THE RHYTHM
OF REVENGE

Do you have the courage to face your own past?

Rhythm of Revenge

R hythm of Revenge is a Fithth Edition adventure for **3-7 characters of 7th-level** and is optimized for **four characters with an average party level (APL) of 5, 8, or 11.** This document offers details for each level and makes adjustments accordingly. This adventure sees the party traveling into the past of one of its members, all in an attempt at keeping the timeline from changing.

Background

What seems like a lifetime ago, the Sage was a member of the College of Chronomancy (temporal magic) and friends with three gifted mages. Folduin and his lover, Tyrael, and Bharuis.

Folduin, the most ambitious of the group, led the team of students into a dangerous dungeon, called the Sanctum of Time, in search of the Stone of Drehendar, a powerful magical artefact. While the party was successful, they awoke an ancient evil that killed Bharuis and turned him into an undead monster.

Now, on the day of Foldiun's wedding to Tyrael, that same monster seeks the means to change his past and reclaim his former life.

Dramatis Personae

Major NPC	Description
Auntie Agatha	A green hag and the mistress of the Sanctum of Time in the current present
Bharuis	Once a human mage and friend of the Sage, Bharuis was killed by the vampire Calanthra, who turned him into an undead servant
Calanthra	A powerful vampire, mage and scholar, Calanthra was once the mistress of the Sanctum of Time, but lost control of it to the hag Auntie Agatha
Folduin	A human mage and old friend of the Sage. He is a scholar and lecturer at the College of Chronomancy
Tyrael	An elven mage and old friend of the Sage. She is a scholar and lecturer at the College of Transmutation

Adventure Hook:

The Sage has been invited to the wedding celebrations of two of his old friends, Folduin (LN male human **mage**) and Tyrael (LG female elf **mage**). After the ceremony is complete, the festivities begin and Folduin leaves his new wife to seek out the party. Despite the joyous occasion, Folduin seems distracted. As he takes the Sage to one side to speak privately, yells and screams tear through the air. Read or paraphrase the following:

As the sun lowers behind the western mountains, the joyful laughter of the guests turns into screams.

Suddenly, some of those screams are silenced as blood marrs the decorations. A stampede of people spills towards you and Folduin is lost in the charge of frightened guests.

As dozens of people flee the scene, monstrous creatures turn towards you, weapons and claws dripping with crimson rage.

The nature of the monsters attacking are detailed on the Wedding Encounters table below.

Wedding Encounters

Adventure Level	Encounter
5th	Two **cult fanatics** mounted on two **manticores**
8th	Six **wights**
11th	Two **vampire spawn** mounted on two **bulettes**

As the combat ends, read or paraphrase the following.

A quiet sobbing breaks the silence however, and following the noise leads to the form of the bride Tyrael, collapsed protectively over the body of her husband.

Crimson marrs her beautiful dress as blood leaks from a massive wound in Folduin's chest. Even from where you stand, it's easy to tell that something has ripped and torn at the mage's skin, blood is everywhere.

If Folduin is kiled during the battle, Tyrael takes his place in the following section.

Folduin's Last Wish

Folduin seeks out the Sage and demands their help. He explains that he was paranoid that something was trying to kill him and steal his life's work. He goes on to explain the following:

- Years ago, he, Tyrael, the Sage and another mage called Bharuis entered a dangerous dungeon, known as the Sanctum of Time, seeking a magical relic for Folduin's work, called the Stone of Drehendar.
- Although they were successful, something from that dungeon came in search of the relic. It found Bharuis and killed him. Or so they thought.
- During the attack he clearly saw Bharuis and worse still, stole the relic from him.
- The relic has the ability to control time and he fears that Bharuis seeks to undo the past by killing the other members of the party before they retrieve the Stone. Doing so could change everything, even leading to a cataclysm.
- The relic only works in the Sanctum, so that is where Bharuis must have gone.
- He wants the Sage to go and stop him.

Journey to the Sanctum

The path to the Sanctum leads through the Immergrun Forest, a vast and mostly uninhabited area. The journey will take roughly five hours and passes through two notable locations. Despite having been there before, the Sage's memory of the Sanctum is not strong enough to teleport directly to it.

Temporal Magic Rift

Bharuis has, in a sense, already succeeded in his plans to change the past and the world is rapidly changing. Once these effects take hold the changes will be irrevocable. The party will come across an example of this on their passage through the forest. Read or paraphrase the following.

