the wall look out into area 1, while a gaping hole in the west wall leads to area 2.

19. Chapel.

Shattered benches have fallen in rows in this dust-covered chapel. Shelves, now devoid of books, stand against the north and south walls. A large, ornate altar stands near the eastern end. Near the center of the room, however, is a gruesome sight. Four adventurers lay where they died several days before. The stench is terrible.

These are the remains of Darmath Goodfellow's adventuring group (a cleric of Chemosh named Seneir, a fighter named Kelevon, and a red-robed wizard named Egyldros). The dust around them has been disturbed, and all valuables have been stripped from their bodies by draconians.

PCs inspecting the altar find that the back has been broken in, revealing what was once a secret compartment. The secret compartment is currently empty.

20. Up-down.

A 10-foot-diameter hole, ornately edged, gapes in the floor of this room. Directly above it is a similarly sized hole in the ceiling. A small pedestal sits against the southwest wall, a diagram barely discernable above it.

Possessions: Studded leather armor, short sword, shortbow with 6 arrows, dart, thieves' tools, climber's kit, magnifying glass, three tindertwigs.

Treasure: An open parchment has fallen unnoticed under the ring surrounding the crystal globe. Darmath used this paper to keep track of the combinations he was trying but forgot about the paper in his joy at seeing the PCs arrive. There are many lines of numbers scratched out on the paper. The last line, however, clearly reads "243-579-144!" and is circled. This is the only exit combination that will work for the PCs to escape once the quest is completed.

17. Codex Library. The library room is charred black. A terrible fire swept through this area centuries ago, consuming all the books here. PCs who examine the books find them unreadable, but a successful Search check (DC 18) reveals a singed piece of paper stuck between the charred pages of one book.

This is the Up-down—the magical equivalent of an elevator system in the Anvil of Time. There are three of these rooms, all similarly configured but each one on a different level.

PCs who examine the pedestal see three bowls fixed to its surface. The center bowl is always empty. The left and right bowls contain smooth pebbles, each marked with a number of spots. The color of the pebbles and the number of spots on each depends on which level of the dungeon complex the PCs are standing, as follows:

Level	Left Bowl	Right Bowl
1 (area 20a)	Red/3 white dots	White/2 black dots
2 (area 20b)	Black/1 white dot	Red/3 white dot
3 (area 20c)	White/2 black dots	Black/1 white dot

The diagram above the pedestal—depicted on the adjacent page—provides some clues to the nature of the Up-down:

How does the Up-down operate? PCs who succeed at an Knowledge (arcana) check (DC 20) understand it upon inspection or can discover it through experimentation. The gaping holes in the floor and ceiling of each room are teleporters that form a continuous loop. Any creature falling down the shaft and passing area 20a is instantly *teleported* back to the top of the shaft above area 20c. Any creature jumping into this shaft would, theoretically, fall forever—and repeatedly—past the same three floors.

However, there are three different colored pebbles for each of the three floors: Red is for the top level (area 20c), white is for the middle level (area 20b), and black is for the bottom level (area 20a). A creature wishing to use the Up-down simply takes a pebble from the bowl that matches the floor it wants to visit and, while holding the pebble, jumps down the shaft. When the creature is about to reach the floor matching the pebble in its hand, a magical field activates in the ring at floor level, slowing the creature holding the pebble (and only that creature) until it appears to stand on an invisible floor. The creature may then walk normally off of the shaft and onto the stone floor. The creature would then toss the pebble into the “empty” middle bowl, causing the stone to disappear—instantly *teleported* to the matching color of stones in the bowls on one of the two other levels.

This unusual device has some peculiar effects for those not familiar with its use. PCs inspecting the shaft will see that it appears to drop down 15 feet to an identical chamber. Indeed, this repeating effect continues downward for as far as the PCs can see with available light. For all purposes, the shaft appears to lead to infinite levels and is bottomless. Furthermore, PCs can see mirror images of themselves in the third area some 45 feet below and above—and another set of themselves 45 feet below or above that!

PCs can try to cautiously lower themselves down this shaft using ropes, but every 45 feet they find themselves dangling next to the group that is holding the rope for them!

21. Guardian Statue. The circular stairs at the north end of the area lead up to area 26 and down to area 13. An ancient bronze statue, once 15 feet tall, lies broken on the floor. See this area in the Age of Might for the origins of this statue.

22. Observation Walk. This upper balcony looks down on area 16. A rickety wooden railing encloses the balcony but crumbles under any measurable weight.

23. South Hall. This narrow hallway runs between areas 24 and 25. The north end opens into area 22, while the south end leads to the staircase down to area 18.

24. Apprentice Quarters. The remains of a long row of bunks have fallen in upon themselves. At the far end of the room, the wall has collapsed, leaving a gaping hole into in the southeast corner of area 2. PCs who wish to climb down to area 2 must make a successful Climb check (DC 20) or fall 15 feet, taking 1d6+2 points of damage.

25. Apprentice Commons. A wooden table has collapsed to the floor, its chairs broken and scattered about the room. A smashed secret door in the northeast corner leads to a niche that once held treasure, long since plundered.

Treasure: PCs searching the secret niche find a single scrap of paper containing a Temporal Code (see “Temporal Code Table” for details).

26. Upper Hall. This hall stands at the top of the circular stairs leading down to both areas 13 and 21.

27. Pantry and Storage. Broken crates and casks lay about the floor. The chamber is filled with debris, but there is nothing of value here now.

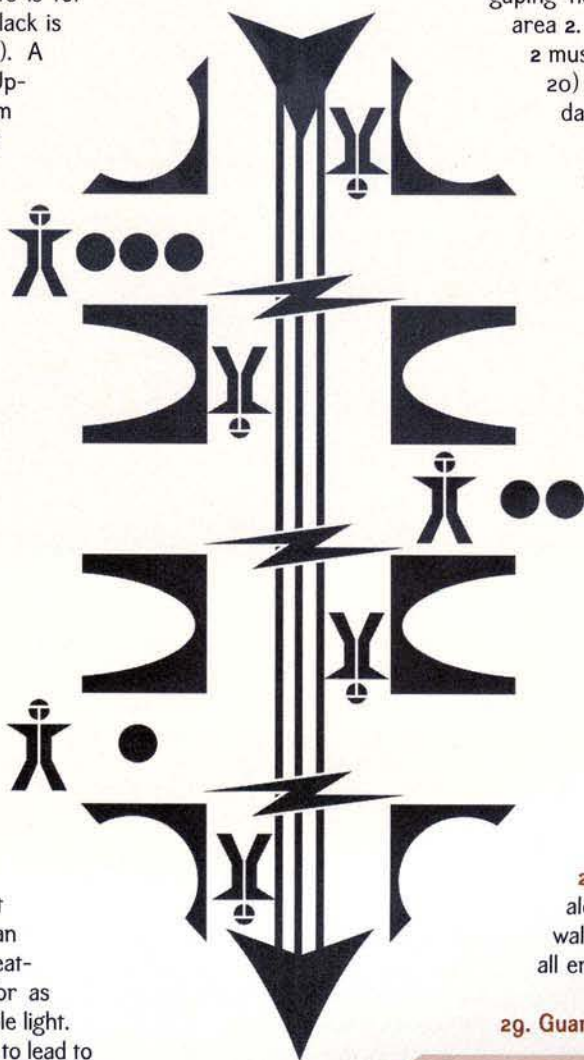
28. West Laboratory. An altar and an alchemist’s workbench sag against the walls. There are five jewel cases here, all empty.

29. Guardian Room.

The south wall of this room is covered in a bizarre, ornate creation of metal rods, glass panes, globes, and ancient symbols.

This is an ancient control mechanism, now completely useless. PCs who make a successful Decipher Script check (DC 19) can read entries such as “Forward,” “Reverse,” “Attack,” “Defend,” and “Speak.” This device used to work in the Age of Light—see area 29 in that age for details.

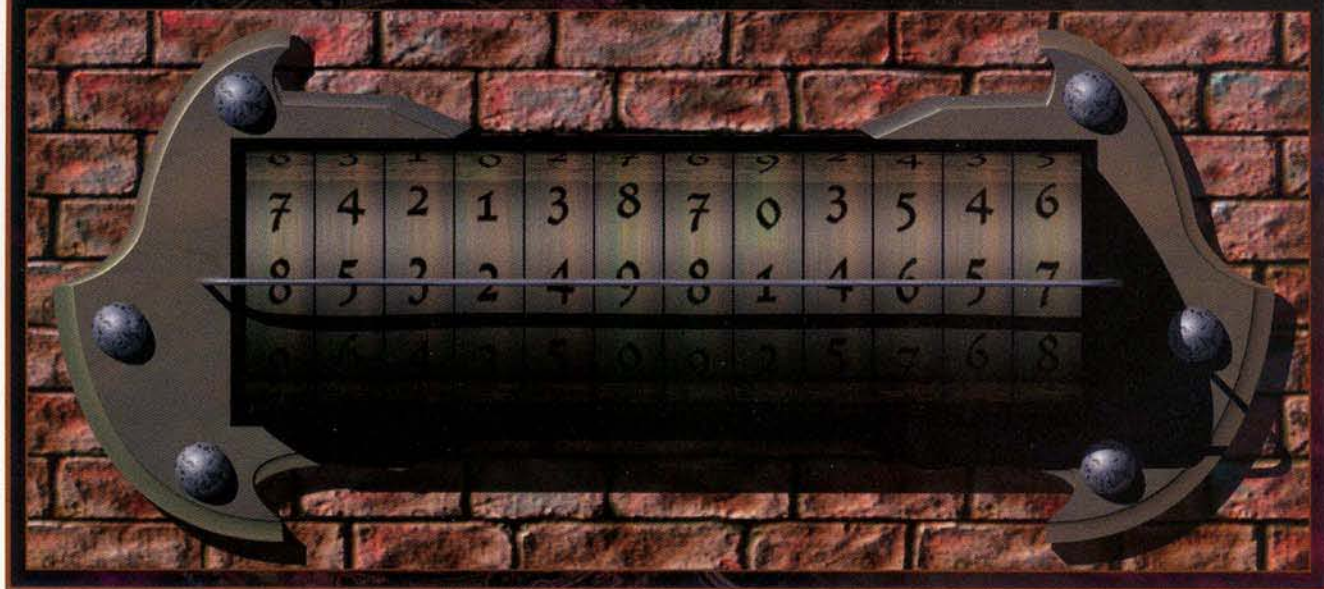
30. Transfinite Repeater. Standing in the middle of this room is what appears to be a duplicate of the crystal globe device in area 16. Quick inspection, however, reveals a number of



Transfinite Repeater Display

The indicator wheels, when first encountered, display the numbers shown below. Note that the PCs will change these numbers when they begin operating the winch mechanisms (area 33a-f). Be sure to keep track of the new numbers in the space provided. When the new adjusted numbers match those of a temporal code, the Time Bridge (area 34) moves and allows the PCs to cross to a different age.

The description of area 34 notes that forces on the Time Bridge are great and force these numbers to change within 1d20+10 minutes of the Time Bridge being activated. After that time, the bridge returns to its neutral position, and the PCs must readjust the winch mechanisms to a new Temporal Code setting to reactivate the Time Bridge.



important differences. This device has no mountings for crystals. Instead it has twelve clear gems mounted in recesses on the golden ring, six on either side of a set of twelve wheels mounted side by side with numbers painted on them (like an odometer). A band of wire is mounted over the wheels, apparently indicating the number beneath. The current number showing on the device is found on the Transfinite Repeater Display. (See area 32 for a description of this display. A diagram of the display appears on the next page.)

The image inside the globe is of a 50-foot-cubic area with a strange device in its center. Doors and stairs exit the area at bizarre angles and directions. The PCs are looking into the Cube (area 34).

By pressing down on any of the clear gems, the image in the globe changes. More than just the image, the sounds from that area emanate from the globe, and sounds made in this room will also be heard in the area being shown—thus allowing communication between the winch rooms (areas 33a-f) and the operator here. Pressing a clear gem to the left of the wheels shows the PCs an image of one of the winch rooms (areas 33a-f). Pressing a clear gem to the right of the wheels shows an image of one of the crystal focus rooms (32a-f). Each gem is matched from left to right with its corresponding area. Pressing more than one gem at a time results in a mixed and garbled image.

PCs who succeed at a Knowledge (arcana) check (DC 25) understand this device or can learn through experimentation. The winches are connected with their correspondingly lettered crystal focus device. For instance, the winch in area 33a

moves the crystal focus device in area 32a and also moves the indicator wheel in this area. PCs must manipulate the winches until the wheels match a valid transport code for the Time Bridge (area 34).

When the wheel shows a valid transport code, any PC in this room will see the mechanism in area 34 start to move and lower its ladders to another floor—and another time. The PCs can then proceed to area 34 and enter the age indicated by the Transport Code they have used.

31. East Laboratory. Blackened marks all over the walls indicate an explosion took place here some time in the past. Amid the charred remains of a table against the south wall are several shattered pieces of glass and burnt bits of parchment.

32. Crystal Focus Rooms. There are three pairs of these mechanisms, each pair situated opposite to each other on either side of the Cube (area 34). Each room contains a mechanism consisting of a parabolic dish carved and smoothed out of the face of an octagonal block of granite, all mounted inside a framework with eight metal tracks. A large, screwlike device moves the granite block along these tracks. At the front of the tracks, eight rods hold a crystal in place in front of the granite dish. Each crystal pulsates with light. (The diagram on the adjacent page depicts these crystal focus mechanisms.)

Mounted to one wall of each room is a strange device: a set of twelve wheels mounted side by side with numbers painted on them (like an odometer). This device is identical to the device found on the Transfinite Repeater (area 30) and in each

of the winch rooms (areas 33a-f). The number indicated on this device is the same as that indicated on the Transfinite Repeater Display (see above). These numbers can be moved by anyone touching them; however, they gently return to the same number as on the Transfinite Repeater Display as soon as they are released.

The position of the stone block in each of the six mechanisms determines the temporal focus of the six gems in front of them, thereby setting the orientation of the Time Bridge in area 34. Only by positioning these six blocks so that the numbers on the Transfinite Repeater Display are the same as for a valid Temporal Code can the PCs use the Time Bridge to visit another age. These granite blocks can be properly positioned only from the associated winch room (see area 33 for details).

