

CHRONOS

Large • Celestial • Lawful Neutral

Armor Class 17

Initiative +4 (14)

Hit Points 153 (18d10 + 54)

Speed 10 ft., fly 40 ft.

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

Saving Throws Int +8, Wis +8, Cha +8

Skills History +12, Perception +8, Religion +8

Damage Resistances force, thunder

Damage Immunities psychic

Condition Immunities charmed, exhaustion, frightened

Senses truesight 90 ft., passive Perception 18

Languages all

CR 11 (XP 7,200; PB +4)



Anchored in Time. The chronos can't shape-shift or be aged. Further, it can't be affected by the *haste*, *slow*, and *time stop* spell.

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

Winding the Clock. At the start of each of its turns in combat, the chronos gains 1 charge, up to a maximum of 12. Further, the chronos starts the combat with 1d4 charges.

ACTIONS

Multiattack. The chronos makes three Claw attacks.

Claw. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 24 (6d6 + 3) slashing damage.

Passage of Time (Recharges after a Rest). *Charisma Saving Throw:* DC 16, one creature within 60 feet that it can see. *Failure:* 65 (10d12) psychic damage and the target ages for 2d12 years. *Success:* Half damage.

CHRONOS — WEAKER

Armor Class 16

Initiative +3 (13)

Hit Points 112 (15d10 + 30)

Speed 10 ft., fly 30 ft.

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

Saving Throws Int +6, Wis +6, Cha +6

Skills History +9, Perception +6, Religion +6

Damage Resistances force, thunder

Damage Immunities psychic

Condition Immunities charmed, exhaustion, frightened

Senses truesight 60 ft.; passive Perception 16

Languages all

CR 7 (XP 2,900; PB +3)



Anchored in Time. The chronos can't shape-shift or be aged. Further, it can't be affected by the *haste*, *slow*, and *time stop* spell.

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

Winding the Clock. At the start of each of its turns in combat, the chronos gains 1 charge, up to a maximum of 12. Further, the chronos starts the combat with 1d2 charges.

ACTIONS

Multiattack. The chronos makes three Claw attacks.

Claw. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 16 (4d6 + 2) slashing damage.

Passage of Time (Recharges after a Rest). *Charisma Saving Throw:* DC 14, one creature within 60 feet that it can see. *Failure:* 45 (7d12) psychic damage and the target ages for 1d12 years. *Success:* Half damage.

CHRONOS — STRONGER

Armor Class 18

Hit Points 190 (20d10 + 80)

Speed 10 ft., fly 40 ft.

Initiative +5 (15)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 10 (+0) | 18 (+4) | 20 (+5) | 20 (+5) | 20 (+5) |

Saving Throws Int +10, Wis +10, Cha +10

Skills History +15, Perception +10, Religion +10

Damage Resistances force, thunder

Damage Immunities psychic

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft.; passive Perception 20

Languages all

CR 14 (XP 11,500: PB +5)



Anchored in Time. The chronos can't shape-shift or be aged. Further, it can't be affected by the *haste*, *slow*, and *time stop* spell.

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

Winding the Clock. At the start of each of its turns in combat, the chronos gains 1 charge, up to a maximum of 12. Further, the chronos starts the combat with 1d6 charges.

ACTIONS

Multiattack. The chronos makes three Claw attacks.

Claw. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 28 (7d6 + 4) slashing damage.

Passage of Time (Recharges after a Rest). *Charisma Saving Throw:* DC 18, one creature within 60 feet that it can see. *Failure:* 84 (13d12) psychic damage and the target ages for 3d12 years. *Success:* Half damage.

Rewind Time (1/Day; 3 Charges). The chronos regains all its hit points, ends all effects and spells on it, and recharges all its abilities, except this one.

BONUS ACTIONS

Hasten (1 Charge). The chronos casts *haste*. It doesn't require maintaining concentration on that spell, and the target doesn't suffer from lethargy at the end of the spell.

Slowing (1 Charge). The chronos casts *slow* (save DC 14) on a single target. It doesn't require maintaining concentration on the spell, and if the target fails the initial save, it has disadvantage on the subsequent saves at the end of its turn.

Stasis (Recharge 5-6; 1 Charge). *Wisdom Saving Throw:* DC 14, one creature within 60 feet that it can see. *Failure:* The target becomes petrified until the end of its next turn. While petrified this way, the target is immune to all damage.

Rewind Time (1/Day; 3 Charges). The chronos regains all its hit points, ends all effects and spells on it, and recharges all its abilities, except this one.

BONUS ACTIONS

Hasten (1 Charge). The chronos casts *haste*. It doesn't require maintaining concentration on that spell, and the target doesn't suffer from lethargy at the end of the spell.

Slowing (1 Charge). The chronos casts *slow* (save DC 18) on a single target. It doesn't require maintaining concentration on the spell, and if the target fails the initial save, it has disadvantage on the subsequent saves at the end of its turn.

Stasis (Recharge 5-6; 1 Charge). *Wisdom Saving Throw:* DC 18, one creature within 60 feet that it can see. *Failure:* The target becomes petrified until the end of its next turn. While petrified this way, the target is immune to all damage.