> Ahead of you a strange sight catches your attention. Floating in the air is a rent in space, the edges shimmer with rainbow-coloured light and pulse as the tear slowly widens.

Trick: Temporal Rift. This tear provides a view of another timeline, one where Bharuis succeeded. From any angle a character will be able to see through the tear as if it were a window. Beyond they will see the forest, but this image of the forest will be changed.

Instead of the lush and healthy wildlife, all they will see is decaying and lifeless masses, the forest lies in ruins.

The Rift Expands. The tear has a roughly five-foot radius when they first arrive, but one minute after the party arrives the tear widens to double in size. Any creature within 5 feet of the tear when this happens must succeed on a DC 15 Dexterity saving throw or come into contact with the rift. The tear expands by a further five feet every ten minutes.

Any humanoid or beast that comes into contact with the tear instantly falls prone and is incapacitated, spasming in pain. After one minute like this they will feel and look different, as their age has changed dramatically.

This is a result of the past being in flux, and the temporal magic changing them into another version of themselves. The effect can be undone by the spell *greater restoration* or setting the timeline right by stopping Bharuis.

Domain of Ymeron the Blind

The Forest is the domain of a powerful dragon known as Ymeron the Blind. Ymeron is not actually blind, rather this name describes the blind hatred with which she considers all two-legs who enter her domain.

A successful DC 15 Intelligence (History) check will provide this information and what type of dragon Ymeron is. You can find these details in the Ymeron Encounter table below.

Ymeron is the undisputed mistress of this domain and the beasts within it are under her control, thus as soon as they enter, Ymeron will hear of it.

Ymeron Encounters

Ymeron may not need to be dealt with violently. While she is currently the mistress of the Immergrun Forest she recognises that she does not hold total dominion over the Sanctum of Time and the mysteries held within.

The dragon has also noticed odd changes caused by the Temporal Rifts and has divined their cause.

Ymeron is too cunning to come out and ask the characters for help, but she will try to manipulate them into doing so. In the past Ymeron was not powerful enough to deal with the vampire Calanthra who controlled the Sanctum, but perhaps, with a little aid from her present self she can succeed.

Ymeron will offer the characters a bargain, allowing them free passage through her forest and in return they will allow her to send a pet squirrel to watch what happens. Ymeron will not tell the characters but she has cast *animal messenger* spell with a simple but essential message for her past self that will provide the dragon an advantage in the present.

Casting *detect magic* on the squirrel will reveal traces of enchantment magic. If asked, Ymeron will say that this is a simple *animal friendship* spell that stops the squirrel from running away and that she will read its mind upon their return.

If the characters agree to take the squirrel with them it will climb into one of their bags, but will only stay long enough to complete the journey into the past and then leave in search of the past version of Ymeron.

Adventure Level	Encounter
5th	Ymeron is a **young green dragon**
8th	Ymeron is a **young green dragon** with 208 hp
11th	Ymeron is an **adult green dragon**

Treasure. If the characters destroy Ymeron they find that she was wearing two magic rings, a *ring of mind shielding* and a *ring of animal influence*.

Sanctum of Time

The Sanctum was built millenia ago by a minor deity to weave chaos. It has been the lair of many monsters, and evil-doers. In the Sage's past the Sanctum was controlled by a female vampire called Calanthra. When the Stone was stolen, Calanthra went in search of the thieves, but found only Bhalruis.

In the present, the Sanctum is the lair of a **green hag** called Auntie Agatha. Should the party reach this far, she will be well aware of their presence and, due to her own chaotic and somewhat insane nature, will welcome the party into area 1 and offer them assistance.

Once the party agrees to Agatha's terms, she pulls out what appears to be a small dragon skull. With sharp and blackened nails, she scores strange, runic symbols into the bone. This is in fact just for show, Agatha actually activates the power of a Stone of Drehendar. Before the characters can ask what she is doing, Agatha disappears. Or rather, they do.

Treasure. Agatha carries a *stone of drehendar* (the stone acts as an *ioun stone of insight* and controls the Sanctum. When within the Sanctum you can use an action to travel through time with up to eight willing creatures. Once you have used this trait the Stone cannot be used this way again for 24 hours.

General Features

Unless otherwise stated the areas within the Sanctum of Time have the following features.

Light. The Sanctum is well-lit with an oppressive red light. The light does not seem to come from anywhere in particular but is always there.

