

SPIRIT NAGA CATHEDRAL RUINS

Spirit Naga Cathedral Ruins is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 5, 8, 11, or 14**. This document offers a general guideline on scaling the adventure for each level. The characters must help a band of soldiers clear the ruins of an old cathedral of the dreadful, vengeful creature that lurks within.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you still need to get a copy.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block to say, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the appendix.

LEVEL SELECTION

Before playing, know the level at which you wish to run the adventure. Overall, the adventure's locations and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 5, 8, 11, or 14, the chart below shows you which version of the adventure you should select for each level. A given adventure version might be easier or more challenging for a given party.

CREDITS

The following creators made this adventure possible:

Design and Writing. DMDave

Editing and Layout. Tony Casper

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Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
5	5th-Level	Hard
6	5th-Level	Medium
7	5th-Level	Easy
8	8th-Level	Hard
9	8th-Level	Medium
10	8th-Level	Easy
11	11th-Level	Hard
12	11th-Level	Medium
13	11th-Level	Easy
14	14th-Level	Hard
15	14th-Level	Easy
16	14th-Level	Medium

ADVENTURE HOOKS

The table on the following page offers some ideas if you don't have a reason for the characters to investigate the Cathedral Ruins. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

OPTIONAL: SEQUEL TO GARGOYLE CATHEDRAL

The adventure *Dungeons & Lairs #53: Gargoyle Cathedral* sees one or more unlucky characters whisked ten years into the past to the point when the cathedral was still in ruins—this exact adventure. If you wish to connect that adventure to this one, familiarize yourself with both adventures, as they both deal with time travel and paradoxes.

Gargoyle Cathedral Adventure Hooks

d8	Patron	Adventure Hook
1	Academy	One of the academy's scholars visited the cathedral, hoping to learn more about a tremendous extraplanar war that occurred in the area; but they haven't been heard from in weeks. The scholar is now one of the naga's minions.
2	Ancient Being	Recently, the ancient being was visited by an aavarut, a powerful mechanical being from a distant plane of existence. The aavarut warned that the cathedral threatens to unravel the very fabric of reality unless someone enters the area and finds a way to stop the temporal distortions within.
3	Aristocrat	A fortune teller told the characters' aristocratic patron that "the key to salvation" lies somewhere within the old ruins. See area 4 for details.
4	Criminal Syndicate	The syndicate recently learned that a powerful creature lives within the ruins. They want the characters to learn more about this creature. Little do they know that it's a dangerous spirit naga.
5	Guild	The adventurer's guild recently received a note from someone named "Julius," asking them to come to a small camp just outside the cathedral ruins. See the section "The Monks" below for details.
6	Military Force	Two of the military force's best soldiers were captured and brainwashed by the naga. The military force wants the characters to destroy the naga, hoping it will free the minds of the enthralled creatures.
7	Religious Order	The monks (see the section "The Monks" below) recently reached out to the characters' patrons, asking for assistance in reclaiming the cathedral.
8	Sovereign	The sovereign fears something evil lurks within the heart of the old ruins. The characters must go there and slay the naga!

Remember: the characters can't willingly alter a fixed point in time. A fixed point occurs when a character witnesses evidence of something a future version of themselves did in the past. For example, the note in **area 8a** of *Gargoyle Cathedral* was written by the same character that discovers and reads it, except from ten years in the past after a temporal anomaly sent the character back in time. Therefore, that character must write the note to themselves as part of this adventure.

If the character willingly tries to do anything to contradict the actions that led to that fixed point in time (this includes dying), it creates a paradox. When a paradox occurs, a shimmering dome-shaped *wall of force* (as the spell) surrounds the entire cathedral and remains until the character continues on the predestined path. Additionally, an **aavarut** (see the appendix) arrives. The aavarut threatens that if the character does not course-correct, the Denizens of Order will be forced to "cleanse" the place to preserve the fabric of time and space. Characters who refuse to cooperate must fight the aavarut. If they successfully destroy the aavarut, the dome lifts, and they are free to do as they please—at the risk of destroying all time and space, of course. The implications of such actions are up to you to decide.

If you are using this adventure as a one-off adventure and don't plan to tie it in with *Gargoyle Cathedral*, ignore all descriptions preceded by "Fixed Point."

SPIRIT NAGA CATHEDRAL

The ruins featured in this adventure were once a massive temple dedicated to an important deity, potentially one of the characters'. Recently, a group of mysterious monks arrived in the cathedral's ruins, determined to restore it to its former glory. Unfortunately, the monks discovered that the ruins were inhabited by a vile creature, a vengeful spirit naga, and its minions. Unsure how to proceed, the monks established a camp outside the ruins. Now they must wait for someone to help them clear the ruins—perhaps a plucky group of adventurers?