The crystals are easily taken from their mountings, but once removed they cease to glow. The crystals are worthless, save that their shape in this particular mechanism allows them to channel temporal energy. When a crystal is removed from its framework, the numbers in all Transfinite Repeaters suddenly change to "00-00-00-00-00-00."

Replacing the crystal restores its glow and also restores the numbers to the current Transfinite Repeater Display setting.

33. Winch Adjustment Rooms. The crystal focus devices in areas 32a-f are adjusted in these winch rooms. Winch rooms are labeled with their corresponding focus area. For example, winch area 33a adjusts the crystal focus mechanism in area 32a, while area 33b adjusts area 32b.

Mounted to one wall of each room is a strange numerical device identical to the one found on the Transfinite Repeater (area 30) and in each of the crystal focus rooms (areas 32a-f). The number indicated on this device is the same as that indicated on the Transfinite Repeater, in each of the crystal focus areas, and in each of the other winch areas.

The PCs can change the number showing on the Transfinite

Repeater Display by turning the winches in the various winch areas. This adjusts the mechanisms in areas 32a-f that focus the Time Bridge in area 34. When all the numbers match a Temporal Code, the Time Bridge moves to a new position and allows the PCs to travel to a different age.

A Temporal Code consists of six sets of two numbers each. The example below demonstrates which winch changes which numbers in a sample Temporal Code. To change the first two numbers (AB), one would need to adjust the winch in area 33a. To change the fourth set of numbers (GH), one would need to adjust the winch in area 33d.

To change sample Temporal Code "AB-CD-EF-GH-IJ-KL":

33a	33b	33c	33d	33e	33f
AB	CD	EF	GH	IJ	KL

Tightening a winch increases the number, and loosening a winch decreases the number. PCs need to succeed at a Strength Check (DC 15) to operate the winches. Changes to the Temporal Code are all reflected in the displays of all areas with a Transfinite Repeater Display.

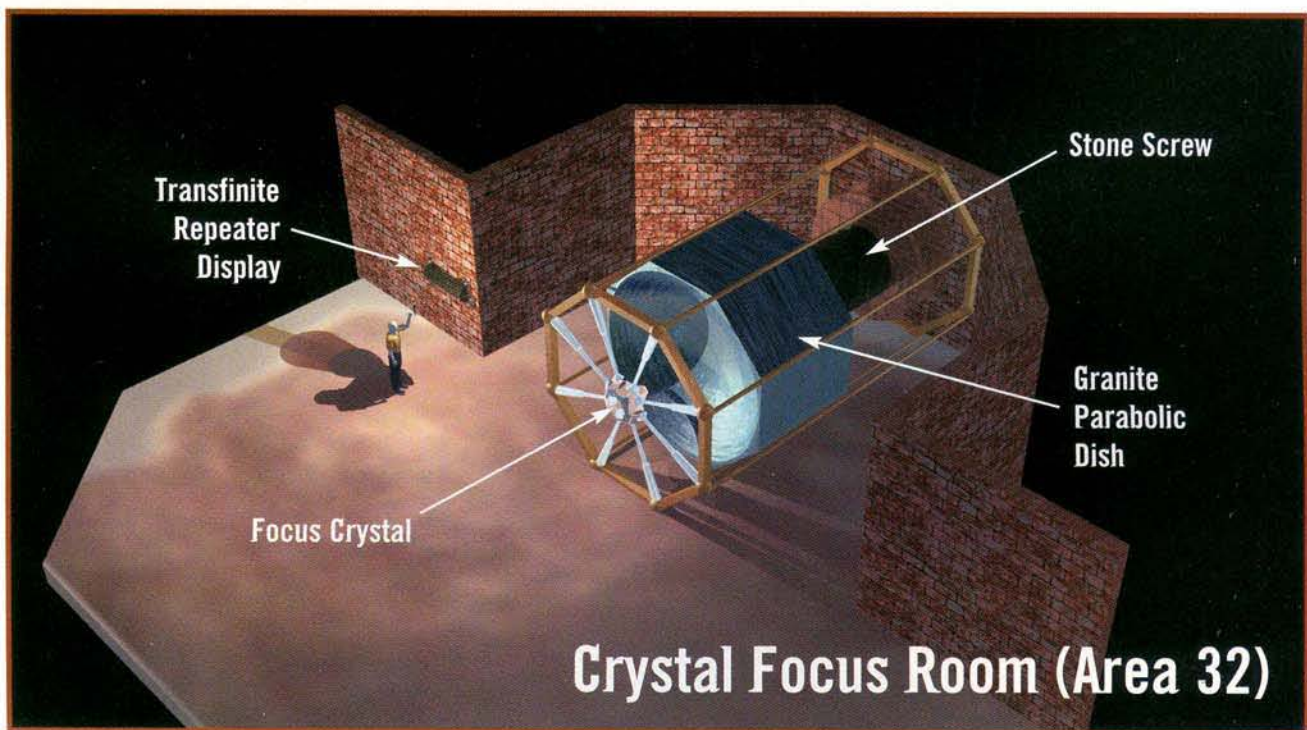
Some winch rooms have additional dangers and treasures as noted below:

33b. Treasure: Beneath the winch mechanism in this area can be found bag of ancient Ergothian coins worth 500 gp.

33c. Treasure: A chest lies broken on the floor of this area. Inside lay 13 uncut gemstones worth 100 gp each.

33f. Creature (EL 5): This web-filled room is home to a phase spider. As soon as the creature detects intruders, it uses its *ethereal jaunt* ability to vanish, reappearing to attack prey with surprise.

☛ Phase Spider (1): hp 39; see *Monster Manual* 150.



34. The Cube. Show the players the appropriate handout (A, B, C, or D, located at the end of the adventure) as indicated by the Temporal Code Table (below), with the number of the current age at the bottom of the diagram. Read or paraphrase the description below as they look at the handout:

The door opens onto a landing at the top of a freestanding staircase. The stairs lead down to the floor of a cubical room lit by torch-stands and a radiant blue aura. The room measures 50 feet on each side and is equally tall.

In the center of the room, surmounting a stone pedestal, is a colossal machine of curious workmanship. Three enormous, counter-balanced one-quarter arcs of tarnished brass are mounted on swivels.

The room is unsettling. Six doors exit the room. All have a strange glow about their edges, each one perched at the top of a staircase identical to your own. However, they are oriented completely wrong! Some appear to lead down into the floor. Others lead sideways into walls. One even leads up into the ceiling! Each wall has a pedestal and a torch stand like your own floor, but these, too, seem to defy gravity by standing on the walls and ceiling.

If the PCs are in any age but the Second, they also see three elves standing on one wall, pointing and gesturing at them (as shown in the handout).

The heart of the complex, this is the focal point of the Anvil of Time—a Time Bridge connecting all the ages of Krynn. This room collects the focused temporal energy into a single vortex at its center.

In order to move through time, it was necessary for the wizards who crafted this extraordinary device to focus energy

from many different time periods into a single place and time. As a result, it became necessary for them to build a “time bridge” to the various ages of the past so that they could tune their magic device. This marvelous, articulated arm, which is capable of moving on three axes, sits at the center of the Cube and is the heart of the adventure.

The Cube appears to be a square room 50 feet by 50 feet wide by 50 feet tall. There appear to be six exits from the room. In reality, they are the *same* exit leading out of the room at different *times*. The room is actually made up of six different versions of the same floor, with the stairs, pedestal, and doorway warped into six different time periods.

This feature has the following effects on everyone in this room:

➤ **Orientation of Gravity Changes:** PCs in the room during different periods of time find the room oriented differently. PCs who have crossed the Time Bridge to the Age of Light, for example, would look as though they were standing on the wall to anyone in the room during the Age of Dragons. PCs who are in the room during the Age of Might would find PCs from the Age of Dragons standing on what appears to be a wall.

➤ **Orientation of Exit Changes:** While the walls of the room exist in *all* time periods, the doors themselves only exist in *one* time period—the period in which the device is set. As a result, PCs can only exit the area through the doorway at the top of the stairs leaving the floor on which they are now oriented by gravity. PCs who climb walls, walk over, or fly up to doors that are oriented incorrectly find that the doors are illusory and cannot be passed.

➤ **Combat:** PCs cannot physically interact with creatures that occupy the Cube in different time periods (that is, creatures standing on different oriented floors), as these creatures

Temporal Code Table

The PCs will discover temporal codes during the adventure. A **Treasure** indication of a temporal code indicates only the possibility of a code being found. Regardless of the number of codes that they might encounter, there are only six codes in all ages. Once the PCs have discovered all six codes, any additional **Treasure** listing where a temporal code is indicated will not have a temporal code.

Use the following chart to determine which Temporal Code the PCs discover. Check off each code as they are discovered by the PCs. Generally, start by giving the players a code for the age they are currently in. If both codes for that age have been found, give them a code for a different Age. Once all the codes have been discovered, no more can be found.

The first column is for you to check off the code as it is given to the PCs. The second column (**Bridge**) indicates which ages that particular code bridges. Note that a code bridging from the Fourth Age will not work for PCs trying to leave the Third or Second Age. Only two codes work in any age: the codes that start in that age. The **Handout** column tells which Player Handout you should show to the players to indicate the current position of the Time Bridge. (All four Player Handouts appear at the end of the adventure.) Finally, the **Code for Transfinite Repeater** is the code you give the players. This code is the number that the Transfinite Repeater Display (area 30) must show for the Time Bridge (area 34) to activate.

Checklist	Bridge	Handout	Code for Transfinite Repeater
	None	A	Any except those below
	4th to 3rd	B	“AM: 52-83-73-56-74-47 — Knights Come”
	4th to 2nd	C	“AL: 79-23-48-91-83-92 — Elf Intruders?”
	3rd to 4th	B	“AD: 48-62-67-82-57-98 — Dragonmen!”
	3rd to 2nd	D	“AL: 19-55-78-43-64-19 — Meet Magius”
	2nd to 4th	C	“AD: 74-36-98-22-49-66 — Age of Dragons”
	2nd to 3rd	D	“AM: 66-27-89-43-62-21 — Wizards’ Tears”

Timeshifting Tips

PCs will visit the same places many times in this dungeon, but at completely different time periods. Each age has its own set of encounter descriptions. The Fourth Age has descriptions for all the locations in the adventure. The Third and Second Ages, however, contain entries only for locations that are different than that of the Fourth Age. For example, area 22 remains the same in any age. Therefore, the description of this room is included in the Fourth Age but is not listed at all in either the Third or Second Ages. If your PCs are adventuring in the Third or Second Age and the listing of encounters skips over the area the PCs have entered, simply use the Fourth Age entry, modifying the area description for the age in which they are adventuring (as discussed in

the "Temporal Dungeon Features" section on page ###).

The condition of the items found within the dungeon from age to age change depending upon which era the PCs have entered via the Time Bridge and in what order they experience the encounters. It is important to realize, therefore, that encounters in earlier ages can affect events in later ages. For example, a PC in the Age of Light (Second Age) finds a treasure in area 15. If he subsequently travels forward in time to the Age of Might (Third Age) and goes to that same room, the treasure he picked up earlier would not be there. On the other hand, if that same PC entered that same room first in the Third Age, picked up the treasure, and then traveled back to the Second Age,

he might think he could take the same treasure twice! Fortunately, time-travel does not work that way. By picking up the same treasure in the Second Age, the PC would have altered the future timeline and, therefore, the treasure he thought he picked up in the Third Age would have been moved—and therefore won't be there for him to find.

The rule, therefore, is that items picked up in earlier ages make the same item disappear in later ages. Items picked up in a later age disappear if they are subsequently picked up in an earlier age.

The bottom line: Things done in the past affect the future and vice versa, regardless of what order the characters do them in!

exist in a different time. Creatures in direct contact with the Time Bridge (see below) exist simultaneously in *all* time periods and can attack each other normally.

The Time Bridge

The center of the room is dominated by a magnificent, ancient device mounted to the floor of the Fourth Age. This device consists of three curving and counterbalanced arcs that form a temporal bridge to the other eras and doors. The innermost of these arcs has a ladder, which extends down to the top of the pedestal in the targeted era of history, allowing PCs (and other beings) to change times and enter a period of the past.

Using the Player Handouts: For purposes of this adventure, the PCs will only have access to a limited number of working codes for aligning the focus rooms and crystals for proper time travel. These codes allow the PCs to visit three different ages: their own and two others in the past. There are four Player Handouts (A, B, C, and D) at the end of the module that show the Time Bridge in each of its proper configurations. Each handout has a "4th," "3rd," and "2nd" age marker at one corner of the illustration. By simply selecting the figure that corresponds to the current code showing on the Transfinite Repeater Display and viewing that image with the current age marker downward, you and your players can quickly become oriented during the age in which the PCs enter this room.

Note that when a PC changes epochs across the bridge, the orientation of gravity appears to change. A player in one epoch will appear to be standing on a wall or ceiling to a player in a different epoch. Moreover, as each PC is actually in a different time, PCs in different ages who do manage to get close enough to touch each other pass through one another. This is because the other person is in the same place but at a different time period.

Note: The forces that control the Time Bridge are great. Within 1d20+10 minutes of activating any functional Temporal

Code, these forces cause the winch mechanisms in area 33 to shift, changing the numbers on the Transfinite Repeater Displays and causing the Time Bridge to return to its neutral position (Player Handout A). In order to reactivate the bridge, the PCs will need to once more readjust the winches to a new Temporal Code.

Creatures (EL 5): Three elven warriors have entered this room during the Second Age (Age of Light). Their armor is of an ancient design but appears new and in good repair. PCs can actually speak to them across the room, but the language they are speaking is an ancient form of Elven almost 2,000 years old. Any PC who speaks Elven can make an Intelligence check (DC 15) to understand their antiquated mode of speech.

The elves inform the PCs that they've come here to destroy a terrible dragon. Their commander is an elf named Sithalan Qualeni. Furthermore, they arrogantly declare the PCs to be under arrest and vow to take them into custody just as soon as they can figure out how to do it!

