

# Time Bomb

December 28, 2022



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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](#).

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# Clockwinder

December 28, 2022

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# 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.

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## Big Time

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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.

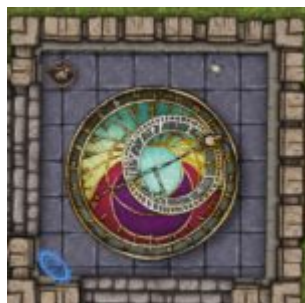
**Temporal Blast (Recharge 4–6).** The Chronie unleashes a powerful blast of temporal energy from its chest in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 18 (4d8) force damage on a failed save, or half as much damage on a successful one.

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.

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# Lord Remington's Castle, Tower Map

December 28, 2022



gridless



hex

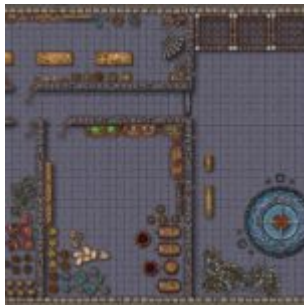
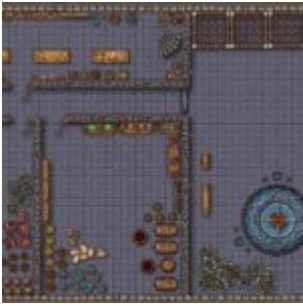


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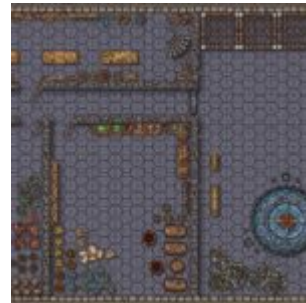
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# Lord Remington's Castle, Basement Map

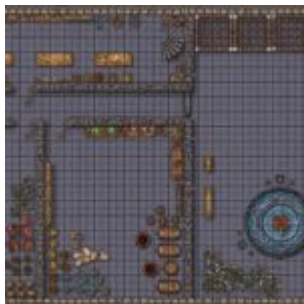
December 28, 2022



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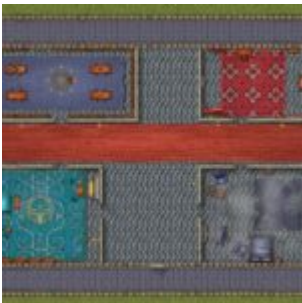
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# Lord Remington's Castle, Upper Floor Map

December 28, 2022



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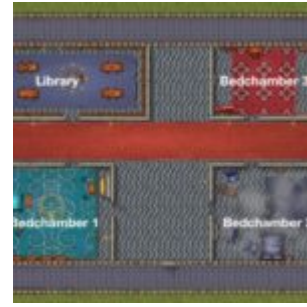


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# Lord Remington's Castle, Ground Floor Map

December 28, 2022



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labeled map key



animated

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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.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
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 ghast 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.

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# Constrictor Snake

December 28, 2022



Large beast, unaligned

- **Armor Class** 12
- **Hit Points** 13 (2d10 + 2)
- **Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

- **Senses** blindsight 10 ft., passive Perception 10
- **Languages** –
- **Challenge** 1/4 (50 XP)

## Actions

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage.

**Constrict.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

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# Swarm of Centipedes

December 28, 2022



Medium swarm of Tiny beasts, unaligned

- **Armor Class** 12 (natural armor)
- **Hit Points** 22 (5d8)
- **Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

- **Damage Resistances** bludgeoning, piercing, slashing
- **Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
- **Senses** blindsight 10 ft., passive Perception 8
- **Languages** –
- **Challenge** 1/2 (100 XP)

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

## Actions

**Bites.** Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or

fewer.

A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.