

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.

Time Bomb

December 28, 2022



Small construct, unaligned

- **Armor Class** 14 (natural armor)
- **Hit Points** 22 (4d6 + 8)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	3 (-4)	10 (+0)	10 (+0)

- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 2 (450 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

Blink. At the beginning of its turn, the Chronie magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Before or after teleporting, the Chronie can make one Ticking Clock attack.

Ticking Clock. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Time Bomb can plant a small bomb on a creature, which detonates at the end of the next round. Each creature in a 5-foot-radius sphere centered on the target must make a Dexterity saving throw, taking 10 (3d6) force damage on a failed save, or half as much damage on a successful one. The target has disadvantage on the save. Removing the bomb requires a successful DC 10 Strength check. Throwing the bomb requires an additional action.

Time Bomb, a dog-like construct, moves quickly, blinking around the battlefield, planting time bombs, then blinking to the next target outside of range, always conscious of its location, all the bombs, and [Lord Remington](#).

Clockwinder

December 28, 2022

Medium construct, unaligned

- **Armor Class** 14 (natural armor)
- **Hit Points** 65 (10d8 + 20)

- **Speed** 30 ft.

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

- **Damage Vulnerabilities** lightning
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 120 ft., passive Perception 10
- **Languages** Primordial
- **Challenge** 3 (700 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. Clockwinder makes two attacks with its clock hands.

Clock Blast (Recharge 6). Clockwinder unleashes a blast of clock gears and shards in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one.

Clock Hands. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Countdown (Recharge 5–6). Clockwinder targets one creature within 30 feet and begins a countdown from 10. At the end of each of the target's turns, they must make a DC 14 Wisdom saving throw or take 7 (2d6) psychic damage. Modifiers to the frightened condition affect the target's saving throw. This effect triggers Phobia (Chronophobia) in a target with that trait. This effect ends early if the target is reduced to 0 hit points or if Clockwinder is incapacitated.

Clockwinder stands at a towering 8 feet tall. Its body is made of intricately crafted clock gears and machinery, with large clock hands protruding from its sides. Its eyes are glowing green orbs, and it has a small, frowning mouth set into its clock face. Despite its mechanical appearance, it moves with grace and precision, its clock hands striking with deadly accuracy. It is loyal and obedient to [Lord Remington](#), carrying out his orders without question. It is ruthless and relentless in combat, using its clock-themed abilities to overwhelm its enemies.

Big Time

December 28, 2022

Large construct, unaligned

- **Armor Class** 17 (natural armor)
- **Hit Points** 59 (7d10 + 21)
- **Speed** 30 ft.

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

- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 8 (3,900 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.

Time Stop (Recharge 5–6). Big Time can halt time for a brief moment, allowing it to take an additional action on its turn.

Actions

Multiattack. The Chronie makes two attacks with its Clock Crush attacks.

Clock Crush. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage + 8 (1d8 + 4) slashing damage. The Chronie punches with its gear-laden fists.

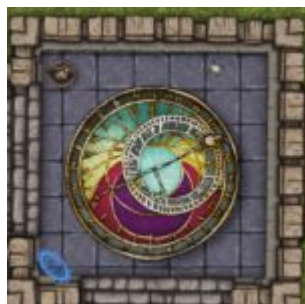
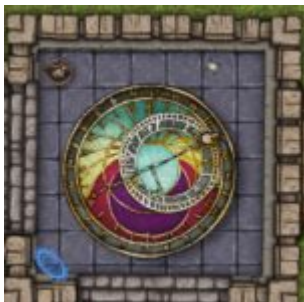
Temporal Blast (Recharge 4–6). The Chronie unleashes a powerful blast of temporal energy from its chest in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw,

taking 18 (4d8) force damage on a failed save, or half as much damage on a successful one.

Big Time is a massive construct, standing nearly 10 feet tall and made of solid steel. Its body is adorned with intricate clockwork mechanisms, and it has two large clock faces on its chest. Its arms end in massive gears that it uses to crush its enemies.