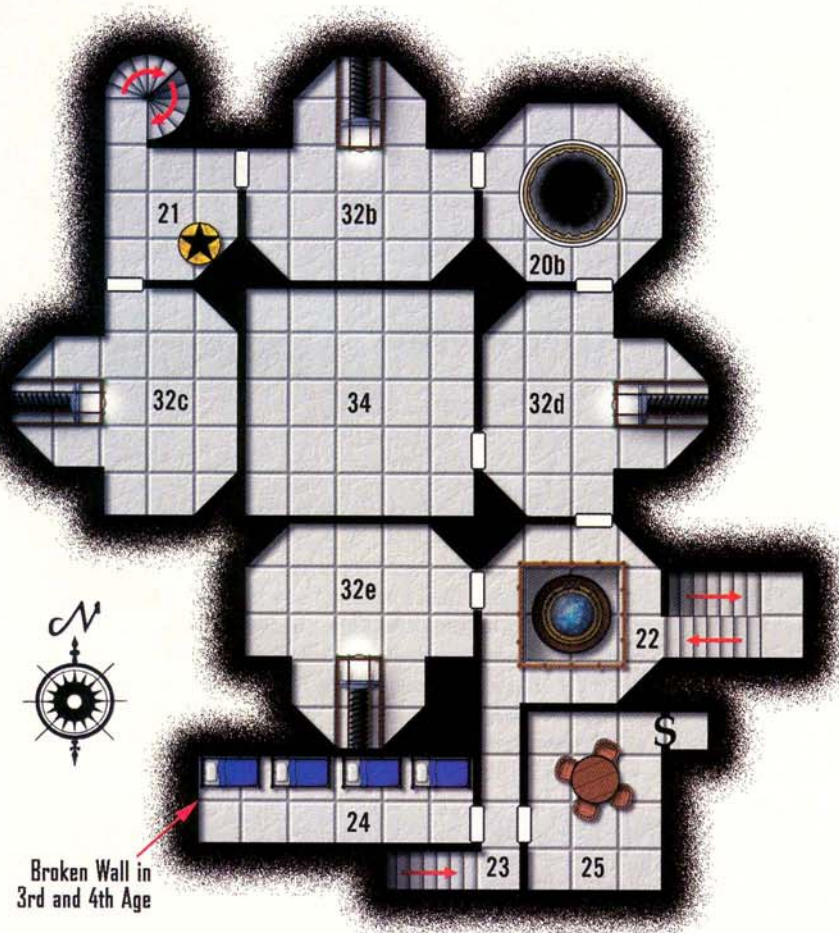
The elves are not a threat until the PCs tune the Time Bridge to the Second Age. Until that time, the elves' arrows pass harmlessly through the PCs. Note that the arcs of their arrows will be as though the elves' floor were "down"—a very strange thing indeed!

Silvanesti Warriors, Male Elf War3 (3): CR 2; Medium-Size Humanoid (5 ft. 11 in. tall); HD 3d8+3; hp 20 each; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18 (+3 Dex, +5 breastplate); Atk +6 melee (1d8+2/crit 19-20, masterwork longsword); or +6 ranged (1d8/crit x3, longbow); SQ immune to *sleep* spells and effects, +2 racial bonus to saves against Enchantment spells and effects, low-light vision; AL NG; SV Fort +4, Ref +4, Will +4 (includes Iron Will feat); Str 15, Dex 17, Con 13, Int 10, Wis 12, Cha 10.

Skills: Climb +0*, Craft (bowmaking) +2, Handle Animal +2, Jump +0*, Listen +3, Search +2, Spot +3, Swim +0*. *Feats:* Improved Initiative, Iron Will. * These skills are reduced by the breastplate's -4 armor check penalty.

Anvil of Time Level Two

One square = 10 feet



succumbed to pride—attempted to mandate and enforce his views of good and evil. Among those in his circle of confidants was a Knight of Solamnia and master of a large region in the northern Solamnic plain named Lord Soth. Shortly before the Cataclysm sundered the world, Lord Soth, obsessed both with producing an heir to his position and with lust for an elven maiden, would murder his barren, human wife and, through willful neglect, condemn the world to suffer the Cataclysm. As a result, the gods condemned Soth's fellow warriors to become undead: skeletal warriors enthralled forever to their lord. As to Lord Soth himself, he was damned to become a death knight, an undead creature forever tortured by his own sins and a lust that could never be satisfied.

1. Entry.

This room is a battleground! Armored knights on the far side of the fountain are engaged in a pitched battle against an enemy attacking them from arrow slits in the wall to the northwest. Armored humans occasionally peer out from behind scaffolding beneath the domed ceiling and crates that are scattered around the fountain.

The fountain in this time period is operational. Wooden scaffolding stands in the north half of the room, allowing access to the incomplete dragon-bone archway over the north staircase. (This is the same archway seen completed in the Fourth Age.) There are five crates in the area providing cover for the knights.

Creatures (EL 8): These knights serve Lord Soth (area 15) and are battling the wizards in area 5, shooting arrows and throwing flasks of alchemist's fire.

Solamnic Knights of the Crown, Male Human Ftr3 (5): CR 3; Medium-Size Humanoid (6 ft. tall); HD 3d10; hp 22 each; Init -1 (Dex); Spd 20 ft.; AC 20 (-1 Dex, +7 half-plate armor, +4 half cover) or 18 (-1 Dex, +7 half-plate armor, +2 large shield); Atk +7 melee (1d10+3/crit 19-20, bastard sword with Weapon Focus feat); or +2 ranged (1d6/crit x3, shortbow); or +2 ranged (1d6 fire, alchemist's fire); AL LN; SV Fort +3, Ref +0, Will +0; Str 16, Dex 8, Con 11, Int 13, Wis 9, Cha 15.

Skills: Climb +0*, Handle Animal +8, Ride +5, Swim +0*. **Feats:** Exotic Weapon Proficiency (bastard sword), Mounted Archery, Mounted Combat, Weapon Focus (bastard sword). * These skills are reduced by the half-plate's and shield's combined -9 armor check penalty.

Possessions: Half-plate armor, large steel shield bearing Solamnic Knight of the Crown crest, bastard sword, shortbow with 6 arrows, 3 flasks of alchemist's fire.

Possessions: Breastplate, masterwork longsword, longbow with 12 arrows, 25-foot-rope with grappling hook, oil flask.

Age of Might (Third Age)

In this age, the PCs find themselves in the middle of a war between knights and wizards. This section of the adventure takes place during the Age of Might, approximately 354 years before the PCs first entered the Anvil of Time. A successful Knowledge (history) check (DC 10) yields the following background information.

The Age of Might lasted almost 2,500 years. It was primarily marked by the rise of the human Empire of Ergoth in the west, its subsequent overshadowing by the great human realm of Istar in the east and its downfall with the Cataclysm. The Knights of Solamnia came to be nearly 1,500 ago during the height of the Age of Might. In the end, however, the Age of Might became a metaphor for hubris. In the last years of that age, the Kingpriest of Istar—a man who professed good but

Tactics: The knights are preoccupied with the black-robed wizards in area 5. When the PCs enter the room, have the knights make a Wisdom check (DC 15). If the check succeeds, they assume the PCs are neutral in the conflict and order them to find and slay the wizards. If the check fails or the PCs disregard the order, the knights assume the PCs are allied with the wizards and attack them. The PCs can convince the knights that they are not enemies with a successful Diplomacy check (DC 15, +4 per recognizable wizard or sorcerer in the party).

The knights are trying to hurl alchemist's fire through the arrow slits in the northwest wall. Treat these as Grenade Weapon Attacks (as detailed in the *Player's Handbook*, pages 113 and 138). The arrow slits provide nine-tenths cover (+10 cover bonus to AC, +4 cover bonus to Reflex saves).

Development: Left interrupted, the knights and wizards battle for a grueling 10 minutes. If the PCs do not intervene, you can play out the battle round by round or simply assume that the knights win the day with no casualties; however, they each lose all but *id* hit points. If the PCs helped the knights defeat the wizards, the knights take them to Lord Soth, refusing to answer any questions about the Anvil of Time or their purpose without first answering to their leader.

5. West Guard Room. Arrows slits look out into the great circular entrance (area 1).

Creatures (EL 7): Four of Fistandantilus's apprentices are among those who have been attempting to restore the Anvil of Time. Now they are defending it against the knights in area 1.

☛ **Apprentices of Fistandantilus, Male Human Wiz₃ (4):** CR 3; Medium-Size Humanoid (5 ft. 8 in. tall); HD 3d4; hp 9 each; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex) or 22 (+2 Dex, +10 nine-tenths cover); Atk +1 melee (1d4/crit 19-20, dagger); or +3 ranged (1d8/crit 19-20, light crossbow); AL NE; SV Fort +1, Ref +3, Will +4; Str 10, Dex 14, Con 10, Int 15, Wis 13, Cha 9.

Skills: Alchemy +7, Concentration +6, Craft (bookbinding) +4, Knowledge (arcana) +8, Knowledge (history) +7, Spellcraft +8. **Feats:** Combat Casting, Scribe Scroll, Spell Mastery (*magic missile, sleep*), Spell Mastery (*hypnotic pattern, invisibility*).

Spells (4/3/2): 0 (DC 12)—*daze, detect magic, flare, light*; 1st (DC 13)—*magic missile, ray of enfeeblement, sleep*; 2nd (DC 14)—*hypnotic pattern, invisibility*.

Possessions: Black robe, dagger, light crossbow with 5 bolts, spellbook (contains all prepared spells plus *read magic*).

Tactics: These wizards instantly assume that the PCs are among the knight invaders and turn their attacks on them. If two or more wizards are slain, the survivors attempt to flee invisibly and alert Fistandantilus (see area 16).

Development: To determine the outcome of the battle with the knights, see area 1. If the PCs enter this room after all the wizards are slain, their number and configuration when found by the PCs will be identical to the bones found in this same room in the Fourth Age.

6. Captain's Post. A weathered desk and bench occupy this well-lit area. PCs who succeed at a Listen check (DC 10) hear the mercenaries plundering area 7.

Treasure: Under the desk is a small, unlocked chest holding eight pieces of jewelry (250 gp each).

7. Barracks. PCs approaching this chamber hear the **Creatures** within and automatically gain surprise if they are quiet.

The lit room is currently being ransacked by four unsavory individuals dressed in scalemail armor.

Creatures (EL 4): Ergothian mercenaries are ransacking this room and the bodies of several black-robed wizards who now lie dead on their own bunks. The mercenaries are on a quest to destroy as many wizards as they can and plunder the spoils. Their lust for treasure is so great that they will treat the PCs as enemies even if there are no wizards in the party, assuming them to be hired by the black-robed wizards.

If the PCs have been in this room during the Fourth Age, they should recognize the broken armor they once found in this room intact and worn by the mercenaries.

☛ **Ergothian Mercenaries, Male Human War₂ (4):** CR 1; Medium-Size Humanoid (6 ft. tall); HD 2d8+2; hp 15 each; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 16 (+1 Dex, +4 scalemail, +1 buckler); Atk +6 melee (1d8+3/crit 19-20, longsword with Weapon Focus Feat); AL CN; SV Fort +4, Ref +1, Will -3; Str 17, Dex 12, Con 12, Int 7, Wis 5, Cha 8.

Skills: Climb +1*, Intimidate +1, Jump +1*, Ride +4. **Feats:** Improved Initiative, Weapon Focus (bastard sword). * These skills are reduced by the scalemail's and buckler's combined -5 armor check penalty.

Possessions: Scalemail armor, buckler, longsword, gallon of ale (shared). One of the mercenaries wears a rusting metal helmet with a minotaur horn, a leather tunic bearing the mark of a griffon, and a warhammer. These items are of little actual value but are identical to the items that are described in the Fourth Age for this area.

Tactics: The mercenaries show no quarter and expect no mercy from the PCs.

Treasure: Hidden under one bunk is a *wand of lightning bolt* (3 charges; 5th-level caster; Hardness 5, hp 5; Break DC 16). Its shaft is adorned with jagged black lightning glyphs.

Development: If the PCs entered this room in the Fourth Age, you might wish to comment on the pieces of equipment the PCs saw in this room earlier. As the battle progresses, describe how particular pieces of equipment fall to the ground where the PCs found them in the Fourth Age. If the PCs take any of these items from this room, they should be stricken from the list of items in this area in the Fourth Age.

8. Captain's Quarters. This room contains a broken bunk and small desk. It has recently been swept out.

10. Headmaster's Cell. The area has been cleaned. An ornate (but nonmagical) staff leans against the far wall.

11. Privy. This simple hole in the ground is occasionally cleaned out by the lowliest member of the dungeon—or, in this case, a kender.

Creature (EL 4): The kender demands that the PCs help her retrieve something she has "lost" down the privy (see **Treasure** below). The kender gladly accompanies the PCs thereafter.

Lithebit can't recall the details of how she ended up inside the Anvil of Time, but she's curious to explore it. She has so far managed to elude the dungeon's other denizens, although she's aware of the "spat" between the knights and wizards because "they make a lot of racket!" She can provide the PCs with a crude map of this level of the complex, which she keeps in a small wooden map case.

☛ **Lithebit Winderkin, Female Kender Rog4:** CR 4; Small Humanoid (3 ft. 2 in. tall); HD 4d6; hp 18; Init +3 (Dex); Spd 20 ft.; AC 16 (+1 size, +3 Dex, +2 leather armor); Atk +4 melee (1d4, hoopak); or +8 ranged (1d4, hoopak); SA kender taunt, sneak attack (+2d6); SQ kender traits, evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +1, Ref +7, Will +4 (includes Iron Will feat); Str 11, Dex 17, Con 11, Int 13, Wis 12, Cha 12.

Skills: Appraise +5, Balance +6, Bluff +7, Climb +3, Disable Device +7, Escape Artist +7, Hide +11, Intuit Direction +6, Jump +4, Listen +5, Move Silently +9, Open Lock +9, Pick Pocket +11, Search +4, Spot +4, Tumble +9. **Feats:** Iron Will, Run.

Possessions: Leather armor, hoopak with 12 bullets, backpack, map case (contains a map of this level plus several blank pieces of parchment), 50-foot silk rope, traveler's outfit sewn with many pockets (contents determined by DM).

