

Triceratops

December 28, 2022



Huge beast, unaligned

- **Armor Class** 13 (natural armor)
- **Hit Points** 95 (10d12 + 30)
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

- **Senses** passive Perception 10
- **Languages** –
- **Challenge** 5 (1,800 XP)

Trampling Charge. If the triceratops moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target.
Hit: 24 (4d8 + 6) piercing damage.

Stomp. Melee Weapon Attack: +9 to hit, reach 5 ft., one prone creature. Hit: 22 (3d10 + 6) bludgeoning damage.

Time Elemental

December 28, 2022



Medium elemental, neutral

- **Armor Class** 16 (natural armor)
- **Hit Points** 104 (16d8 + 32)
- **Speed** 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	12 (+1)	18 (+4)	10 (+0)

- **Saving Throws** Dex +9, Wis +9, Cha +5
- **Skills** Perception +9, Stealth +9
- **Damage Resistances** bludgeoning, piercing, and slashing

from nonmagical attacks

- **Damage Immunities** poison
- **Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
- **Senses** darkvision 60 ft., passive Perception 19
- **Languages** Primordial
- **Challenge** 13 (10,000 XP)

Energy Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes three attacks with its temporal claws.

Temporal Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 10 (3d6) force damage. The target must also succeed on a Wisdom saving throw (DC 15) or be temporarily displaced in time, causing them to skip their next turn.

Temporal Wave. Ranged Spell Attack: +9 to hit, range 60 ft., one target. Hit: 22 (4d8 + 4) force damage. The target must also make a Wisdom saving throw (DC 15) or be frozen in time for 1d4 rounds, unable to take any actions or reactions but also immune to all damage.

Reactions

Temporal Deflection. When the elemental is hit by an attack, it can use its reaction to halve the damage it takes.

Time Warden

December 28, 2022



Medium humanoid (human), Lawful Neutral

- **Armor Class** 18 (chain mail, shield)
- **Hit Points** 90 (12d8 + 36)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

- **Saving Throws** Str +7, Dex +5, Con +6
- **Skills** Athletics +7, Intimidation +5
- **Condition Immunities** charmed
- **Senses** passive Perception 11
- **Languages** Common
- **Challenge** 6 (2,300 XP)

Actions

Multiattack. The Time Warden makes three melee attacks or two

ranged attacks.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Shield Bash. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a

Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Time Loop (recharge 5-6). The Time Warden chooses a target within 5 ft. and creates a temporal loop, causing the target to repeat its actions from the previous round. The target must succeed on a DC 13 Wisdom saving throw or be forced to repeat its actions until the loop is broken by the Time Warden or the target succeeds on the saving throw.

Reactions

Precognitive Parry. The Time Warden adds +4 to its AC against one melee attack that would hit it. To do so, the Time Warden must see the attacker and be wielding a melee weapon.

Zara

December 28, 2022

Medium humanoid ([dragonborn](#) (red)), Neutral Good Cisgender Woman (She/Her)

- **Armor Class** 16 (Unarmored Defense)
- **Hit Points** 26 (4d8 + 8)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	8 (-1)

- **Saving Throws** Str +4, Dex +5
- **Skills** Perception +5, Stealth +5
- **Damage Resistances** fire
- **Senses** passive Perception 15
- **Languages** Common, Draconic, Draconic Sign Language
- **Challenge** 3 (700 XP)

Hearing Loss [IE 3]. Zara is hard of hearing, which gives a -3 penalty on hearing-related checks but +3 on saving throws related to attacks that use sound (e.g., banshee wail). (Note: thunder damage is vibration, not sound, so this does not grant benefits against it.)

Actions

Breath Weapon (1/rest). Zara exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Unarmed Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Bonus Actions

Extra Attack (Unarmed Strike). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Flurry of Blows (4/rest). Zara can make two unarmed strikes as a bonus action.

Reactions

Deflect Missiles. Zara can use her reaction to deflect or catch the missile when she is hit by a ranged weapon attack. When she does so, the damage she takes from the attack is reduced by 1d10 + 7.

If she reduces the damage to 0, she can catch the missile if it is small enough for her to hold in one hand and she has at least one hand free. If she catches a missile in this way, she can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition she just caught, as part of the same reaction. She makes this attack with proficiency, regardless of her weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

Slow Fall. Zara can use her reaction when she falls to reduce any falling damage she takes by 20.

Zara is a tall, red dragonborn with a fierce expression and sharp, curved claws. She is a skilled monk, using her agility and strength to deliver powerful blows in combat. Despite being hard of hearing, she is fiercely alert and able to surprise enemies with her lightning-fast reactions. She is proud of her heritage, wearing her dragonborn scales with pride and using her breath weapon to devastating effect in battle. Despite her fierce exterior, Zara has a kind heart and is fiercely loyal to

her friends and allies.