THE MONKS

Before the characters step foot into the cathedral, a group of eight mysterious monks accosts them, asking for assistance. If the characters met Dean Moffat or Julius in *Gargoyle Cathedral*, they would immediately recognize these monks as the same monks that used to work in the present-day cathedral. Like them, they were shunted back into the past due to the temporal disturbances in the cathedral or the touch of the quantum-locked gargoyles. Julius (NG male human **acolyte**) is the leader of the monks (all N human **acolytes**). Having arrived a month before the characters, Julius suspects that the naga infesting the ruins is responsible for the temporal anomalies. If the characters can find a way to defeat the naga, they can restore the cathedral.

What Julius doesn't know, however, is that the naga is a temporal anomaly itself—if destroyed, the naga Rejuvenates in 1d6 days with all of its hit points. Only a *wish* spell will stop this trait from functioning.

GENERAL FEATURES

Unless stated otherwise, the Cathedral Ruins have the following features.

Architecture. The cathedral's builders crafted the walls and floors from colossal limestone blocks, most of which still stand. Rotting wooden details line the interior of most of the buildings. Lacking a roof, plants and animals thrive in the ruins, and standing pools of water are common.

Illumination. The buildings lack roofs, allowing plenty of natural light. Otherwise, there are no lights in the complex.

Regional Effects. The naga that infests the ruins has lived in the area for so long that its wicked presence permeates the land, which creates the following effects:

- ▶ Mist and constant rain plague the region. The area within 1 mile of the cathedral is lightly obscured, meaning creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight. The rain extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.
- ▶ Water sources within 1 mile of the lair are supernaturally fouled—enemies of the naga that drink such water vomit it within minutes.
- ▶ There's a noticeable increase in snakes and other reptiles within 6 miles of the region.

Naga's Thralls. With the exception of the planetar lo in **area 4**, all of the creatures working for the naga are under her sway, serving as thralls. When the characters destroy the naga, they regain their senses and are free to leave.

KEYED LOCATIONS

The following locations are keyed to the map of the Cathedral Ruins.

1 – Nave

This would once have been the primary area for the congregation during service. It is now entirely open to the sky, and nature has had plenty of time to claim it.

Hazard: Creeping Vines. The naga Saasox (see **area 2**) uses her magic to protect this area from pesky intruders. Grasping weeds and vines sprout from the ground inside the nave. So long as the weeds and vines remain, the area is difficult terrain. When the vines appear, each creature in the area must

succeed on a DC 14 Strength saving throw or become restrained. A creature restrained by the plants can use its action to make a DC 14 Strength check, freeing itself on a success. A 10-foot-square area of plants has AC 10, 15 hit points, vulnerability to fire and slashing damage, and resistance to bludgeoning and piercing damage. Casting *dispel magic* on the plants causes them to immediately wilt away.

Encounter: Creepy Crawlies. One round after the weeds and vines appear, deadly serpents slither out of the ruins' nooks and crannies and attack. The nature of this encounter depends on the level of the adventure, as shown in the table below. Creatures marked with an asterisk are new creatures appearing in the appendix.

Area 1 Encounters

Adventure Level	Encounter
5th	2 swarms of poisonous snakes
8th	3 swarms of poisonous snakes
11th	2 giant poisonous snakes and 4 swarms of poisonous snakes
14th	1 gargantuan poisonous snake* and 4 giant poisonous snakes

Development: Red Alert. A combat here alerts the creatures in **areas 2** and **3** to the characters' presence, giving them time to prepare.

2 – High Altar

All of the original furniture, statues, and valuables were removed, or more likely looted, long ago. A gem-encrusted altar stands at the head of the church, split in two.

This altar is the domain of the spirit naga and its most trusted minions.

Encounter: Saasox, the Seventh Whisper of Imus. Unless the characters were cautious, Saasox, the Seventh Whisper of Imus, spirit naga protector of the cathedral ruins, patiently waits for the characters by the old altar. Already, Saasox is using *detect thoughts* to scan their surface thoughts. The naga knows which character has the weakest Wisdom saving throw bonus and is ready to cast *dominate person* on that one.

Saasox isn't alone. Her minions lurk in the shadows on either side of the western entrance. Knowing that Saasox enjoys using her *lightning bolt* spell on unsuspecting foes, the minions will try to push the characters into a line stretching east to west. The nature of the encounter depends on the level of the adventure, as shown in the table on the following page (Saasox is the spirit naga).

Area 2 Encounters

Adventure Level	Encounter
5th	1 spirit naga and 5 cultists
8th	1 spirit naga , 1 troll , and 4 cultists
11th	1 spirit naga , 1 knight , 2 trolls , and 2 barbed devils
14th	1 spirit naga , 1 shield guardian (Saasox wears its amulet, and it has the <i>spirit guardians</i> spell stored in it), 2 trolls , and 2 mag s

Saasox's Rejuvenation trait prevents her from being destroyed permanently. Only casting a *wish* spell will stop her Rejuvenation trait from functioning. If the characters can't cast *wish*, they will need to find a way to do so—potentially the plot hook for another quest. Otherwise, Saasox will continue to haunt the ruins.

Treasure: The Altar. The destroyed altar holds a wealth of gems, the value of which depends on the adventure's level, as shown in the table below.