Treasure: A green Transport Gem lies in the privy.

13. Ward Room.

The table in the center of this room supports the body of an unconscious knight. Two more knights, also badly wounded and unconscious, lay against the south wall. Hovering over them, a robed cleric attempts to work his healing arts.

Creatures (EL 6): The cleric, Father Kardan, serves Lord Soth, but with reservation. He is disillusioned about this mission and has depleted nearly all of his spells trying to bring the wounded knights back to consciousness. (His remaining spells are listed below.)

Although all three knights are unconscious, they are stable and no longer losing hit points.

☛ **Merdos Kardan, Male Human Clr6 (Habbakuk):** CR 6; Medium-Size Humanoid (5 ft. 9 in. tall); HD 6d8+18; hp 51; Init -1 (Dex); Spd 20 ft.; AC 16 (-1 Dex, +5 chainmail, +2 *small*

shield); Atk +5 melee (1d8+1, +1 *heavy mace*); AL LG; SV Fort +8, Ref +1, Will +8; Str 11, Dex 9, Con 16, Int 10, Wis 17, Cha 11.

Skills: Concentration +11, Diplomacy +3, Heal +12, Knowledge (arcana) +3, Knowledge (religion) +4. **Feats:** Brew Potion, Combat Casting, Extra Turning, Maximize Spell.

Spells (5/4+1/4+1/3+1): 0 (DC 13)—*create water*; 1st (DC 14)—*deathwatch* (currently in effect), *shield of faith*; 2nd (DC 15)—*bull's strength**, *shield other*; 3rd (DC 16)—*magic circle against evil*.

* Domain spell. **Domains:** Healing (cast healing spells as Clr7), Strength (feat of strength 1/day, granting a +6 enhancement bonus to Strength).

Possessions: Chainmail armor, +1 *small steel shield*, +1 *heavy mace*, flint & steel, lantern, traveler's outfit.

☛ **Solamnic Knights of the Crown, Male Human Ftr3 (3):** hp -3 each (22 at full); see area 1 for complete statistics.

Development: If the PCs have been brought here by Lord Soth after surrendering (see area 15 below), the PCs can convince Kardan of their innocence with a successful Bluff or Diplomacy skill check opposed by Kardan's Sense Motive skill check. If they are successful, Kardan allows them to escape.

15. Throne Room.

Three armored figures are laughing around an ancient throne fitted with jewels. Seated on the throne is a 7-foot-tall skeleton. With a hearty laugh, the largest knight swings his sword, knocking the skull off the skeleton, sending it across the floor where it skids into a corner.

Lord Soth is hacking at the skeletal remains of an ancient being who sat here in honor. Two of his knights are prying the gems out of their mountings on the stone throne (see **Treasure** below for details).



Creatures (EL 12): Lord Soth is rigid, unbending, relentless, and cold. He is a paladin, but a flawed one. He is so blindly zealous in his cause that justice and mercy do not enter into his considerations.

Soth does not consider the party a threat to his goal of exterminating the wizards and reacts to them only when they get in his way. He eventually uses his teleport armor to escape the Anvil of Time, trusting in his ability to return one day and rescue his remaining force.

☞ **Lord Soth, Male Human Palio:** CR 10; Medium-Size Humanoid (6 ft. 4 in. tall); HD 10d10+30; hp 94; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 19 (+9 *half-plate armor*); Atk +18/+12 melee (1d10+8/crit 17-20, +2 *bastard sword* with Improved Critical feat); or +13/+8 ranged (1d10+1/crit 19-20, heavy crossbow with +1 *bolt*); SA smite evil 1/day (+3 attack bonus, +10 damage bonus), turn undead 6/day; SQ *detect evil*, lay on hands (30 hp per day), divine health, aura of courage, *remove disease* 3/week; ALLG; SV Fort +12, Ref +7, Will +5; Str 22, Dex 14, Con 17, Int 10, Wis 10, Cha 17.

Skills: Concentration +10, Craft (armorsmithing) +4, Diplomacy +6, Handle Animal +6, Heal +8, Knowledge (religion) +5, Listen +2 (includes Alertness feat), Ride +11, Spot +2 (includes Alertness feat). **Feats:** Alertness, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative.

Spell (1): 1st—*divine favor*.

Possessions: +2 *half-plate of teleport* (allows wearer to cast *teleport without error* 1/day), +2 *bastard sword*, masterwork dagger, heavy crossbow with eight +1 *bolts*, *potion of bull's strength*, signet ring, small mirror (steel).

☞ **Solamnic Knights of the Crown, Male Human Ftr3 (2):** hp 22 each; see area 1 for complete statistics.

Tactics: Lord Soth uses his detect evil ability on the PCs. If he detects any evil-aligned PCs, he demands the entire party's immediate surrender. Should the PCs surrender, Soth and his two guards escort them to area 13 (by the safest, most direct route) and leave them in the charge of Merdos Kardan. Soth also removes the PCs' weapons and goes upstairs to area 27. Placing the PCs' weapons there, he and his guards then return down the stairs and retrace their steps to area 15.

If lured into combat, Lord Soth commands his lieutenants to hold off all attackers, giving him time to imbibe his *potion of bull's strength*. Soth then wades into battle with his +2 *bastard sword*, using his armor to *teleport* out of the Anvil of Time if he's reduced to 20 hit points or fewer. Knights within 10 feet of the paladin gain a +4 morale bonus on saves against fear effects, thanks to Lord Soth's aura of courage.

Treasure: Set into the throne are six rubies (500 gp each).

Development: If the PCs manage to befriend Soth, he commands them to hunt down the black-robed wizards still lurking about. If they are successful, he vows not to interfere as they explore the rest of the Anvil of Time. Likewise, he expects the PCs to stay out of his way.

16. Crystal Globe.

A chill mist swirls about a massive table that stands in the middle of this octagonal room. A crystal globe, nearly 5 feet in diameter, lies at the center of the table. Several glowing crystals are embedded in the table's surface around the cen-

tral, hazy globe. A staircase rises up through the east wall, doubling back to the railed balcony that circles overhead. A glowing globe suspended from the ceiling brilliantly illuminates the room.

An invisible, dark-robed figure stands on the opposite side of the room, holding a jeweled book. PCs coming within 5 feet of the figure feel a terrible chill, as if drawing near to something very cold. The figure is fully described in the **Creature** and **Tactics** sections below; it carries the **Treasure**.

Although the room is cool, heat and firelight emanate from the library to the south (area 17), and PCs touching the south doors can feel the searing heat beyond. Opening the south doors triggers the **Trap**.

Creature (EL 7): The *invisible*, black-robed figure is a *simulacrum* created by Fistandantilus in his own image. *Arcane eye* and *lesser geas* spells cast during the creation process allows the real Fistandantilus—who waits on the other side of the Time Bridge (area 34) in another time inaccessible to the PCs—to see what his *simulacrum* sees and control its actions. Fistandantilus created the *simulacrum* to collect valuable tomes and lore from the Anvil of Time without placing himself in undue risk—and its task is nearly complete.

The *simulacrum* has the abilities of a 7th-level wizard. When the *simulacrum* is reduced to 0 hit points, it melts away along with most of its equipment (see **Possessions** below).

☞ **Fistandantilus' Simulacrum:** CR 7; Medium-Size Illusion (Shadow) (5 ft. 11 in. tall); HD 7d4+7; hp 27; Init +4 (Dex); Spd 30 ft.; AC 16 (+4 Dex, +2 *bracers of armor*); Atk +4 melee (1d6+1, quarterstaff); AL CE; SV Fort +5 (includes Great Fortitude feat), Ref +6, Will +6; Str 12, Dex 18, Con 13, Int 18, Wis 12, Cha 10.

Skills: Alchemy +14, Concentration +11, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (religion) +14, Spellcraft +14. **Feats:** Craft Wand, Craft Wondrous Item, Great Fortitude, Scribe Scroll.

Spells (4/5/4/3/2): 0 (DC 14)—*daze*, *light*, *ghost sound*, *read magic*; 1st (DC 15)—*detect secret doors*, *magic missile* (×2), *silent image*, *sleep*; 2nd (DC 16)—*invisibility* (×2), *mirror image*, *see invisibility*; 3rd (DC 17)—*fireball*, *lightning bolt*, *suggestion*; 4th (DC 18)—*ice storm*, *wall of ice*.

Possessions: +2 *bracers of armor*, quarterstaff*, *wand of hold person** (43 charges; 5th-level caster; Hardness 5, hp 5; Break DC 16), black robe*, spellbook* (contains all spells listed above plus *detect magic*), spell component pouch*, *Book of Time* (see **Treasure** below). Items marked with an asterisk are part of the *simulacrum* and melt away when it is destroyed.

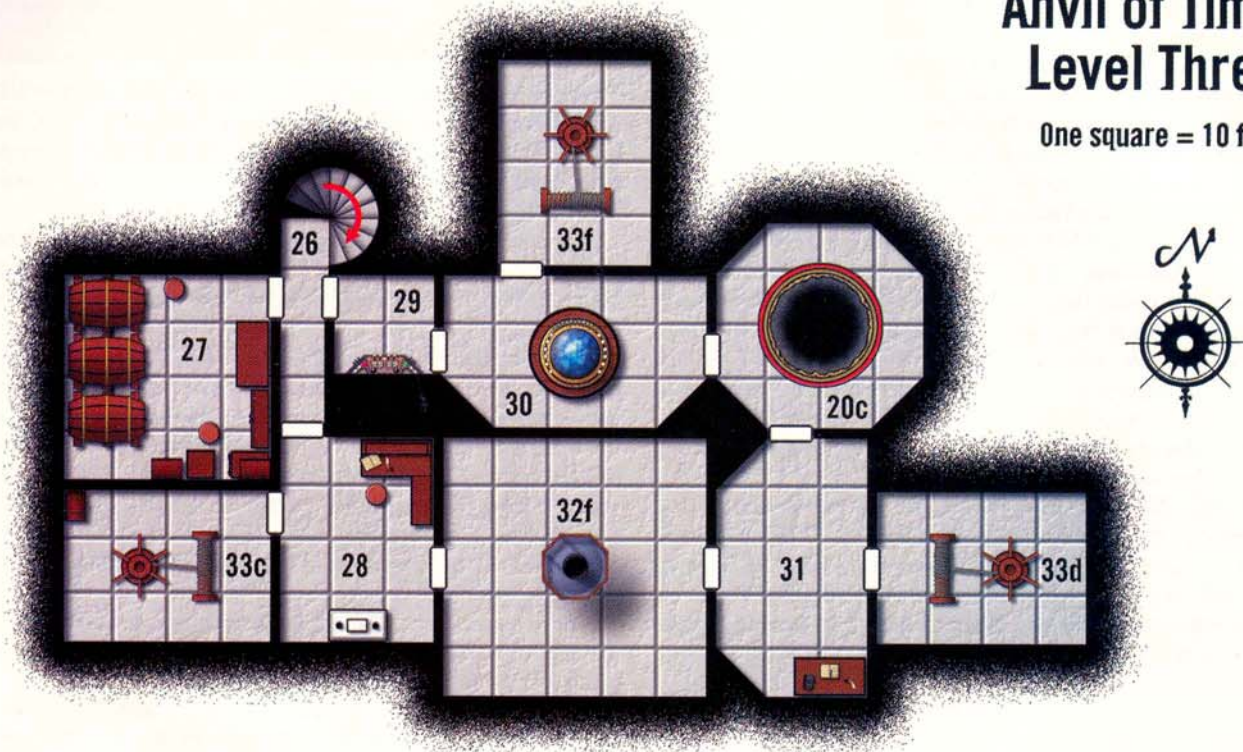
Tactics: The *simulacrum* has cast *invisibility* on itself and attempts to flee from the PCs, making its way back to the Time Bridge (area 34) with the *Book of Time* taken from the library. If the PCs detect it, the *simulacrum* casts *mirror image* and uses its *wand of hold person* to halt pursuers. If unable to reach the Time Bridge, the *simulacrum* tries to slip past with the aid of its *suggestion* spell; failing that, it pounds foes with its arsenal of offensive spells (*ice storm*, *lightning bolt*, *fireball*, *magic missile*) while using *wall of ice* to divide the party.

Trap (EL 4): Having found what it was looking for, the *simulacrum* has torched the remaining library books and sealed the door behind him. The fire has burned out all the oxygen in the room. Heat and gas remain, setting up a backdraft.

PCs who open either door to this room unleash a terrible blast of fire that explodes in a 10-foot radius from the door. In

Anvil of Time Level Three

One square = 10 feet



in addition to taking damage (see below), creatures hurt by the blast catch fire, taking 1d6 points of damage per round. A burning creature can take a move-equivalent action to put out the flames.

Fireblast (1): CR 4; 10-foot radius; 5d6 points of fire damage plus 1d6 points of fire damage per round until flames are extinguished; Reflex save (DC 16) halves damage.

Treasure: The *Book of Time* chronicles the history of the Towers of High Sorcery down through the ages, including a complete list of the most powerful wizards and sorcerers in each period of time and those who created the Anvil of Time. The traps on the ancient book have already been disarmed by the *simulacrum*. It is worth 2,500 gp to an interested scholar.

The *simulacrum* is using a slip of paper as a book mark. This paper slip could contain a Temporal Code (See "Temporal Code Table" for details).

17. Codex Library. The room is ablaze (see area 16 above). Row after row of shelved books have been consumed by the fire, leaving the once impressive library in ruin.

19. Chapel. The chapel room is well lit and some effort at cleaning and repair are evident. The altar at the front of the hall is intact and undisturbed.

Treasure: A successful Search check (DC 15) reveals a secret compartment in the back of the altar. If the PCs noticed the opened compartment in the Fourth Age, no Search check is required. Though broken and empty in the Fourth Age, it now contains a green Transport Gem.

20. Up-down. The Up-down works as described in the section detailing the Fourth Age. The room is lit by torches mounted in wall sconces and occupied by three black-robed wizards.

Creatures (EL 6): Fistandantilus' three apprentices use their spells and crossbows to defend the Up-down against the PCs.