Lord Remington's Castle, Tower Map

December 28, 2022



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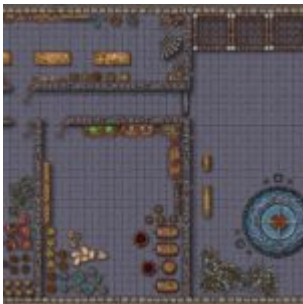
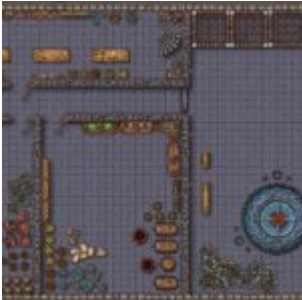
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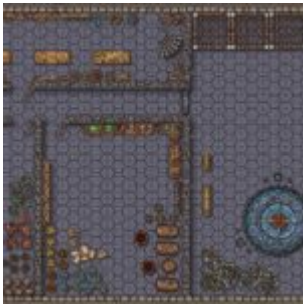
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Lord Remington's Castle, Basement Map

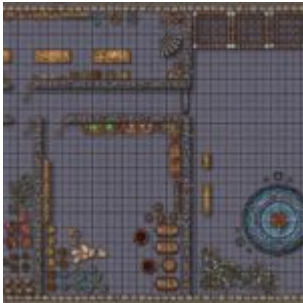
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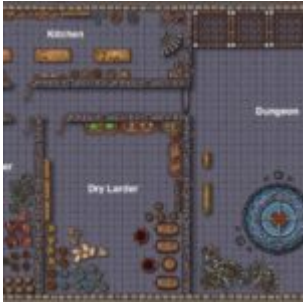
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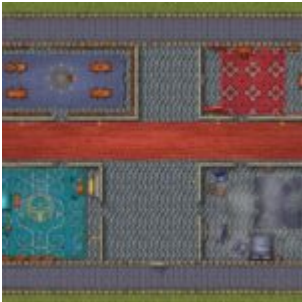


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Lord Remington's Castle, Upper Floor Map

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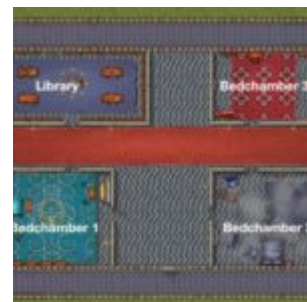
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Lord Remington's Castle, Ground Floor Map

December 28, 2022



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Soil Serpent

December 28, 2022



Huge plant, chaotic evil

- **Armor Class** 15 (natural armor)
- **Hit Points** 133 (14d12 + 42)
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	17 (+3)	12 (+1)	12 (+1)	7 (-2)

- **Damage Vulnerabilities** fire
- **Damage Resistances** bludgeoning, piercing
- **Senses** passive Perception 11
- **Languages** understands Common
- **Challenge** 5 (1,800 XP)

Ghoulish Spores (1/Day). The Soil Serpent targets one corpse of a humanoid within 10 feet of it and releases spores at the corpse. In 24 hours, the corpse rises as a [plant ghoul](#) or [plant ghast](#), controlled by the Soil Serpent. The corpse stays animated for 1d6 + 1 weeks or until destroyed, and it can't be animated

again in this way. The Soil Serpent can create and control up to 1 plant ghastr and 20 plant ghouls at a time and can communicate telepathically with them up to a mile away.

Actions

Multiattack. The Soil Serpent makes three attacks, using its Vine Smash to attempt to grapple, and once it grapples an opponent, it will use one of its attacks to bite a grappled target with advantage.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) piercing damage.

Vine Smash. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target takes 14 (2d8 + 5) bludgeoning damage at the start of each of its turns. The Soil Serpent can grapple up to two targets at a time. Another creature within reach of the Soil Serpent can use its action to end the grapple on the target.