Dorian

December 28, 2022

Small humanoid ([halfling](#)), Chaotic Neutral Cisgender Man (He/Him)

- **Armor Class** 14 (Unarmored Defense)
- **Hit Points** 37 (3d12 + 6)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	8 (-1)	12 (+1)

- **Saving Throws** Str +5, Con +4
- **Skills** Perception +1, Survival +1
- **Senses** passive Perception 11
- **Languages** Common, Halfling
- **Challenge** 2 (450 XP)

Attention Difference [IE 3]. When performing any sustained task, Dorian must succeed on a DC 11 Constitution saving throw. Failure indicates that he's been distracted – all related ability checks take 60 percent times as long to complete. While distracted, he has a +3 on passive Wisdom (Perception). On success, he becomes hyperfocused and has advantage on all related ability checks. While hyperfocused, he has a -3 penalty

on passive Wisdom (Perception).

Rage (3/day). Dorian can enter a frenzied state for 1 minute, gaining advantage on Strength checks and saving throws, resistance to bludgeoning, piercing, and slashing damage, and the ability to make an additional attack on his turn.

Danger Sense. Dorian has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. To gain this benefit, he can't be blinded, deafened, or incapacitated.

Halfling Nimbleness. The halfling can move through the space of any creature that is of a size larger than his own.

Hyperfocused Rage (1/rage). Dorian's neurodivergence allows him to hyperfocus on combat during a rage and use his Reckless Attack on one Bonus Action, giving him +3 on one melee weapon attack and damage roll per rage.

Lucky. When Dorian rolls a 1 on the d20 for an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Reckless Attack. When Dorian makes his first attack on his turn, he can decide to attack recklessly. Doing so gives him advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against him have advantage until his next turn.

Actions

Club. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 5 (1d4 + 3) bludgeoning damage. (+2 damage during rage)

Dorian is a small, scrappy halfling with a wild, untamed appearance. His hair is a wild mop of curls, and his eyes seem

to constantly dart around, as if searching for the next adventure. Despite his size, Dorian is a formidable fighter, using his neurodivergence to his advantage as he enters a frenzied state in combat. He is quick on his feet and agile, able to dodge and weave through enemies with ease.

Rendoya

December 28, 2022

Medium humanoid ([tiefling](#)), Chaotic Good Transgender Woman (She/Her)

- **Armor Class** 12
- **Hit Points** 27 (6d8)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	14 (+2)	14 (+2)	10 (+0)

- **Saving Throws** Wis +5, Cha +3
- **Skills** Arcana +5, Perception +5
- **Damage Resistances** fire
- **Senses** darkvision 60 ft., passive Perception 15
- **Languages** Common, Infernal
- **Challenge** 6 (2,300 XP)

Innate Spellcasting. Rendoya's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It

can innately cast the following spells, requiring no material components:

At will: [Thaumaturgy](#)

1/day: [Hellish Rebuke](#)

Spellcasting. Rendoya is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). Rendoya has the following [Sorcerer](#) spells prepared:

Cantrips (at will): [Chill Touch](#), [Fire Bolt](#), [Message](#), [Shocking Grasp](#), [True Strike](#)

1st level (4 slots): [Mage Armor](#), [Magic Missile](#), [Shield](#)

2nd level (3 slots): [Blindness/Deafness](#), [Spider Climb](#)

3rd level (3 slots): [Lightning Bolt](#), [Sleet Storm](#)

[Metamagic](#) (6 Sorcery Points). Rendoya can use her sorcery points for the following effects:

Empowered Spell, Heightened Spell

[Seizures](#) (Clonic, triggered by stress) [IE 2]. Rendoya's muscles have spasms that make her face, neck, and arm muscles jerk rhythmically. During this seizure, she has a -4 penalty on all actions requiring the use of her arms and cannot cast spells requiring a somatic component. Casting a spell with a verbal component requires a successful DC 12 Constitution check. Failure results in the spell failing, but it does not use a spell slot. She must succeed on a DC 10 Constitution check to maintain concentration if needed. Clonic Seizures last 2d6 rounds.

The seizures are triggered by stressful situations. When entering combat or encountering other sources of stress, Rendoya must succeed on a DC 12 Wisdom saving throw to prevent the seizure. She can choose to fail the saving throw and experience the seizure to use her Seizure Surge.

Reactions

Seizure Surge. When Rendoya has a seizure, she can use her reaction to unleash a blast of magical energy. Each creature within 10 feet of her must succeed on a DC 12 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

Rendoya is a powerful sorceress with dark hair and piercing red eyes. Despite her neurological disorder, she is a skilled magician and strategically uses her seizures to her advantage, balancing the challenge of the seizure's effects with the benefit of channeling the energy into powerful blasts of magical energy. She is cunning and clever, always one step ahead of her enemies.