Apprentices of Fistandantilus, Female Human Wiz3 (3): hp 9 each; see area 5 for complete statistics.

Tactics: The wizards use the Up-down as part of their defense. Each wizard has five of each color pebble in pouches about her waist. Since the color of pebble in hand determines the floor at which one stops, a wizard simply reaches into the appropriate pouch and draws a pebble attuned to the floor she wishes to stop at. This way, the wizards attempt to keep their distance from the PCs, attacking with ranged attacks.

PCs might counter the wizards' tactics by "free-falling" and striking foes as they plummet down the Moebian shaft. The levels of the Up-down are spaced 15 feet apart, and creatures fall at a rate of 60 feet per round. Only one attack per round is possible in free fall, and all attacks suffer a -2 penalty.

Treasure: One of the apprentices carries a scrap of paper with a Temporal Code scrawled on it (see "Temporal Code Table" for details).

21. Guardian Statue.

A 15-foot-tall bronze statue stands against the wall, its vacant eyes watching you enter the room.

Creatures (EL 5): When the PCs enter the area, this bronze statue suddenly creaks to life, reaching out with its balled fists

to slam everyone in the room. The statue is actually an animated object controlled by the ghost in area 29. When either the creature has been destroyed or its controlling ghost has been defeated, the statue falls forward, shattering. The **Treasure** can then be found inside the statue's head.

➤ **Animated Bronze Statue** (1): hp 30; see *Monster Manual* 17 (animated object) for complete statistics. This statue is fitted with a *wand of shocking grasp* (see **Treasure** below) that deals 1d8+3 points of electrical damage each time the statue hits (in addition to the statue's slam damage). The *wand* can be removed only after the statue is destroyed.

Tactics: The statue attacks until destroyed, although it is too large to follow PCs out of the room. If possible, it moves into the center of the room and uses its 10-foot reach to strike at anyone attempting to reach one of the exits.

Treasure: Once the statue is destroyed, PCs can search it for treasure. A successful Search check (DC 20) reveals a hidden latch that unlocks a hollow cylinder in the statue's head. Tucked inside this cylinder and attached to the statue's internal mechanisms is a *wand of shocking grasp* (3rd-level caster) with 40 charges, minus any charges expended by the statue's successful attacks. Removing the *wand* from the compartment requires a successful Disable Device check (DC 21).

29. Guardian Room. The device on the south wall is unchanged from the Age of Dragons except that all the levers, knobs, and dials appear to be working and moving!

Creature (EL 5): A gnome ghost is causing the levers, dials, and knobs to move. Gnode was charged with defending the Anvil of Time but failed to stop the murder of her liege (see area 15 during the Age of Light). Gnode uses the mechanisms on the wall to send control messages to the animated statue in area 21. The ghost keeps abreast of what's happening in area 21 by poking its head through the floor (since it's incorporeal and the animated statue is directly below).

As soon as the PCs enter the room, Gnode stops adjusting the mechanisms and casts *ghost sound* to lure the PCs back downstairs (with sounds of footfalls or mumbled voices). If this fails to deter investigation of the room, the ghost attacks. The ghost is not evil but views any intrusion as a hostile attempt to breach the complex's defenses.

➤ **Gnode, Female Gnome Ghost Exp4 (tinkerer):** CR 5; Small Undead (Incorporeal) (3 ft. tall); HD 3d12; hp 15; Init +0; Spd 20 ft., fly 30 ft. (perfect); AC 13 (+1 size, +2 deflection); Atk +3 melee (1d6-1/crit 19-20, short sword); SA manifestation, frightful moan; SQ undead, incorporeal, rejuvenation, +4 turn resistance, darkvision 60 ft., +2 racial bonus to saves against illusions; AL NG; SV Fort +1, Ref +1, Will +4; Str 8, Dex 10, Con -, Int 12, Wis 11, Cha 15.

Skills: Craft (machine building) +9, Disable Device +9 (includes Skill Focus feat), Hide +12, Knowledge (arcana) +6, Knowledge (history) +5, Listen +12 (includes Alertness feat), Open Lock +5, Profession (tinkerer) +6, Search +11, Sense Motive +3, Speak Language (Common, Draconic, Gnome), Spellcraft +8, Spot +13 (includes Alertness feat). **Feats:** Alertness, Skill Focus (Disable Device). **Note:** As a tinkerer, Gnode gets a +2 racial bonus to Craft checks instead of the usual +2 racial bonus to Alchemy checks; this is already figured into the above statistics.

Spells (each usable 1/day, cast at 1st level): *dancing lights*, *ghost sound*, *prestidigitation*.

32. Crystal Focus Rooms. Area 32E contains a **Treasure**.

Treasure: A careless black-robed apprentice unknowingly dropped a scroll of *Tenser's floating disk* on the floor in area 32E. It lies in the middle of the floor and is easily recovered.

33. Winch Adjustment Rooms. None of these rooms contain creatures or treasure. (For example, there are no Ergothian coins in area 33B and no phase spider lurking in area 33F.) Otherwise, the rooms are just as they are described during the Age of Dragons.

Age of Light (Second Age)

In this age, the PCs are on a dragon hunt with the greatest dragonslayer of them all. This section of the adventure takes place during the Age of Light, approximately 2,700 years before the PCs first entered the Anvil of Time. A successful Knowledge (history) check (DC 15) yields the following background information.

The Age of Light was an age of elves. House Silvanos was the first of the great civilization on Krynn, an elven nation of grandeur and glory. It was also a place of stability in a troubled time.

The Greystone of Gargath had passed across the face of the world, forever altering the creatures upon it. The races of gnomes, kender, and dwarf were created in its chaotic wake. Worse than this magic, however, was the menace of the terrible dragons who came from the north. Already the elves had driven the creatures back during the First Dragon War—an event that marked the formation of Silvanesti as a nation. However, the dragons are back once more. The Second Dragon War had begun and Silvanesti was hard pressed under their attack. To their aid, however, came the elves of the west and humans who had joined in their cause. What has often confused historians, however, were tales of Huma and Magius appearing in this war.

1. Entry.

The domed ceiling is broken, casting rubble upon the southern half of the room. Despite the ruins, clear water erupts from the fountain. The entry portals on the east and west sides of the room are dark. The staircase is smooth and undamaged. A dim shaft of light falls from the craggy orifice overhead, illuminating the listless form of a red dragon!

The hole in the ceiling is a physical opening to the Anvil of Time, torn by the dragon that now calls this place its home. The opening is a vertical shaft 150 feet deep leading to the surface of the island on which the Anvil of Time was built.

Creature (EL 9): The red dragon, Magna, is a powerful foe for 5th-level characters. However, if the PCs can befriend Sitalan Qualeni and Huma (see areas 19 and 25 respectively), they can call upon these powerful NPCs for assistance.

➤ **Magna, Female Juvenile Red Dragon:** CR 9; Large Dragon (16 ft. long); HD 16d12+64; hp 174; Init +4 (Improved Initiative); Spd 40 ft., fly 150 ft. (poor); AC 24 (-1 size, +15 natural) or 35 (-1 size, +15 natural, +4 *mage armor*, +7 cover from *shield* spell); Atk +24 melee (2d6+9, bite), +19 melee (1d8+4, 2 claws), +19 melee (1d6+4, 2 wings), +19 melee (1d8+13, tail slap); Face 5 ft. × 10 ft.; Reach 10 ft.; SA breath weapon, spells (cast as Sor3); SQ fire immunity, double damage from cold-based attacks



except on a successful save, *locate object* 4/day, blindsight 120 ft., darkvision 400 ft.; AL CE; SV Fort +14, Ref +10, Will +12; Str 29, Dex 10, Con 19, Int 14, Wis 15, Cha 14.

Skills: Bluff +13, Concentration +20, Diplomacy +12, Escape Artist +15, Jump +25, Knowledge (arcana) +17, Knowledge (religion) +12, Listen +18, Search +18, Scry +3, Speak Languages (Common, Draconic, Dwarven, Elven, Giant), Spellcraft +18, Spot +18. **Feats:** Hover (see *Monster Manual*, page 62), Improved Initiative.

SA—Breath Weapon (Su): 40-foot cone of fire (8d10 points of fire damage; Reflex save DC 22; usable once every 1d4 rounds).

Sorcerer Spells (6/6), chosen from the following list: 0 (DC 12)—*dancing lights, detect magic, ghost sound, read magic, resistance*; 1st (DC 13)—*cause fear, mage armor, shield*.

Tactics: The ill-tempered dragon attacks anyone entering the room, using its *mage armor* and *shield* spells to improve its AC. If reduced to half hit points, the dragon attempts to flee out the craggy opening in the roof and return when better prepared. It will never leave its treasure unattended for long, however, and always makes a point of taking the green Transport Gem (see **Treasure** below) with it when it flees.

Treasure: The dragon has amassed a considerable hoard and piled it amid the rubble in the southern half of the room:

- | 1,400 stp and 11,000 sp in loose coinage;
- | *potion of enlarge* (5th-level caster);
- | *potion of darkvision* (5th-level caster);
- | arcane scrolls of *grease* (1st-level caster), *levitate* (3rd-level caster), and *unseen servant* (1st-level caster);
- | *eversmoking bottle*;
- | +2 *flaming heavy mace*;
- | four gems: an eye agate (9 gp), tiger eye (12 gp), deep blue spinel (500 gp), and a green Transport Gem.

2. Temple.

The marble floor of the room is clean and shining. Six pillars grace this hall. At the north end of the hall, a beautiful statue of a woman stands 20 feet tall, its bent head brushing against the loaf-shaped ceiling, its hands outstretched and holding an etched crystal globe.

The globe is actually an Orb of Dragonkind (also known as a Dragon Orb) that can be used to summon dragons against their will. The Orbs of Dragonkind are powerful and dangerous artifacts, however, and must be used with caution.

Treasure: In the palms of the statue rests an inactive Orb of Dragonkind, detailed in the sidebar below.

Development: If the Orb of Dragonkind is used to summon the red dragon from area 1, describe the dragon cracking the stairs in area 1 as she enters. During any battle with the dragon in this room, be sure to include at some point during the battle a moment where the dragon inadvertently falls against or knocks over the pillars on the east side of the area. This action triggers the collapse of the southern portion of the east wall, exposing areas 18 and 24 to this hall.

4. Armory. The weapon racks are whole in this age and contain an assortment of weapons, detailed under **Treasure** below.

Treasure: The weapon racks contain three magic weapons and several masterwork weapons:

- | +1 *battleaxe of frost*;
- | +1 *warhammer of thundering*;
- | +2 *mighty composite shock longbow* (+2 Strength bonus);
- | three masterwork longswords;
- | four masterwork shortspears;
- | six masterwork short swords.

10. Headmaster's Cell. The room is well lit and clean, primarily because its occupant prefers it that way.

Creature (EL 3): Lornivan is a historian in love with history and himself. Lornivan thinks that he is the greatest chronicler of the ages and that his writings on history will echo down through future ages. He is completely unknown in the time of the PCs. Furthermore, he is a complete coward willing to take credit for chronicling heroic deed . . . so long as they do not involve him personally.

♣ **Lornivan Quistar, "Guardian of Time," Male Silvanesti Elf**
Brd3: CR 3; Medium-Size Humanoid (5 ft. 11 in. tall); HD 3d6-3; hp 11; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (+1 Dex, +5 chainmail, +1 small shield); Atk +2 melee (1d6/crit 19-20, short sword); SQ bardic music, immune to *sleep* spells and effects, +2 racial bonus to saves against Enchantment spells or effects, low-light vision; AL NG; SV Fort +0, Ref +4, Will +4; Str 10, Dex 12, Con 8, Int 14, Wis 13, Cha 15.

Skills: Bluff +4, Concentration +3, Craft (calligraphy) +6, Gather Information +8, Knowledge (arcana) +6, Knowledge (history) +10, Knowledge (religion) +4, Listen +3, Perform +5, Profession (historian) +4, Search +4, Sense Motive +3, Spot +3. **Feats:** Improved Initiative, Skill Focus—Knowledge (history).

Spells (3/2), chosen from the following list: 0 (DC 12)—*daze, detect magic, light, open/close, read magic, resistance*; 1st (DC 13)—*cure light wounds, expeditious retreat, sleep*.

Possessions: Chainmail armor, small steel shield, short sword, flute, healer's kit, calligraphy kit (15 gp), historical chronicles (set of three slim volumes, written in Lornivan's hand).

Tactics: If threatened, Lornivan grabs his possessions and uses his *expeditious retreat* spell to flee. He tries to reach the chapel (area 19) but is not aware of the minotaurs in area 14. If the minotaurs are still there, he turns back and takes his chances with the PCs.

Treasure: Tucked inside Lornivan's historical chronicles is a scrap of paper, written on which is a Temporal Code.

11. Privy. This room is unoccupied and devoid of treasure.

12. Acolytes' Cell. The sleeping bunks are intact in this age.

14. Kitchen. Two minotaurs are rummaging for food in this neglected kitchen. They carry the **Treasure**.

Creatures (EL 6): These two minotaurs were drawn unwillingly into the Anvil of Time (along with their brethren in area 28). They attack non-minotaurs on sight, showing no quarter.

♣ **Minotaurs (2):** hp 39 each; see *Monster Manual* 137.

Treasure: One of the minotaurs carries a sack that contains 1,000 stp, a malachite stone (11 gp), and a pair of polished obsidian cubes marked with white spots (worth 16 gp total).

15. Throne Room.

A large humanoid skeleton sits on the throne in the middle of the room, the threads of its robes hanging in rags from its bones. There is a luminescent quality about the bones. This radiance begins to coalesce and take form.

Creatures (EL 7): This is the ghost of Elisand, the ancient Irda who once ruled over the Anvil of Time. Elisand was murdered on this throne trying to protect the Anvil from a mob back in the First Age. She is obsessed with protecting the Anvil

from intruders and attacks the PCs, decrying them as defilers and barbarians who do not understand the power and majesty of the Anvil of Time!

