

# THE CHRONOHAG



A MOBILE NIGHTMARE FOR YOUR  
LOW-LEVEL BOSS FIGHTS  
BY AARON GAGUINE



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BACKYARD ADVENTURE GAMES

by Aaron Gaguine, Edited by Chris Bagg



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# CHRONOHAG



HE LAND OF ISON'S REFUGE IS A DARK AND CONFLICTED PLACE. WITHIN THE LAST MILLENIUM, ANOTHER NEARBY WORLD, Ison's Rise, was destroyed by a mysterious force, and many of its inhabitants fled, renaming the planet they found Ison's Refuge, not bothering to ask the populations already living there. The refugees' gods came with them, creating conflict in the pantheon that watched (and battled over) Ison's Refuge. After hundreds of years an uneasy truce exists, but time is fluid in Ison's Refuge, and heroes and villains alike can travel forward and backward through time at locations where the weave of time and space is threadbare. The Chronohag evolved to take advantage of the suppleness of time in Ison's Refuge, and it is a terror, moving adversaries back and forth in local time, changing outcomes and probabilities, changing the story that had been written moments ago. Chronohags, as their siblings do, enjoy wringing lopsided bargains out of their enemies and marks, tricking them by altering the flow of time around the contracts they forge.

## CHRONOHAG

Medium Fey, Typically Neutral Evil

Armor Class 13

Hit Points 82 (11d8 + 33)

Speed 30ft.

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

Saving Throws Int +4

Senses darkvision 60 ft., passive Perception 15

Languages Common, Deep Speech, Draconic

Challenge 3 (700 XP)

Proficiency Bonus +2

**Time-laced Reflexes.** The Chronohag has advantage on all initiative checks.

## ACTIONS

**Multiattack.** The Chronohag makes two Time-Warping Blade attacks.

**Time-Warping Blade.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit 7 (1d10 + 2)*

**Chronowave.** An enervating wave of scrambled time spreads out in a 15-foot cone from the Chronohag. Each creature in the cone must make a DC 13 Constitution saving throw. A creature takes 9 (2d8) necrotic damage and falls prone on a failed save. On a successful save the target takes half as much damage and doesn't fall prone.

**Skip Through Time (2/day).** The Chronohag makes a Time-Warping Blade attack against a target. If the attack hits, instead of causing damage both the target and attacker jump forward through time, effectively ceasing to exist in the present time. They both reappear in the same locations at the start of the Chronohag's next turn. At that moment creatures within 10 feet

of both the Chronohag and the target must succeed on a DC 13 Wisdom saving throw or be flung 15 feet away from the Chronohag and stunned until the end of the Chronohag's next turn.

## BONUS ACTIONS

**Time Flicker.** The Chronohag slightly warps time and space, appearing in an unoccupied space up to 30 ft. away that it can see.

## REACTIONS

**Divergent Futures (2/day).** If the hag fails a saving throw it can roll a d20 choose to use the new result. If an attack would hit the hag it can roll a d20 and choose which dice to use.

## LEGENDARY ACTIONS

The Chronohag can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hag regains spent legendary actions at the start of its turn.

**Accelerate Time:** The Chronohag chooses a target it can see and speeds time around them aging them immensely. The target must succeed on a DC 13 Wisdom saving throw or have their movement halved until the end of their next turn. While aged this way they cannot take reactions and all attack rolls have disadvantage.

**Time-Blessed Speed:** The Chronohag moves up to its speed without provoking attacks of opportunity. It ignores all difficult terrain during this movement.

**Transpose Time (Costs 2 actions):** The Chronohag makes a Time-Warping Blade attack against any creature it can see regardless of range. If the attack hits the hag may switch locations with the target in addition to normal effects.

**Turn Back Time (Costs 3 Actions):** The Chronohag ignores any damage she suffered from the most recent source of damage.

## A CHRONOHAG'S LAIR

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Chronohags craft their lairs in locations where the weave of time and space is weak or malleable, allowing the Chronohag to wield their abilities at their strongest permutation. These lairs generally appear in places that the local populace may shun, due to strange time-warping effects that have occurred there in the past. A Chronohag amplifies these effects, resulting in alien and alarming settings, such as a copse of trees with gigantic saplings or tiny dead trees that appear full-grown. Rivers may seem to run backwards, against gravity, or daylight may be inverted in their lairs.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), a Chronohag can take one of the following lair actions; the Chronohag can't take the same lair action two rounds in a row:

**Primordial Sinkhole.** The ground around a creature the Chrono Hag can see within 30 ft. is flung back through time, turning into primordial mud and soup before reforming. The creature must succeed on a DC 13 Dexterity saving throw or be restrained until another lair action is used.

**Material Fatigue.** An area overhead (ceiling, tree canopy, or structure) is sent hurtling forward in time until it collapses. All creatures in a 5ft. radius below the area must succeed on a DC 13 Dexterity saving throw or be knocked prone.

**Time Reset.** Time ticks backwards within 60 ft. of the Chronohag, causing wounds to heal. Every creature in the lair regains 3 (1d6) hit points.

### REGIONAL EFFECTS

The region containing a Chronohag's lair is warped by the creature's relationship with time.

**Foresight.** While within three miles of its lair, the Chronohag can cast *augury* once per day.

**Unreliable Fourth Dimension.** Within one mile of its lair, tracking becomes difficult due to the fact that time acts unreliably. Creatures have disadvantage on Wisdom (Survival) checks.

**Uncanny Preservation** Within one mile of its lair, any creature who falls under 0 hit points is automatically under the effect of the *gentle repose* spell.

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