

YGORL at the BEGINNING of TIME

Let the call sound: The machine is done! Tade has finished construction on the temporal vessel that will allow a team of ten to head to the beginning of time, confront Ygorl, and thereby take the first step on rebalancing the cosmos.

Therefore, none of the planned encounters outside the temple happen quickly enough, assuming the pcs move with alacrity, to interfere with the party's journey into the timestream. Once the party has reassembled upon being told that the machine is ready, Coila first offers the following.

- She can provide them with up to two long rests before they go, though each will take about ten minutes of local time.
- Their journey to the beginning of time is likely to be opposed by at least one **quarut**- a type of **inevitable**. She will basically outline its abilities for them and describe the lore of both it and the inevitables in general. The irony of the forces of Law trying to stop them is clear.
- Once they reach the beginning of time and emerge back into the World, they will be in a cosmos that is unfinished. They can shape it by exerting their will and creativity upon it as an action. Success requires a DC 10 Int or Cha check, and allows them to create or destroy one feature in a 30' radius. Coila warns them that they may need to provide themselves with breathable air.
- There are no creatures to summon or powers to contact yet, so the party must plan accordingly.
- At the beginning of time, they should be able to attract the attention of Ygorl by attempting to impose Law on an area.

THE VESSEL

Tade's Vessel of Temporal Travel is depicted on a custom battlemat. It is open to the surrounding environment but maintains

comfortable conditions inside it. It can carry ten Medium or smaller creatures within it. Its controls consist of a single lever; throw it one way to leave, and the other way to return.

AC 20, hp 160, immune to all damage except force damage.

ENCOUNTER 1: INTO THE TEMPORAL PLANE

As the party enters the Plane of Temporal Energy, each non-epic pc must either pay 50,000 xp or spend 1 time point.

ENCOUNTER 2: THE QUARUTS (26,000 xp)

As the party sails into the Deep Temporal Energy Plane, they will be intercepted by two **quaruts**, who order them to stop and will attempt to force them to turn back. If they are defied, the quaruts attack, but they don't use their *plane shift* spell on the party- they fight in suboptimal ways.

ENCOUNTER 3: JOURNEY TO THE PAST

As the pcs journey into the past, each non-epic pc must either pay 50,000 xp or spend 1 time point.

ENCOUNTER 4: INTO THE FIRST MOMENT

As they enter the beginning of time, each non-epic pc must either pay 50,000 xp or spend 1 time point.

When the vessel emerges into the beginning of time, the pcs find themselves in a hostile, airless void. Thousands of miles away, a huge conflagration of matter is visible as it spins into existence.

The pcs have all the time they want to spend here; Ygorl doesn't notice them until they attempt to impose Law on their small section of the cosmos, but after they do he arrives in a matter of moments.

At the beginning of time, Ygorl is at his mightiest. To defeat him, he must first be

eliminated in his skeletal form; then in a second phase, in which he appears as a black slaad; and finally in a third phase, in which he appears as an amorphous blob.

Ygorl (Phase 1)

Gargantuan Aberration (Slaad), chaotic neutral

Armor Class 25 (natural armor)

Hit Points 468 (26d20+182)

Speed 60 ft., swim 60 ft., fly 90 ft.

**STR 29 (+9), DEX 18 (+4), CON 24 (+7),
INT 20 (+5), WIS 16 (+3), CHA 30 (+10)**

Saving Throws Str +18, Con +16, Cha +19

Skills Arcana +14, Deception +19, Intimidation +19, Persuasion +19

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing that isn't magic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 13

Languages all, telepathy 120'

Challenge 29 (135,000 xp) **Prof** +9

Entropic Aura. A creature that isn't a Construct or Undead that ends its turn within 30' of Ygorl takes 22 (4d10) necrotic damage.

Legendary Resistance (2/day). If Ygorl fails a save, it can choose to succeed instead.

Magic Resistance. Ygorl has advantage on saves against spells and magic effects.

Regeneration. If Ygorl has at least 1 hit point at the start of its turn, it regains 25 hit points.

ACTIONS

Multiattack. Ygorl makes two Scythe and one Entropic Touch attacks.

Scythe. Melee Weapon Attack: +18 to hit, reach 20 ft., one target. *Hit:* 31 (4d10+9) slashing damage plus 19 (3d12) necrotic damage.