Walls and floors. The walls and floors appear to be constructed of cut stone patterned with continuous runes. A ten minute investigation of the runes by anyone with the Arcana skill, will reveal that they have something to do with chronomancy.

Ceilings. Ceilings are 10 feet high.

Doors. Most doors are made of stone but are cleverly counter-balanced and so easy to open. They have no locks.

Temporal Rifts. As noted on the map, more temporal rifts have sprung into being throughout the Sanctum. These rifts act in the same way as the one found in the Forest. After roughly eight hours, the entire Sanctum will be consumed by these rifts.

1 - Entrance Chamber

When in the present, this room is Agatha's living quarters and is filled with wooden furniture, a large cauldron and shelves brimming with herbs, strange objects and jars filled with the pickled remains of hundreds of creatures.

The version that the party now stands in is empty and quite different. Read or paraphrase the following:

The room around you changes from the strange abode of the hag into something very different.

Lit with a strange red light, you can see that this rectangular room has four exits. The southern doorway you entered through and then three more doors at the three remaining cardinal points.

Standing in the center of the room are two large statues. To the left is what appears to be a god that is turning disdainfully away from the other statue. Despite this, the statue holds one hand out to the other statue.

The second statue is that of a common human man, kneeling and head bowed, he holds both hands aloft as if offering something, but neither god nor commoner hold anything.

The floor around the room is littered with shards of broken stone, but there don't appear to be any other statue bases.

Finally, a stone table stands before the statues. Resting atop the table are four objects. Each one is made of stone. From left to right is a mobius ring, an icosahedron, a circular disk and finally a tree.

The Nature of Time Puzzle. This room is a clever trap intended to stop thieves from progressing further. All three doors from this area are made of adamantium and there is no magical or physical way of forcing entry.

A successful DC 13 Intelligence (Religion) check reveals that the left hand figure is the god of time.

To progress, the characters must successfully choose the object that correctly defines time by placing it into the hands of the commoner statue.

The correct answer is the stone disk. This shape fits into the commoner's hands so that for the commoner it appears to be a straight, flat line, but for the godlike figure, it appears as a circle. When the correct object is in place all three doors in this area unlock and open.

If the wrong object is placed into the commoner's hands, the creature doing so comes under the effect of a *flesh to stone* spell (DC 16).

2 - Hallway

Trapped Doors. The doors into areas 4 and 7are trapped. A trap is triggered by a creature attempting to open the door. Noticing this trap requires a successful DC 15 Wisdom (Perception) check. The trap can then be disarmed with a successful DC 15 Dexterity check made with proficiency in thieves tools.

Once triggered a bolt of lightning shoots from the door in a straight line. The bolt reaches the wall.

Any creature within five feet of the bolt must make a DC 15 Dexterity saving throw. On a failure they take lightning damage, taking half as much on a successful save (see the Lightning Bolt Effects table below for the damage).

Lightning Bolt Effects Table

Adventure Level	Effect
5th	22 (4d10) lightning damage
8th	33 (6d10) lightning damage
11th	55 (10d10) lightning damage

3 - Empty Room

This room must have been a barracks once upon a time and is filled with a dozen bunk beds, a table and chairs. It is empty of anything useful or important.

4 - Treasury

This large and square room is lit with a magical red glow. The smooth domed roof reaches perhaps 30 feet above.

It is the floor that catches one's attention, however. A mosaic of interwoven patterns and shapes, each of them brightly coloured and mesmerizing.

Lying in a crumpled heap in the room's centre, are the fire-blackened skeletal remains of a humanoid body. The body lays over a square shaped tile different from the rest of the floor.

Trapped Floor. The patterned floor is a series of interwoven traps. Stepping almost anywhere into the room is dangerous. Only the space immediately before each door and the 10-foot square tile in the very centre of the room are free of traps.

Noticing a single trap requires a successful DC 11 Wisdom (Perception) check, but a result of 13 or higher reveals that the whole room is covered in traps, and a result of 15 or higher reveals that the center of the room appears safe.

Disarming a single trap requires a successful DC 13 Dexterity check made with proficiency in thieves tools. Meanwhile reaching the room's centre requires one hour and the completion of a successful skill challenge.

The characters must get 5 successes before 3 failures to clear a path of traps. Each character must take turns making checks in any order that the players choose.