♣ **Elisand, Female Human (Irda) Ghost Wiz5:** CR 7; Medium Undead (Incorporeal) (7 feet tall); HD 5d12; hp 35; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 ft. (perfect); AC 15 (+5 deflection); Atk +2 melee (1d4, corrupting touch); SA manifestation, corrupting touch, frightful moan; SQ rejuvenation, +4 turn resistance; AL LN; SV Fort +5, Ref +4, Will +3; Str 10, Dex 14, Con —, Int 18, Wis 12, Cha 20.

Skills: Alchemy +12, Concentration +8, Hide +10, Knowledge (arcana) +12, Knowledge (architecture and engineering) +12, Knowledge (history) +12, Listen +9, Scry +12, Search +12, Spellcraft +12, Spot +9. **Feats:** Brew Potion, Craft Wondrous Item, Improved Initiative, Scribe Scroll.

Spells (4/4/3/2): 0 (DC 14)—*dancing lights, flare, ghost sound, open/close*; 1st (DC 15)—*color spray, magic missile, obscuring mist, shocking grasp*; 2nd (DC 16)—*cat's grace, shatter, web*; 3rd (DC 17)—*displacement, haste*.

Tactics: Elisand is a dangerous foe. On the first round, she casts *web*, filling the room with webs. Then, moving through the webs with impunity, she casts *haste, cat's grace*, and *shocking grasp* before attacking with her corrupting touch. She casts *displacement, color spray*, and *magic missile* as circumstances permit.

Treasure: Set into the throne are six rubies (500 gp each).

17. Codex Library.

Bookcases line the walls, each packed with ancient tomes. In the center of the room, surrounded by open books in a widening pile, sits a balding man with a crown of white hair and a long, soft beard. His robes are white.

Orb of Dragonkind

Three of these major artifacts are known to exist on Krynn. They contain the essences of evil dragons and are magic items of vast and dangerous power.

The Orbs of Dragonkind (also called Dragon Orbs) are fragile, etched crystal globes 10 inches in diameter. They expand to 20 inches in diameter when the command words, carved into the surfaces of the orbs, are spoken.

An Orb of Dragonkind possesses the power to summon evil dragons. Evil dragons who are thus summoned are powerless to resist its call and stay within 150 feet of the device while activated, even when attacked. PCs attempting to activate this dangerous device, however, must make a successful Will saving throw (DC 25) or be *charmed* by the Orb (treat as an 11th-level sorcerer for dispelling purposes). The *charmed* PC becomes obsessed with the Orb, protecting it and never allowing others to touch it, attacking them to prevent such use. This *charm* ends only if *dispelled* or someone else seizes control of the globe.

The Orb of Dragonkind found in this adventure has the following additional abilities, cast as a 9th-level cleric: *cure critical wounds* (3/day), *continual flame* (at the user's will). It has Hardness 5, hp 20, and Break DC 25.

The white-robed man is detailed under **Creature** below. The books, each of which has a **Trap**, are detailed under **Treasure**.

Creature (EL 10): The wizard is the legendary Magius, one of the greatest wizards in the history of Krynn and a companion of Huma in his adventures. Magius is taking this opportunity to read up on some of the more interesting facets of Krynn history and magic. Magius always takes the mentor's role and never becomes directly involved in Huma's battles. He is generally pleasant and happily answers whatever questions he can about the history of Krynn and point the PCs in the direction of Huma (area 25). If questioned about why he and Huma are here in the Second Age rather than in the Third Age (as history says they should be), Magius explains that he, Huma, and a fellow named Arlis Treval have been on a quest to find the Anvil of Time. They have traveled from their own age to this point in time so that Magius can study the Anvil's collection of books.

Magius does not want to seriously impact the timeline with his intrusion and has advised Huma against confronting and slaying the various other creatures that inhabit the Anvil of Time in this age. Magius realizes that Huma is not entirely comfortable with this, however, and makes an exception in the case of the red dragon, Magna. Magius knows how best to kill a dragon, explaining to the PCs that the Orbs of Dragonkind were designed for this purpose. If the PCs ask about the dragon in area 1, Magius describes the background and details of the Orbs of Dragonkind (see sidebar) so that they might use it. If the PCs are determined to confront the dragon, Magius does not stop them. However, he does not permit them to remove or harm any of the books in the library or damage any of the equipment in nearby rooms.

Magius can warn the PCs of the ghost in area 15 and has heard that a company of minotaurs has been sighted roaming the halls (see areas 14 and 28). He also knows how the Anvil of Time operates; PCs who make a successful Diplomacy check (DC 18) can persuade Magius to explain how to use the Crystal Globe (area 16), Transfinite Repeater (area 30), and Winch Adjustment Rooms (area 33).

Magius eventually tires of the PCs' interruptions, as such disturbances disrupt his reading. If the PCs "wear out their welcome," he shoos them away. If the PCs refuse to leave, the annoyed wizard becomes downright angry, and the PCs don't want to see Magius when he's angry . . .

♣ **Magius, Male Human Wizard:** CR 10; Medium-Size Humanoid (5 ft. 9 in. tall); HD 10d4; hp 31; Init +3 (Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 *mage armor*); Atk +4 melee (1d6, quarterstaff); or +8 ranged (1d8/crit 19-20, light crossbow); SQ *stoneskin* spell in effect (damage reduction 10/+3); AL LN; SV Fort +3, Ref +6, Will +9; Str 9, Dex 16, Con 10, Int 20, Wis 15, Cha 9.

Skills: Alchemy +18, Concentration +13, Craft (bookbinding) +14, Knowledge (arcana) +18, Knowledge (architecture and engineering) +18, Knowledge (history) +18, Knowledge (nature) +12, Scry +15, Spellcraft +18. **Feats:** Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Rod, Craft Wand, Scribe Scroll, Spell Mastery (*detect thoughts, dispel magic, dominate person, minor globe of invulnerability, suggestion*).

Spells (4/6/5/4/4/3): 0 (DC 15)—*detect magic, light, ray of frost, read magic*; 1st (DC 16)—*comprehend languages, identify, mage armor, shield, Tenser's floating disk, unseen servant*; 2nd (DC 17)—*arcane lock, detect thoughts, Melf's acid arrow, protection from arrows, see invisibility*; 3rd (DC 18)—*dispel magic*

(x2, already cast), *suggestion, summon monster III*; 4th (DC 19)—*arcane eye, charm monster, minor globe of invulnerability, stonemind* (already cast); 5th (DC 20)—*dominate person, feeblemind, wall of force*.

Possessions: White robe, *rod of flame extinguishing*, four scrolls (*cloudkill, cone of cold, fire shield, and summon monster IV*, all cast at 10th level), quarterstaff, spellbook (contains all prepared spells), pouch of spell components.

Trap (EL see below): Each book in this library is trapped so that anyone attempting to take a book out of the library without authorization (from a librarian who is now millennia dead and gone) triggers one of the following spells, rolled randomly on d%:

01-50: *Shocking grasp*, dealing 1d8+10 points of electrical damage (no save). This is an EL 2 trap.

51-80: *Summon monster V*, which summons forth a Medium-size air elemental to attack the thief. This is an EL 3 trap.

81-95: *Feeblemind*, which is negated by a successful Will save (DC 18, 22 for wizards and sorcerers). This is an EL 4 trap.

96-00: *Disintegrate*, which deals 5d6 points of damage on a successful Fortitude save (DC 19). This is an EL 5 trap.

An instant after the first spell discharges, a permanent *teleport* spell returns the book to its original shelf. All spells cast on the books were cast at 12th level for purposes of *dispelling*. None of these traps can be disabled.

Treasure: The ancient library has books from various Ages of Krynn, including some which the PCs have not yet encountered! Unfortunately, all of the works have been translated into the ancient Irda language. This language, while forming the root of most spoken languages on Krynn, has since fallen into disuse. Nevertheless, PCs can read the spines of some of the works with a successful Decipher Script check (DC 25). Titles include: *Mina of the Fifth Age, Comprehensive History of the Age of Dreams, The Soulforge, Wizard's Guide to Time Travel, Practical Travel in the Abyss, Huma of the Lance, Draconian Measures, and The Annotated Dragonlance Chronicles*. Reading the books requires the *comprehend languages* spell.

As the DM, you might consider slipping a book of your own into this library as a means of plunging the PCs into an adventure of your own regarding the Anvil of Time!

19. Chapel.

An island of torchlight surrounds a group of figures huddled in the east end of the dark chapel, near the altar.

Four elves—two females and two males—stand here. They are detailed under **Creatures** below.

A successful Search check (DC 15) reveals a secret compartment in the back of the altar. If the PCs noticed the opened compartment in the Fourth Age, no Search check is required. The compartment contains the **Treasure**.

Creatures (EL 9): Sithalan Qualeni, an elf captain from the nation of Silvanesti, has hunted the dragon Magna (area 1) to this complex. Officious and proud, Sithalan nevertheless gladly joins her group to any who can show them how to destroy the monster they have come to kill.

♣ **Sithalan Qualeni, Female Silvanesti Elf Ftr:** CR 5; Medium-Size Humanoid (6 ft. 2 in. tall); HD 5d10+15; hp 49; Init +2 (Dex); Spd 20 ft.; AC 17 (+2 Dex, +5 masterwork chainmail); Atk +7 melee (1d8+1/crit 19-20, masterwork longsword); or +5 melee

(1d8+1/crit 19-20, masterwork longsword), +5 melee (1d6+1/crit 19-20, short sword); or +7 ranged (1d6/crit $\times 3$, shortbow); SQ immune to *sleep* spells and effects, +2 racial bonus to saves against Enchantment spells and effects, low-light vision; AL NG; SV Fort +7, Ref +3, Will +2; Str 12, Dex 15, Con 16, Int 13, Wis 12, Cha 13.

Skills: Climb +1*, Handle Animal +4, Jump +0*, Listen +2, Ride +7, Search +2, Spot +2, Swim +0*; **Feats:** Ambidexterity, Combat Reflexes, Dodge, Two-Weapon Fighting. * These skills are reduced by the -4 armor check penalty of Sithalan's masterwork chainmail.

Possessions: Masterwork chainmail, masterwork longsword, short sword, shortbow with 20 arrows, backpack, spyglass, blanket, 50-foot silk rope with grappling hook.

☛ **Silvanesti Elves, Male and Female Elf War3 (3):** hp 20 each; see area 34 in the Fourth Age for complete statistics.

Treasure: Hidden inside the altar's secret compartment is a Temporal Code (see "Temporal Code Table" for details) written on a brittle piece of parchment.

20. Up-down. The Up-down in this age functions as described in the Age of Dragons.

21. Guardian Statue. This encounter is identical to the one described in the Age of Might except that the animated bronze statue clutches an additional item (see **Treasure** below) in one balled fist. Destroying the statue causes the right fist to open and spill forth the hidden item.

Treasure: The bronze statue clutches a green Transport Gem in its right fist.

24. Apprentice Quarters. The west wall in this location is solid unless the PCs have fought the red dragon in area 2.

25. Apprentice Commons. Two men sit at the table, both leaning forward in earnest discussion. They leap up from the table when they notice the PCs, instinctively reaching for their weapons, but they do not attack first.

Creatures (EL 10): One of the figures is Huma, the mythic dragonslaying hero from the Third Age. The other is his cleric companion, Arlis Treval. They are studying a mystical lance on the table between them and discussing how it might best be used to help the elves in the chapel (area 19) attack and kill the red dragon Magna (area 1). Neither Huma nor Arlis recognize the weapon as anything except a strangely designed—and possibly enchanted—lance. PCs who make an Intelligence check (DC 10) or bards who make a successful Bardic Knowledge check (DC 10) realize that the weapon is actually a *dragonlance* from a later age (see sidebar). Although Magius has warned them not to effect changes to the timeline, Huma and Arlis are willing to join with the PCs in defeating the red dragon.

Thanks to the Anvil of Time and the meddling of his wizard friend Magius, Huma is in the right place at the wrong time so far as history is concerned. He does not understand the Time Bridge or how it functions, relying on Magius to get them out after he's finished researching in the library (area 17) and once the red dragon is defeated.

Huma is an unassuming, rather shy man with a quiet voice and gentle manor. He is nevertheless a fierce warrior. He often gets emotional when the battle is over and has been known to weep openly after killing even the most vile creatures. Huma

Dragonlance

A *dragonlance* is a weapon of legend created to defeat evil dragons. It is fashioned from some unknown but naturally radiant silver metal, and its head is sharpened to a fine point with small barbs protruding from the sides.

A footman's version of the *dragonlance* measures 8 feet long and is treated as a +1 *light lance*. The mounted version measures 16 feet long and is treated as a +1 *heavy lance*.

Dragonlances deal double damage when used from the back of a charging mount. The heavy *dragonlance* has a 10-foot reach but can't be used against an adjacent foe; further, it often comes with a shield guard attached to it, giving its wielder a +2 shield bonus to AC.

Against dragons, a *dragonlance* deals triple damage (3d6+3/crit $\times 3$ for the light version, 3d8+3/crit $\times 3$ for the heavy version). It also negates a dragon's damage reduction, if any. Thus, even the mightiest wyrms fear its sting. The making of these weapons is lost, making them minor artifacts and beyond price.

would be more happy behind a plow than a sword. Fate has played its hand, however, and he is one of those who despite his gentle nature has had destiny thrust upon him.

Huma will gladly aid the PCs any way he can once he determines they are of good nature and noble in spirit. Should Huma be in danger of destruction, however, Magius steps in at the very last moment to save him. Eventually, barring interference by the PCs, Magius will aid Huma in returning to their own time.

Arlis Treval is quiet and pensive, rarely speaking to anyone directly save Huma and Magius.

☛ **Huma, Male Human Ftr8:** CR 8; Medium-Size Humanoid (5 ft. 8 in. tall); HD 8d10+16; hp 68; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (+7 half-plate armor); Atk +14/+9 melee (2d6+7/crit 17-20, greatsword with Improved Critical, Weapon Focus, and Weapon Specialization feats); or +14/+9 melee (1d6+6/crit $\times 3$, light *dragonlance*); AL LG; SV Fort +8, Ref +7 (includes Lightning Reflexes feat), Will +5; Str 20, Dex 16, Con 15, Int 8, Wis 14, Cha 13.