A creature reduced to 0 hit points by this attack dies, with its body and everything it is wearing and carrying, except magic items, exploding into a cloud of ash.

Entropic Touch. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d12+7) necrotic damage, and the target must succeed on a DC 27 Con save or gain a level of exhaustion.

Summon Slaadi (1/day). Ygorl summons 2d10+2 **unfinished slaadi** in unoccupied spaces of Ygorl's choice that Ygorl has line of effect to within 200'. Each slaad remains until destroyed.

BONUS ACTIONS

Followup Shift. If Ygorl hit a creature this turn, it moves up to 30' to a space within 5' of that creature. This movement doesn't provoke opportunity attacks.

Dispel Magic (recharges when first bloodied). Ygorl casts *dispel magic* using Charisma as its spellcasting ability.

LEGENDARY ACTIONS (3/round)

- **Scythe.** Ygorl makes one Scythe attack.
- **Teleport.** Ygorl teleports 2d6 x 10' in a random direction
- **Shape the Void (costs 3 actions).** Ygorl reshapes reality in a 2d10 x 10' radius. It can create or destroy up to six terrain features, including walls, floors, pits, areas of flame, etc. A damaging effect can't deal more than 55 (10d10) damage.

Ygorl (Phase 2)

Huge Aberration (Slaad), chaotic neutral

Armor Class 23 (natural armor)

Hit Points 335 (30d12+150)

Speed 40 ft., jump 90 ft.

**STR 24 (+7), DEX 28 (+9), CON 20 (+5),
INT 23 (+6), WIS 16 (+3), CHA 30 (+10)**

Saving Throws Dex +17, Int +14, Wis +11

Skills Arcana +14, Deception +18, Intimidation +18, Persuasion +18

Damage Resistances cold, fire, lightning, thunder

Damage Immunities acid, necrotic, poison; bludgeoning, piercing, and slashing that isn't magic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 13

Languages all, telepathy 120'

Challenge 25 (75,000 xp) **Prof** +8

Legendary Resistance (2/day). If Ygorl fails a save, it can choose to succeed instead.

Magic Resistance. Ygorl has advantage on saves against spells and magic effects.

Magic Weapons. Ygorl's weapon attacks are magical.

Regeneration. If Ygorl has at least 1 hit point at the start of its turn, it regains 15 hit points.

ACTIONS

Multiattack. Ygorl makes two Claw attacks and one Bite attack.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. *Hit:* 17 (3d6+7) slashing damage plus 21 (6d6) acid damage.

Bite. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. *Hit:* 29 (3d10+7) piercing damage, and the target must make a DC 21 Con save, being poisoned for 1 minute on a failure (save ends).

BONUS ACTIONS

Spit Goop (recharge 4-6). Ygorl spits at one creature within 30', which must make a DC 21 Dex save, being blinded until the end of its next turn on a failure.

REACTIONS

Gruesome Splash (while bloodied). When Ygorl takes damage, a spray of acid fills a 15' cone adjacent to it. Each creature in the cone must make a DC 21 Dex save, taking 22 (4d10) acid damage on a failure or half that on a success. A creature that fails its save is also frightened and poisoned until the end of its next turn.

LEGENDARY ACTIONS (3/round)

- **Elemental Wave.** Each creature within 20' of Ygorl takes 10 (3d6) damage. Ygorl chooses the type: acid, cold, fire, lightning, or thunder.
- **Shape the Void (costs 3 actions).** Ygorl reshapes reality in a 2d10 x 10' radius. It can create or destroy up to three terrain features, including walls, floors, pits, areas of flame, etc. A damaging effect can't deal more than 33 (6d10) damage.
- **Summon (costs 2 actions).** Ygorl summons 2d4 unfinished slaadi in spaces it can see within 60'.
- **Teleport.** Ygorl teleports 2d6 x 10' in a random direction.

Ygorl (Phase 3)

Gargantuan Aberration (Slaad), chaotic neutral

Armor Class 16 (natural armor)

Hit Points 495 (30d20+180)

Speed 20 ft., climb 20 ft.

**STR 20 (+5), DEX 12 (+1), CON 22 (+6),
INT 18 (+4), WIS 16 (+3), CHA 30 (+10)**

Saving Throws Dex +8, Con +13, Wis +10

Damage Resistances cold, fire, lightning, thunder

Damage Immunities acid, necrotic, poison;
bludgeoning, piercing, and slashing that isn't
magic

Condition Immunities charmed, exhaustion,
frightened, paralyzed, petrified, poisoned, prone,
stunned

Senses blindsight 120 ft., passive Perception 13

Languages all, telepathy 120'

Challenge 24 (62,000 xp) **Prof** +7

Legendary Resistance (1/day). If Ygorl fails a
save, it can choose to succeed instead.