Possible Actions for Successful Checks

- Disarming a series of traps: DC 15 Dexterity check made with proficiency in thieves tools.
- Use a spell to trigger some traps: DC 13 Intelligence (Arcana) and expend one spell slot.
- Correctly recognising a pattern of "safe" spots: DC 15 Intelligence (Investigation) check.

Overall Success. The characters are able to disarm a five-foot wide path from a door to the centre.

Overall Failure The characters make some progress but each character that takes part triggers two traps, roll on the table below to determine the effects. They start their next challenge with two successes.

Total Failure: If the characters have 3 failures before they gain even 1 success, they experience a total failure. Not only does the party fail to make any progress, but one random character making the checks is thrown by an explosive trap into the room's centre and receives enough damage from the intervening traps to be knocked unconscious. Unless the other characters can find a way to reach them and administer healing, they remain unconscious for 8 hours.

A trap is triggered when a small or larger creature steps onto it and it releases one of the effects listed below. The save DC for all traps is 15, but the type of saving throw required is and damage are listed below. Furthermore, the damage increases by 1d10 for an 8th Level adventure and by 2d10 for an 11th Level adventure. Once triggered a trap immediately resets.

1d4	Saving Throw	Effect
1	Constitution	Take 5 (1d10) cold damage
2	Dexterity	Take 5 (1d10) fire damage
3	Constitution	Take 5 (1d10) poison damage
4	Dexterity	Take 3 (1d6) force damage and the creature is pushed 5 feet back

Skeletal Remains. The remains in the room's centre are those of a grave robber who entered the Sanctum years before and should serve as a warning, in his hands are a broken set of thieves' tools. Hidden beneath the remains is a vault. Finding the vault requires a successful DC 13 Wisdom (Perception) check.

Treasure. The vault is filled with 20 metal bars, each weighing five pounds. For a 5th Level adventure these are silver bars, worth 100 gp each. For an 8th Level party they are gold bars worth 200 gp each, and for an 11th Level party they are platinum bars worth 500 gp each.

5 - Lair of the Guardian

This large room is the home of the Sanctum's guardian. The creature here is under the sway of powerful magic and will not attack unless the party admits that they are here to steal a Stone of Drehendar or attacks first. Otherwise the guardian will speak to the party, and politely suggest that they should leave peacefully.

The same magic prevents the guardian from leaving the Sanctum unless the Stone is threatened. You can find details of the nature of the guardian in the Guardian Encounter table below.

Guardian Encounter Table

Adventure Level	Encounter
5th	**xorn**
8th	**spirit naga**
11th	**guardian naga**

6 - Hall of Wonders

This room was built to house, study and use the Sanctum's power. While the room is filled with the machinery that powers the temporal magic, only a Stone of Drehendar can activate it. Bhalruis has already been through here, but sensibly ignored the present version of the Stone, in favour of the one he stole from Folduin and thus did not incite the wrath of the guardian.

> This room is a marvel of arcane engineering. The entire space is filled with a strange and clearly powerful engine, the very same one that appears to have brought you back in time and, perhaps, the same instrument that could destroy the future as you know it.
>
> Suspended within a beam of light and rotating gently is a blue crystal the size of a peach stone.
>
> Floating in the space in front of the crystal is another rip in space, much like the others you found, only through this one the image is constantly in flux.

Encounter: Guardian. If not already dealt with, the guardian (see area 4) will attack any creature that attempts to remove the Stone.

Hazard: Fracture in Time. Here, at the heart of the Sanctum, the engine's power is strongest. It is also where any changes to the timeline will begin. Bhalruis' machinations have already begun to corrupt and alter the timeline. This has created another tear, this one is much more dangerous.

Any creature that comes into contact with the tear must succeed on a DC 20 Constitution saving throw. On a failure they are infected with a temporal disease. You can find details on the Temporal Disease table below. Any creature that has already been affected by another rift makes this roll with disadvantage. The effects will last until the timeline is set right by stopping Bharuis.

Temporal Disease Table

Adventure Level	Encounter
5th	After scoring or taking a critical hit you teleport 20 feet in a random direction
8th	After scoring or taking a critical hit you are transformed into a **frog** as if under the effect of a *polymorph* spell (save DC 16)
11th	The creature comes under the effect of a *feeblemind* spell (save DC 16)

Treasure. A *Stone of Drehendar*.