Skills: Climb +0*, Handle Animal +3, Jump +0*, Ride +6, Swim +0*. **Feats:** Combat Reflexes, Improved Critical (greatsword), Improved Initiative, Leadership, Lightning Reflexes, Mounted Combat, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword). * These skills are reduced by the -7 armor check penalty of Huma's half-plate armor.

Possessions: Half-plate armor, greatsword, light *dragonlance* (see sidebar), blacksmith's tools, 50-foot rope with grappling hook, bullseye lantern, oil flask, signet ring.

Tactics: At this point, Huma has had little experience using *dragonlances* and gladly allows a PC to wield it against the dragon while he relies on his trusty greatsword.

☛ **Arlis Treval, Male Silvanesti Elf Clr5 (Kiri-Jolith):** CR 5; Medium-Size Humanoid (5 ft. 10 in. tall); HD 5d6+5; hp 33; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +3 leather armor with *magic vestment* spell, +1 small shield); Atk +5 melee (1d8+2, morningstar); or +4 ranged (1d8/crit 19-20, light crossbow); SQ immune to *sleep* spells/effects, +2 racial bonus to saves against Enchantment spells/effects, low-light vision; AL LG; SV Fort +5, Ref +2, Will +7; Str 14, Dex 12, Con 12, Int 10, Wis 16, Cha 13.



Skills: Concentration +6, Diplomacy +3, Heal +10, Knowledge (religion) +2, Listen +5, Search +2, Spellcraft +2, Spot +5. **Feats:** Extra Turning, Skill Focus—Heal.

Spells (5/4+1/3+1/2+1): 0 (DC 13)—*guidance* (x2), *light*, *read magic*, *resistance*; 1st (DC 14)—*detect evil*, *divine favor*, *magic weapon* (x2), *protection from chaos**; 2nd (DC 15)—*augury*, *clam emotions**, *hold person*, *sound burst*; 3rd (DC 16)—*magic circle against chaos**, *magic vestment* (already cast), *searing light*.

* Domain spells. **Domains:** Destruction (smite 1/day; +4 to hit, +5 damage), Law (casts law spells as Clr6).

Possessions: Leather armor, small steel shield, morningstar, light crossbow with 12 bolts, backpack, bedroll, healer's kit.

Tactics: Before entering battle, Arlis casts *magic weapon* spells on his morningstar and Huma's greatsword, *divine favor* on himself, and *magic circle against chaos*.

Development: Magius, Huma, and Arlis intend to take the *dragonlance* with them when they leave the Anvil of Time and fight for its custody, if necessary. If they are close to defeat, they surrender the *dragonlance* and make good their escape.

28. West Laboratory. An intact alchemist's workbench stands in the northeast corner, while an altar rests against the south wall. The **Creatures** occupying this room carry **Treasure #1**. A successful Search check (DC 10) yields **Treasure #2**.

Creatures (EL 6): More minotaurs are pillaging! They attack the PCs on sight and fight until slain.

➔ **Minotaurs (2):** hp 39 each; see *Monster Manual* 137.

Treasure #1: The minotaurs carry 100 pp, 800 stp, a red garnet (120 gp), and a topaz (600 gp).

Treasure #2: A Temporal Code (see "Temporal Code Table") can be found amid the debris on the alchemist's workbench.

29. Guardian Room. This encounter is identical to the one described in the Age of Might.

33. Winch Adjustment Rooms. None of these rooms contain creatures or treasure. (For example, there are no Ergothian coins in area 33b and no phase spider lurking in area 33f.) Otherwise, the rooms are as described in the Age of Dragons.

34. "The Cube." The PCs must contend with the three elven warriors who occupy the chamber during this age. See this room's description in the Age of Dragons for details.

Concluding the Adventure

Once the PCs have replaced the shattered gems in the Crystal Globe room (area 16) with the green Transport Gems, the exit portal in area 1 will function properly. The controls for the exit portal are every bit as complicated as the Bridge of Time, however. Moving the controls without a proper combination of settings "detunes" the teleporter and makes it non-functional once again. To recall the previous settings requires an Intelligence Check (DC 25) to set it back where it once was.

PCs who jump through the exit portal in area 1 find themselves returned to the exact same moment and in the exact same position as when they were *teleported* into the Anvil of Time in the first place. At that time, read the following:

In a flash, you fall down a corridor of light and stand, quite suddenly, before Harland Hightale. The bard appears to be continuing his story to you as though nothing has happened.

Describe the surroundings as they were before the PCs were *teleported* into the Anvil of Time. The PCs retain all the treasure that they brought with them, as well as any experience points they acquired during the adventure. Any change in their appearance will be completely ignored by others, as though they looked that way all along.

Continue Harland's tale as though he were continuing without interruption. Use the following guidelines to finish his tale:

If Harland was telling the Tale of Battle (Huma): Begin as in mid-story by describing the battle the PCs fought against the red dragon, Magma. Make Huma the great hero of the story and be sure to both exaggerate and get most of the actual facts wrong. Then say something to this effect: "The old legends sing of the names of Huma's valiant companions..." then name two or three of the PCs and give outrageously exaggerated descriptions of their own actions during that battle. When the players react, read the concluding description below.

If Harland was telling the Tale of Doom (Soth): Begin as though in mid-story as follows: "Lord Soth, in those younger days, was a proud and powerful man. He destroyed the wizards of the Anvil in the name of truth and good but poisoned his heart in his zealotry! Yet there were those, they say, who tried to warn him of the doom to come... travelers from strange paths who prophesied his doom in that mysterious place!" Then name two or three of the PCs and give outrageously exaggerated descriptions of their own actions during the Age of Might. When the players react, read the concluding description below.

Encounter Level Chart

Summarized below are the Encounter Levels (EL) for all of the encounters in "Anvil of Time."

Age of Dragons (Fourth Age)			Age of Light (Second Age)		
Area	Encounter Description	EL	Area	Encounter Description	EL
6	➔ Baaz Draconians (4)	4	1	➔ Magna, Female Juvenile Red Dragon	9
8	➔ Small Monstrous Spiders (6)*	3	8	➔ Small Monstrous Spiders (6)*	3
11	➔ Ghouls (4)	4	10	➔ Lornivan Quistar, Male Silvanesti Elf Brd3	3
15	➔ Baaz Draconians (5)	5	14	➔ Minotaurs (2)	6
16	➔ Darmath Goodfellow, MAle Human Rog3	3	15	➔ Elisand, Female Human Ghost Wiz5	7
33F	➔ Phase Spider (1)	5	17	➔ Magius, Male Human Wiz10	10
				➔ Shocking Grasp Trap	2
				➔ Summon Monster V Trap	3
				➔ Feeblemind Trap	4
				➔ Disintegrate Trap	5
Age of Might (Third Age)					
Area	Encounter Description	EL	Area	Encounter Description	EL
1	➔ Solamnic Knights, Male Human Ftr3 (5)	8	19	➔ Sithalan Qualeni, Female Silvanesti Elf Ftr5	9
5	➔ Apprentices, Male Human Wiz3 (4)	7		➔ Silvanesti, Female & Male Elf War3 (3)	
7	➔ Ergothian Mercenaries, Human War2 (4)	4	21	➔ Animated Bronze Statue (1)*	5
8	➔ Small Monstrous Spiders (6)	3	25	➔ Huma, Male Human Ftr8	10
11	➔ Lithebit Winderkin, Female Kender Rog4	4		➔ Arlis Treval, Male Silvanesti Elf Clr5	
13	➔ Merdos Kardan, Male Human Clr6	6	28	➔ Minotaurs (2)	6
	➔ Unconscious Solamnic Knights		29	➔ Gnodi, Female Gnome Ghost Exp4*	5
15	➔ Lord Soth, Male Human Paho	12	34	➔ Silvanesti, Male Elf War3 (3)*	5
	➔ Solamnic Knights, Male Human Ftr3 (2)				
16	➔ Fistantilus' <i>Simulacrum</i> , Wiz	7			
	➔ Fireblast Trap	4			
20	➔ Apprentices, Female Human Wiz3 (3)	6			
21	➔ Animated Bronze Statue (1)*	5			
29	➔ Gnodi, Female Gnome Ghost Exp4*	5			

* These encounters span more than one age. However, creatures defeated in one age are not encountered again in other ages.

Harland becomes indignant! "What's this? You mock me? I swear to you all that I have said is true! A tale from the most ancient of days—and better days than this, I can tell you! Why I should . . ."

Harland stops, his eye suddenly catching on a piece of treasure you acquired from your journeys through time. "Say, that is most unusual!" Harland exclaims. "Surely there's a story worth hearing! Perhaps you could tell me your tale?"

Of course, if the PCs attempt to tell him where the item really came from, Harland will think the PCs are mocking him again! The PCs might also need to explain any "new party members" (such as Darmath Goodfellow and Lithebit Winderkin) who might have accompanied them through the exit portal.

Further Adventures

The Anvil of Time is a gateway to adventure! While the PCs only discover two working codes for the Bridge of Time and have no other direction codes for the exit portal other than their own previous location, such codes might well be found in the depths of a DM's imagination! The Anvil of Time will serve you well on those occasions when your PCs need a very different place or time to explore. Ω

Tracy Hickman is the author of several classic adventures, including the Desert of Desolation series and the original Ravenloft adventure (with wife and co-author, Laura Hickman). Of course, you probably know him as a bestselling novelist. His newest novel, Dragons of a Lost Star, can be found on store shelves this month!

Draconian, Baaz

Medium-Size Monstrous Humanoid

Hit Dice: 2d8+4 (13 hp)

Initiative: +0

Movement: 20 ft.

AC: 16 (+6 natural)

Attacks: 2 claws +2 melee, or halfspear +2 melee

Damage: Claw 1d4, Halfspear 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Death throee

Special Qualities: Spell Resistance 11, glide, disease immunity, low metabolism

Saves: Fort +2, Ref +3, Will +2

Abilities: Str 10, Dex 11, Con 14, Int 10, Wis 9, Cha 10

Skills: Bluff +5, Disguise +5, Gather Information +5, Listen +5, Spot +4

Feats: Alertness, Run

Climate/Terrain: Any land

Organization: Band (4d10)

Challenge Rating: 1

Treasure: Half standard

Alignment: Usually neutral evil

Advancement: 3-6 HD (Medium-size)

Draconians are creatures unique to Krynn. Originally a magical perversion of evil perpetrated on the eggs of good dragons (brass dragons in the case of Baaz draconians), these creatures have grown to become a life force independent of their magical roots. Only one type of draconians appears in this adventure. (D&D statistics for the other types are presented in *Draconian Measures*, a DRAGONLANCE novel by Don Perrin with Margaret Weis.)

Draconians have short, stubby tails, lizard snouts, and scaly bodies. Their coloration serves as a dim reminder of the dragons from which they were spawned. Baaz scales have an unmistakably brassy coloration.

While Baaz draconians have wings, they can't truly fly. Draconians move either by walking upright, running on all fours while flapping their wings, gliding down from heights (for a distance four times greater than the height from which they launched), or running on all fours while flapping their wings. This latter form of movement is their fastest, and it kicks up an intimidating dust cloud on the battlefield.

Draconians are drawn to evil dragons and revere them. They serve dragons willingly and eagerly, while only reluctantly serving leaders of other species. When a dragon commander is within line of sight or when entering a battle under the command of a dragon (in the chain of command), draconians receive a +1 morale bonus on all attack rolls and saving throws.

A draconian's life span is unknown. Draconians are reptilian and reproduce as other reptiles do. Female draconians lay 2d4 eggs per clutch. All draconians love ale and spirits.

Baaz occupy the bottom rung on the ladder of draconian social order. They are often abused and treated as slaves by other draconians. Female Baaz, with their heightened leadership abilities, have helped elevate the Baaz somewhat.



Baaz draconians are often encountered prowling through civilized lands in disguise. Their size and build is such that they can pass themselves off as human by wearing large hoods and masks and concealing their wings under robes. Baaz males serve as scouts and spies, while female Baaz are rapidly becoming highly prized managers and low-ranking military commanders.

Baaz are the physically weakest and most plentiful of all draconians. Male Baaz stand between 5 feet and 6 feet tall, with the majority of them being on the short side. Female Baaz tend to be lighter in build than males.

Combat

Baaz draconians are proficient with all simple and martial weapons.

Death Throe (Su): On the round that a Baaz reaches 0 or fewer hit points, its body turns to stone. The creature that struck the deathblow must roll a successful Dexterity check (DC 13) or have his weapon fused to the draconian. The Baaz "statue" crumbles to dust after 1d4 minutes. Items carried by the Baaz are unaffected by the petrification and subsequent dissolution. Any stuck weapons can be retrieved after the Baaz crumbles away.

Glide (Ex): A Baaz can use its wings to glide, negating any damage from a fall of any height and allowing it to travel horizontally up to four times the vertical distance descended.

Disease Immunity (Ex): Baaz draconians are immune to all natural diseases.

Low Metabolism (Ex): Baaz draconians can survive on one-tenth the food and water it takes to sustain a human.

Kender

Small Humanoid (Kender)

Hit Dice: 1d8 (4 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

AC: 14 (+1 size, +1 Dex, +2 leather armor)

Attacks: Hoopak +1 melee or +3 ranged, or dagger +0 melee

Damage: Hoopak 1d4-1 (melee) or 1d4 (ranged), dagger 1d4-1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Kender taunt, kender traits

Special Qualities: Kender traits

Saves: Fort +0, Ref +3, Will -1

Abilities: Str 8, Dex 13, Con 10, Int 11, Wis 8, Cha 11

Skills: Climb +2*, Jump +1*, Hide +7, Intuit Direction +1, Move Silently +4*, Pick Pocket +5*

Feat: Run

Climate/Terrain: All

Organization: Group (2-5), Gathering (6-12), Taleswap (13-50)

Challenge Rating: 1/2

Treasure: Standard (but see below)

Alignment: Usually chaotic good

Advancement: By character class

Kender are diminutive, insatiably curious, and fearless humanoids with an uncanny knack for getting into trouble.