Magic Resistance. Ygorl has advantage on saves
against spells and magic effects.

Magic Weapons. Ygorl's weapon attacks are
magical.

Regeneration. If Ygorl has at least 1 hit point at
the start of its turn, it regains 15 hit points.

ACTIONS

Multiattack. Ygorl makes four Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +12 to hit,
reach 25 ft., one target. *Hit:* 14 (2d8+5)
bludgeoning damage plus 7 (2d6) acid damage.

BONUS ACTIONS

Summon Slaadi (when bloodied). Ygorl
summons one **unfinished slaad** in an unoccupied
space of Ygorl's choice that Ygorl has line of
effect to within 200'. Each slaad remains until
destroyed.

REACTIONS

Spawn Slaad (while bloodied). When Ygorl takes
damage, it spawns an **unfinished slaad** in an
unoccupied space within 10' of it.

Storm Spray (1/day). When Ygorl becomes
bloodied, a wave of chaotic energy sprays forth,
filling a 40' cone adjacent to it. Each creature in
the cone must make a DC 21 Dex save, taking 22
(5d8) lightning and 22 (5d8) thunder damage on a
failure.

LEGENDARY ACTIONS (3/round)

- **Gelid Mote.** One creature Ygorl is aware of
within 60' must make a DC 25 Dex save,
taking 10 (3d6) cold damage on a failure.
- **Move.** Ygorl moves its speed in a random
direction. It can move through and end its
turn in other creatures' spaces during this
movement.
- **Shape the Void (costs 3 actions).** Ygorl
reshapes reality in a 2d6 x 10' radius. It can
create or destroy up to two terrain features,
including walls, floors, pits, areas of flame,
etc. A damaging effect can't deal more than
16 (3d10) damage.

Unfinished Slaad

*Medium Aberration (Slaad), always chaotic
neutral*

Armor Class 22 (natural armor)

Hit Points 1 (minion)

Speed 30 ft.

STR 22 (+6), DEX 15 (+2), CON 20 (+5),

INT 16 (+3), WIS 6 (-2), CHA 13 (+1)

Damage Immunities acid, cold, fire, lightning, thunder

Condition Immunities frightened

Senses passive Perception 8

Languages Anarchic, Slaad

Challenge 11 (7,200 xp) **Prof** +4

Damage Threshold. If the slaad takes less than 15 points of damage, it takes no damage.

ACTIONS

Multiattack. The slaad makes one Claws attack and one Bite attack.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage plus 36 (8d8) psychic damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) piercing damage plus 22 (4d10) poison damage.

BONUS ACTIONS

Leap. The slaad leaps up to 30'.

VICTORY

If the pcs defeat Ygorl, cosmic awareness washes over them. They realize that they have just unleashed the first burst of Law into the cosmos. They are, retroactively, the ones who started the Great War of Ethics.

They have the momentary capacity to send a massive amount of the axiomatic power they just created home. (See “Revitalizing Fandelose”, below, for details and options.)

In addition, each pc gains a boon. See “Action Boons,” below, for details.

REVITALIZING FANDELOSE

The pcs are presented with a few options in the form of symbols of different methods of revitalizing Fandelose and a rough awareness of what they mean. After a few minutes' discussion, each pc should vote for one option. The vote should be written down silently and secretly. The symbols are:

- **An Egg.** The slaadi on Dorhaus transform into other creatures, especially Humanoids.
- **The Youth.** Humanoids mature in half the normal time and are much more fertile than normal for the next century around Fandelose.
- **The Hidden Place.** People that were previously hidden will be drawn out to repopulate Dorhaus.
- **The Ship.** People will arrive from far-off lands to repopulate Dorhaus.
- **A Strange Baby.** The age of humanity has passed. New types of creatures will fill in where humans and their ilk once dominated.
- **The Hourglass.** People from throughout time will be drawn to repopulate Fandelose.

ACTION BOONS

Each of the pcs present can choose one Action Boon (see attached lists). A creature with one or more time points remaining at this point loses them, but they have several additional options.