7 - Fortified Entrance

This fortified entrance once held a contingent of guards and monsters, placed there by the Sanctum's master to stop thieves. Read or paraphrase the following:

> This massive vaulted room was clearly intended as a fortified position. The remains of guards lay scattered about the room.
>
> A humanoid creature wreathed in darkness stands over the unconscious forms of four mages in the center of the room: younger versions of Folduin and his party.
>
> With a flick of its wrist the creature draws a wicked looking knife and it turns towards you. A cruel grin parts his face to reveal the corrupted form of Bhalruis.
>
> "Ah, you're just in time for all the fun. You see, when I slaughter them here, in this time, everything will change." Bhalruis cackles and then charges.

Encounter: Bhalruis' Revenge. You can find the exact nature of this encounter detailed below. Bhalruis has subdued the past version of himself and his companions, including the Sage and now plans to take his time enacting his vengeance.

The characters have arrived in the nick of time and must destroy Bhalruis to stop him. Bhalruis will not attack the past incarnations until he has dealt with the party, but if he loses half his hit points he will attempt to kill Folduin before he can be stopped.

5th Level Adventure. Bhalruis is a **vampire spawn**. Twisting his hands and spewing viscous words of evil magic, he summons two **spectres** to fight with him.

8th Level Adventure. Bhalruis is a **boneshard wraith** (see Appendix D).

11th Level Adventure. Bhalruis is a *vampire**. Twisting his hands and spewing viscous words of evil magic, he summons four **ghosts** to fight with him.

Treasure. Along with a Stone of Drehendar, Bhalruis carries a *wand of paralysis* with 3 remaining charges. He used the other charges to subdue Folduin's party.

Ah! It's me! This is a great opportunity for some roleplay. The Sage and his current party will be meeting with a past version of the Sage. What questions would the past Sage ask? The present Sage is likely to have evolved their thinking, so would the past Sage feel differently about any of the other characters?

Enter Agatha

If the characters are successful in dealing with Bhalruis, Auntie Agatha steps forward from her hiding place. Agatha is an ancient and powerful being and while this is not the same Agatha that the characters dealt with previously, this one is completely aware of the situation.

When she enters, she instructs the party to ensure that Folduin and his party remain unconscious while she prepares a mixture. If the characters refuse, or ask any questions, Agatha explains that Folduin's party must know nothing of what has happened, or it will change the timeline. She intends to wipe their minds with a concoction that will have an effect similar to *modify memory* but the effects are permanent.

If the characters fight Agatha they will likely destroy the hag, but doing so will once again change the future and in so doing, destroy themselves.

Once Folduin's party is properly taken care of, Agatha will take possession of both versions of the Stone of Drehendar and send the party back to the present. Once again, if the party attempts to keep a version of the Stone, she explains that this will affect the timeline.

In the present, Agatha is now the only creature with the Stone and thus control of the Sanctum.

Adventure Conclusion

With heart, soul and steel the adventurers have stopped Bhalruis and protected the timeline, perhaps even saving the world. Doing so of course, has meant that Bhalruis still become undead and still attacked the wedding, leaving tragedy in its wake.

Returning to what remains of the wedding party, the characters will find a tired and saddened Folduin. If they return the Stone of Dehendar to him, he will offer his thanks and a *ring of spell storing*.