Kender resemble human children, though more heavily muscled. Male kender are typically 3 ft. + 2d6 in. tall and weigh close to 75 pounds; female kender are typically 3 ft. + 1d6 in. tall and weigh close to 60 pounds. Adult kender rarely exceed 4 feet tall or weigh more than 100 pounds. Kender have distinctive pointed ears. They have sandy blond, light brown, dark brown, copper-red, or red-orange hair, usually worn long with many varieties of braids and ponytails. Feathers, ribbons, flowers, and other colorful items are often woven into their hair. Kender are fair skinned but tan quickly, becoming dark brown by midsummer. Their eyes are variously pale blue, olive, light brown, and hazel.

Kender clothing varies widely but tends to be colorful and bright. Soft leather is a particularly favored material for clothing, especially if dyed bright colors and tooled with designs.

Kender have no concept of personal property, constantly "borrowing" things from others without telling them. A kender is constantly picking up and putting down items that invariably end up in pockets, pouches, bags, backpacks, or other places hidden about the kender's person. In addition to standard treasure, a kender typically carries 1d20 miscellaneous trinkets and curiosities of wildly varying value (worthless to priceless, at the DM's discretion).

Combat

Kender are clever combatants, devising unexpected or unorthodox tactics. Their favorite weapon is the stafflike *hoopak*. Made from resilient wood, one end of the hoopak is forked like a slingshot and has a leather pocket mounted between the forks. The other end is pointed and shod with metal or hardened by fire. It serves as both a melee and ranged weapon.



Hoopak: Cost 1 gp; Damage 1d4 (sling) or 1d4 (staff); Critical $\times 2$; Range Increment 50 ft.; Weight 3 lb.; Type B.

Kender seldom wear armor heavier than leather or padded and shy away from metal armor of any kind.

Kender Taunt (Ex): A kender can enrage foes by taunting them with verbal abuse. This is a mind-influencing effect and a free action; it affects only one target at a time, although the kender can elect to switch targets on its turn.

To successfully taunt a foe, the kender must perform an opposed Bluff check against the target's Sense Motive check. If the kender succeeds, the target becomes enraged and suffers a -2 morale penalty to AC as long as the kender continues taunting it. An enraged creature can make a Will saving throw (DC 15 + the kender's Cha modifier) each round after the first to overcome the taunting, after which it cannot be affected by the taunts of that particular kender for 1 day.

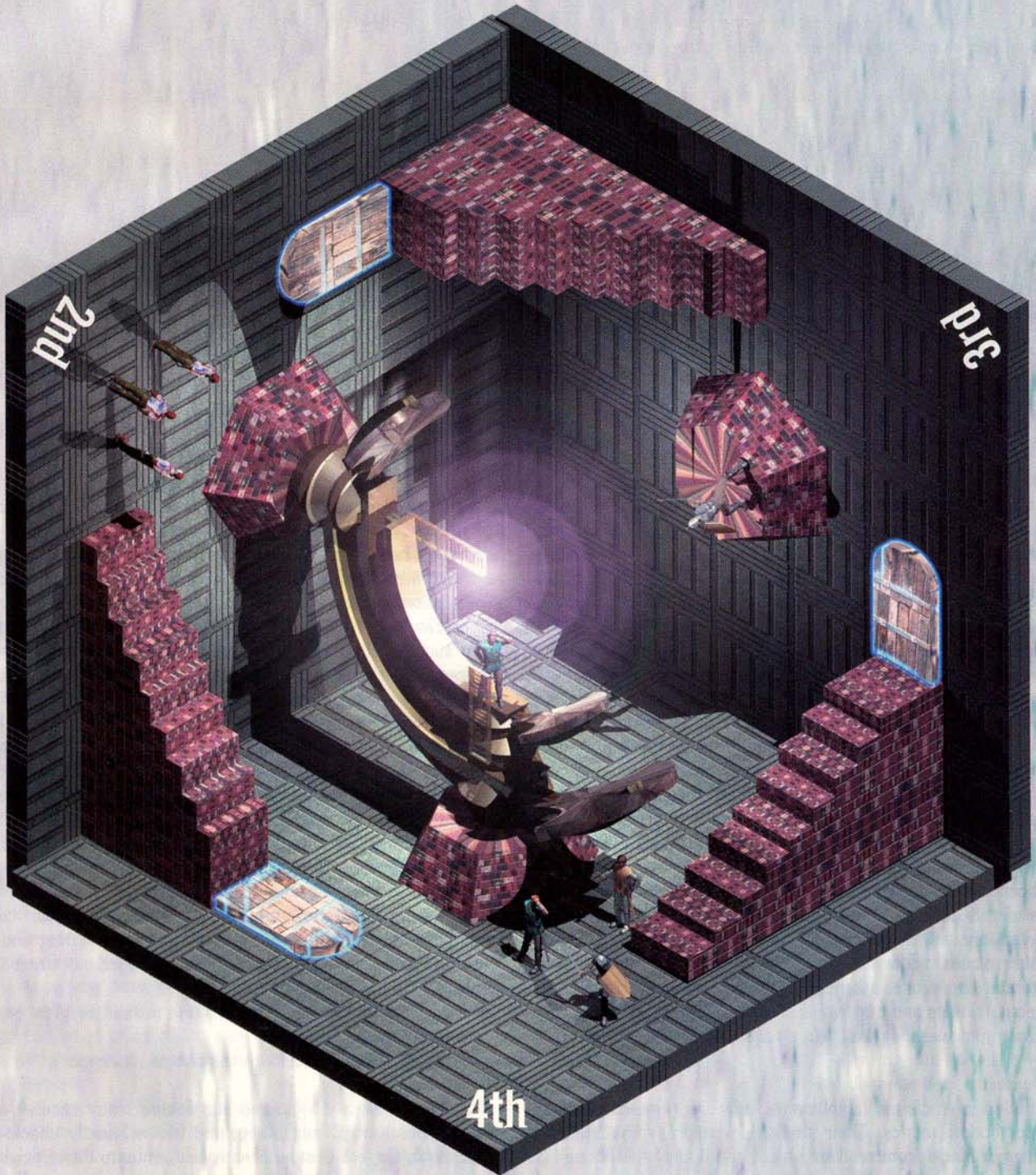
Kender Traits (Ex): Kender have the following racial traits:

- +2 Dexterity, -2 Strength, -2 Wisdom.
- Small: Kender gain a +1 size bonus to AC and attack rolls and a +4 size bonus to Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters those of Medium-size creatures.
- Fear Immunity: Kender are immune to fear, magical or otherwise.
- +1 racial attack bonus with the hoopak, a kender's favored weapon.

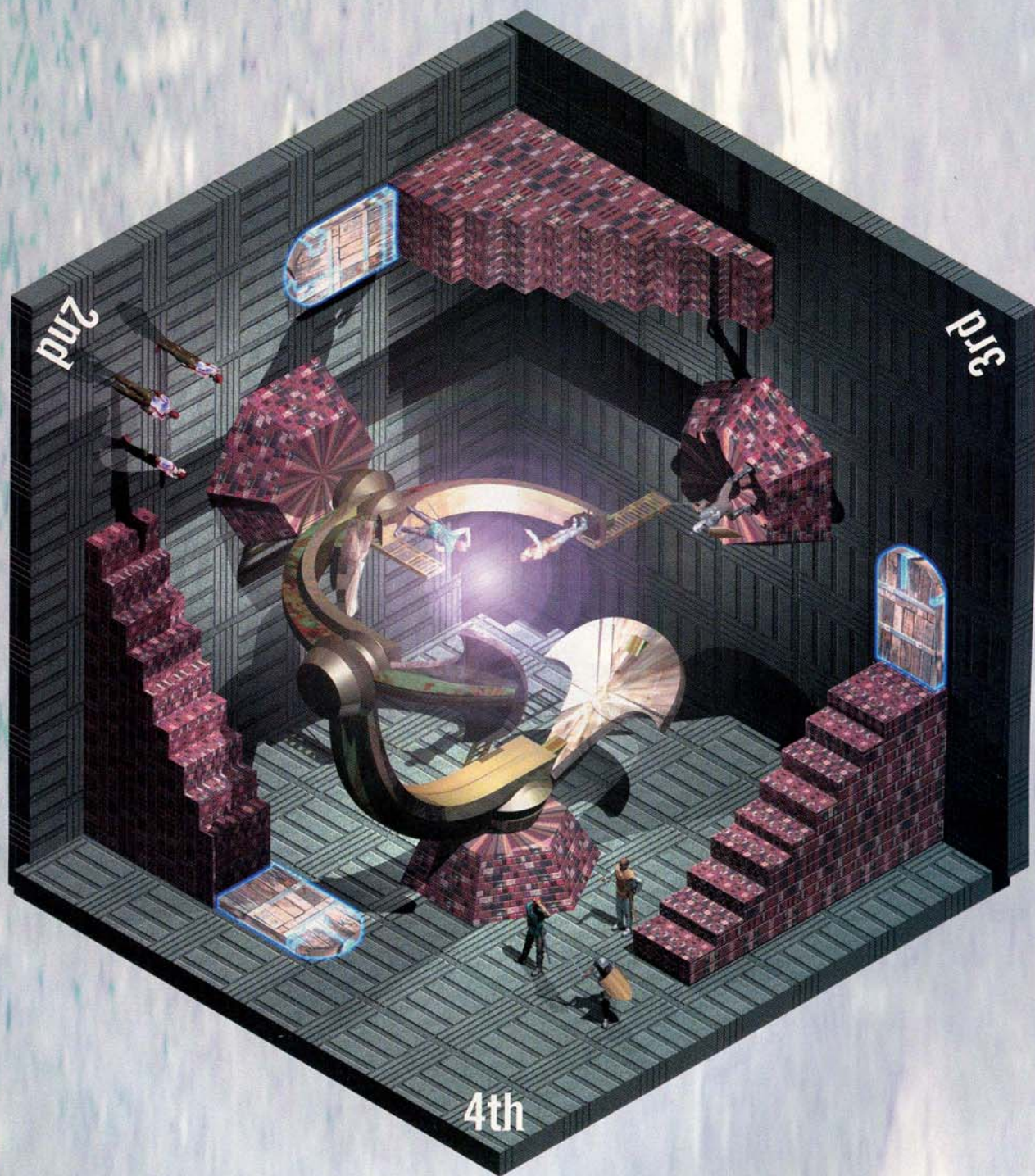
***Skills:** Kender are agile and surefooted. They receive a +2 racial bonus to Climb, Jump, and Move Silently checks. Their nimble fingers bestow a +2 racial bonus to Pick Pocket checks.

Favored Class: Rogue.

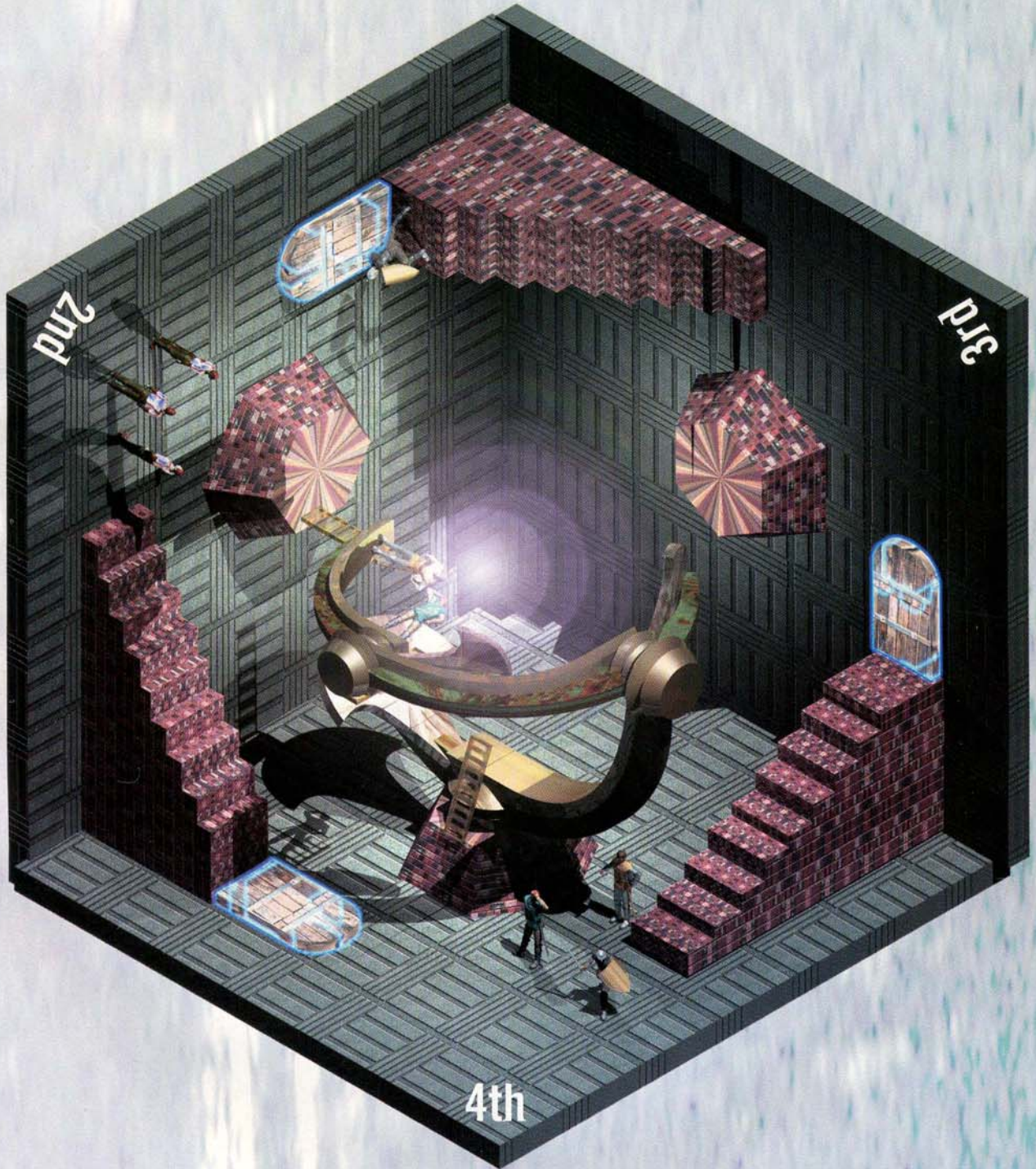
Handout A



Handout B



Handout C



Handout D