Historical Remains

December 28, 2022



Medium undead, Neutral

- **Armor Class** 14 (breastplate)
- **Hit Points** 52 (8d8 + 16)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	6 (-2)	6 (-2)	5 (-3)

- **Damage Vulnerabilities** bludgeoning
- **Damage Immunities** poison
- **Condition Immunities** exhaustion, frightened, paralyzed, poisoned
- **Senses** darkvision 60 ft., passive Perception 8
- **Languages** understands the languages it knew in life but can't speak
- **Challenge** 2 (450 XP)

Actions

Multiattack. The Historical Remains makes two attacks with its Longsword and Ancient Knowledge in any combination. **Longsword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Ancient Knowledge (Recharge 4–6). The Historical Remains can unleash a blast of ancient knowledge that deals 10 (3d6) psychic damage to a single target within 30 feet. The target must make a DC 12 Intelligence saving throw or be stunned for one round.

Cyberzombie

December 28, 2022

Medium undead, neutral evil

- **Armor Class** 16 (Power Armor)
- **Hit Points** 30 (4d8 + 12)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	5 (-3)	6 (-2)	5 (-3)

- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
- **Senses** darkvision 60 ft., passive Perception 8
- **Languages** the languages it knew in life
- **Challenge** 5 (1,800 XP)

Reanimation (1/day). When the cyberzombie drops to 0 hit points, it can use its reaction to reattach its head and return to 1 hit point.

Actions

Multiattack. The Cyberzombie makes two Cyber Slam attacks.

Cyber Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage.

Plasma Cannon. Ranged Weapon Attack: +5 to hit, range 60/180 ft., one target. Hit: 11 (2d8 + 2) radiant damage.

Taser Gauntlet (Recharge 5–6). The Cyberzombie adds 7 (2d6) electrical damage to its Cyber Slam attack.

Lord Remington

December 28, 2022

Medium humanoid (human), Lawful Evil Cisgender Man (He/Him)

- **Armor Class** 14 (leather armor)
- **Hit Points** 84 (13d8 + 26)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	18 (+4)	14 (+2)	18 (+4)

- **Saving Throws** Int +8, Wis +6, Cha +8
- **Skills** Deception +8, History +12, Insight +6, Persuasion +8
- **Senses** passive Perception 12
- **Languages** Common, Draconic, Infernal
- **Challenge** 11 (7,200 XP)

Innate Spellcasting. Lord Remington's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: [Blink](#), [Mending](#)

3/day each: [Expeditious Retreat](#), [Ray of Enfeeblement](#), [Major Image](#)

1/day each: [Haste](#), [Slow](#), [Death Ward](#), [Chain Lightning](#)

Regeneration. As long as his machine is running, Lord Remington regains 10 hit points at the start of his turn if he has at least 1 hit point.

Actions

Multiattack. Lord Remington makes two attacks.

Ravages of Time (Recharge 5–6). Ranged Spell Attack: +8 to hit, range 20/60 ft., one target. Hit: 49 (10d8 + 4) necrotic damage. A blue-green ray of temporal energy erupts from Lord Remington's hands and causes sudden aging to a part of the target's body.

Shortsword 0'Clock Sharp. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage + 39 (10d6 + 4) necrotic damage. Lord Remington's sword channels his temporal energy, aging the point of impact.

Take Time. Melee Spell Attack: +8 to hit, reach 5 ft., one target. Lord Remington touches another creature and steals some of its time. Lord Remington regains 17 (5d6) hit points, and the target must succeed on a DC 16 Wisdom saving throw or be petrified for 1d4 rounds, frozen in time.

Lord Remington is a tall, thin man with pale skin and dark, piercing eyes. He wears finely tailored leather armor and a cloak adorned with intricate clockwork designs. He is cold and calculating, using his mastery of time magic to manipulate and control those around him. He is ruthless and cunning, willing to do whatever it takes to escape death after the grief of losing his mother when young. He is also a skilled actor and manipulator, able to charm and deceive even the most wary of individuals.

Timekeeper

December 28, 2022

Medium construct, unaligned

- **Armor Class** 15 (natural armor)
- **Hit Points** 37 (5d8 + 15)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	3 (-4)	10 (+0)	10 (+0)

- **Skills** Perception +3, Stealth +7
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 13
- **Languages** the languages of its creator
- **Challenge** 6 (2,300 XP)

Immutable Form. The Chronie is immune to any spell or effect that would alter its form.

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

Magic Weapons. The Chronie's weapon attacks are magical.

Actions

Multiattack. The Chronie makes two Time Warp and Clock Strike attacks in any combination.

Clock Strike. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage + 3 (1d6) force damage.

Time Warp (Recharge 5–6). The Chronie can create a small temporal rift, causing a creature within 5 feet to experience time differently for a moment. The target must succeed a DC 13 Intelligence saving throw or be affected by the Time Warp. While affected, the target's speed is halved and it has disadvantage on attack rolls. This effect lasts for 1 minute or until the creature succeeds on a saving throw at the end of its turn.

Bonus Actions

Teleport. The Chronie magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

The Timekeeper is a humanoid construct, made of brass and steel with intricate clockwork gears and cogs visible through its transparent chest. It has a featureless face, with a single, glowing eye in the center of its forehead.