1 square = 10 feet

🌀 Temporal Rift
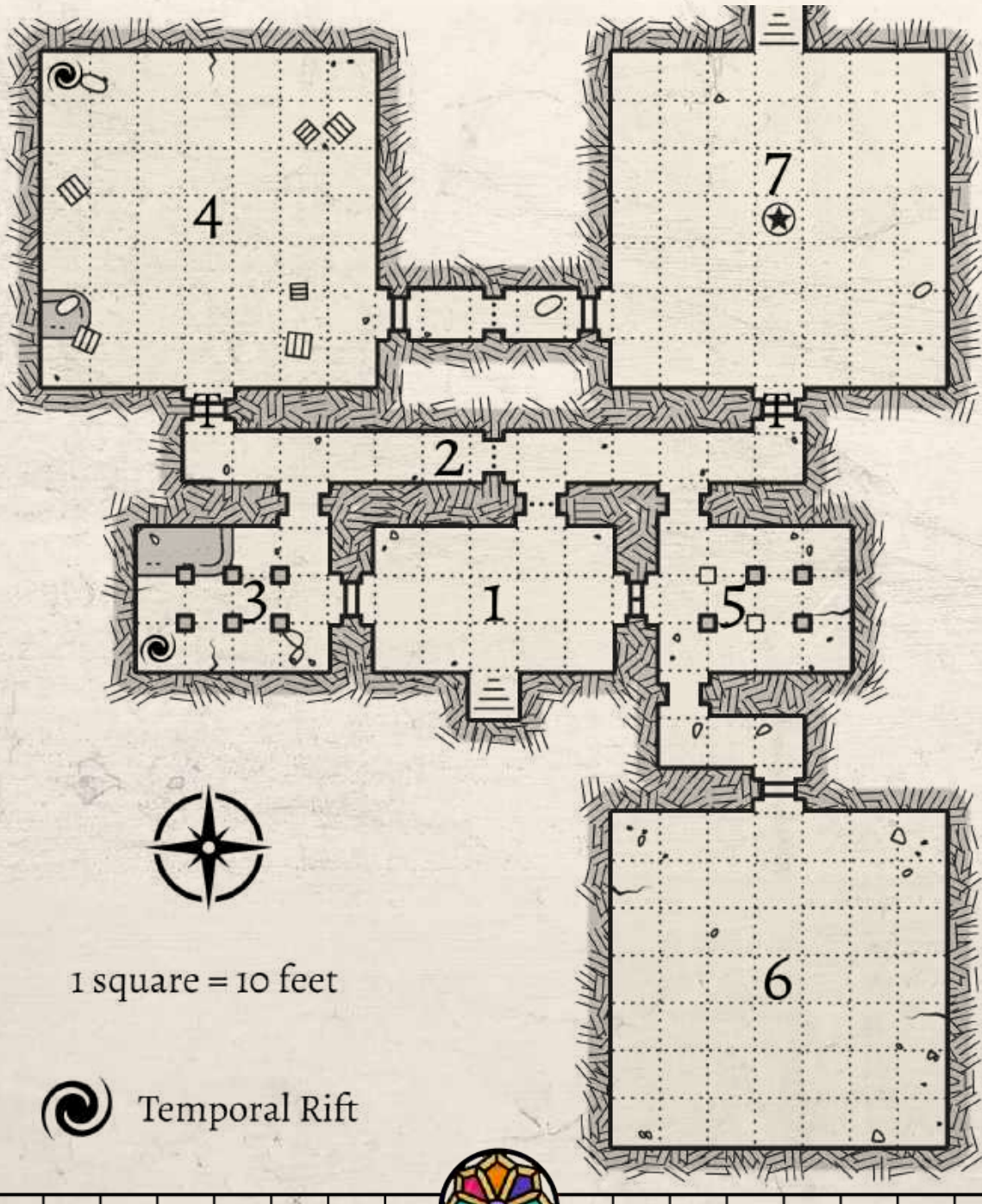
Boneshard Wraith
Medium undead, neutral evil

Armor Class 16 (natural armor)
Hit Points 127 (15d8 + 60)
Speed 15ft., fly 60ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	13 (+1)	14 (+2)	8 (-2)

Skills Perception +6, Stealth +7
Damage Resistances acid, cold, fire, lightning, thunder; piercing, bludgeoning, and slashing from nonmagical attacks not made with silvered weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious
Senses darkvision 60 ft., passive Perception 16
Languages any languages it knew in life, Void Speech
Challenge 12 (8,400 XP)

Incorporeal Movement. The boneshard wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wraith makes two spectral claw attacks. If both attacks damage the same creature, the target must make a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spectral Claw. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. Hit: 21 (4d8 + 3) slashing damage, and the target must succeed on a DC 16 Constitution saving throw or suffer 1 level of exhaustion. A creature can suffer no more than 2 levels of exhaustion from the wraith's Spectral Claws.

Boneshard Cyclone (Recharge 5-6). The wraith chooses a creature it can see within 60 feet of it. The target must make a DC 16 Strength saving throw. On a failure, a creature takes 20 (3d12) slashing damage and 27 (6d8) necrotic damage and is enveloped in a whirlwind of sharp bone fragments for 1 minute or until the wraith dies. On a success, a creature takes half the damage and isn't enveloped. While enveloped, a creature is blinded and deafened and takes 18 (4d8) necrotic damage at the start of each of its turns. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature dies while enveloped, it rises as a boneshard wraith on the next new moon unless it is restored to life or the bless spell is cast on the remains.