Area 2 Treasure

Adventure Level	Treasure
5th	11 gems worth 50 gp each
8th	17 gems worth 50 gp each
11th	5 gems worth 250 gp each
14th	7 gems worth 250 gp each

Fixed Point: Saasox Must be Destroyed. Whether the characters know it or not, Saasox's ultimate destruction is a fixed point. If they fail to destroy her, the aevartut appears and threatens to wipe the ruins, the monks, and even the characters from existence. Crafty characters will have to convince the aevartut to give them time to find a way to beat the naga, especially if they lack a way to cast *wish*.

When the characters inevitably destroy Saasox, her eradication tears a tiny hole into the fabric of time and space. The resulting explosion washes over the entire cathedral, instantly restoring it to its former glory (as seen in the *Gargoyle Cathedral* adventure). So long as the characters have completed all the tasks required to maintain the fixed points (such as leaving a letter for themselves in the living quarters or being buried in the graveyard), they are sent back to their normal time period.

3 – Living Quarters

This area was probably once used as living quarters for the cathedral's original clergy. Beyond a few shrubs and aggressive patches of grass and mold, there are no signs of life here.

Encounter: Saasox's Minions. The naga, Saasox (see **area 2**), posts some of her minions here. They watch the northern part of the cathedral and respond to any creatures caught in the Creeping Vines hazard in **area 1**. The nature of the encounter depends on the adventure's level, as shown in the table below. Ranged combatants (bandits and scouts) keep their distance, taking shots from behind cover, while melee combatants (bandit captains, cultists, and veterans) take the fight to the characters. Meanwhile, controllers (cult fanatics and druids) stay out of reach and try to subdue the characters, granting advantage on the other attackers' rolls.

Area 3 Encounters

Adventure Level	Encounter
5th	1 cult fanatic , 2 cultists , and 3 bandits
8th	1 cult fanatic , 1 bandit captain , and 4 bandits
11th	1 cult fanatic , 1 druid , 1 veteran , and 4 bandits
14th	1 cult fanatic , 1 druid , 1 veteran , and 4 scouts

Fixed Point: The Letter. If the characters played through the *Gargoyle Cathedral* adventure, they may have discovered a note in a small wooden box (see **area 8** in *Gargoyle Cathedral*). When the characters arrive in this ruined version of the cathedral, the note hasn't been placed yet. To avoid a paradox, the character who read the letter must either leave the note here in the same box they discovered it or leave it with one of the monks detailed in the Adventure Hooks section on page 2.

Fixed Point: Familiar Item. The dining room in the *Gargoyle Cathedral* adventure (see **area 10** in *Gargoyle Cathedral*) may have held an item important to one of the characters. The placement of that item becomes a fixed point in history; therefore, the character must leave behind the same item here so they don't cause a paradox. Then, once they return to the present, they can reclaim it.

4 – Chapel

This smaller building still mainly stands, albeit with no roof. The eastern wall has collapsed inwards, revealing the graveyard outside.

Hazard: Consecrated Ground. The battle fought here long ago—the same one that destroyed the cathedral—had a curious effect on this area. When a good-aligned creature enters this area, they feel an overwhelming sense of hope, which causes various effects. The creature is cured of all diseases and poisons, becomes immune to poison and being fright-

ened, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours, and 7 days must pass before the creature can benefit from this area again.

Evil-aligned creatures that enter the area have the opposite effect. When such a creature enters the chapel the first time on a turn or starts its turn in the chapel, it must make a DC 15 Charisma saving throw. On a failed save, the target takes 11 (2d10) radiant damage and is poisoned until the start of its next turn. A creature that succeeds on its saving throw against this effect is immune to the effect for 24 hours.

Encounter and Treasure: Soldier of Heaven. A character who inspects the area and succeeds on a DC 10 Intelligence (Investigation) check discovers a loose stone tile at the north end of the chapel. Prying the tile away reveals a strange, green orb that resembles an egg but is much softer to the touch. An evil-aligned creature that touches the orb takes 5 (1d10) radiant damage and is stunned until the end of its next turn. If a good-aligned creature touches the orb, it instantly expands and transforms into an angelic being—a planetar.

The planetar introduces herself as Io. Having just rejuvenated, she is weak—she has only 10 hit points remaining and four levels of exhaustion. She must return to her home plane before she can return to her full health. Before she leaves, she hands one of the characters a ring carved from a single emerald. The ring exudes strong transmutation magic. Io tells the characters in Celestial that it is the key to salvation. This ring serves as a hook for a future adventure. If you don't wish to use it for a future adventure, the ring functions the same way as a *pearl of power*.

After Io gives the characters the ring, she vanishes in a flash of green light.

5 – Library

Rotten books, broken shelves, and the remains of a large table are the only hints that this room was once a library.

A character who thinks to cast *mending* on one of the old books discovers that they detail the cathedral's primary religion (whatever best fits your campaign world). Otherwise, these books are unreadable.

6 – Graveyard

The names of the gravestones in this ancient graveyard have worn away over time. Some are broken, and others have fallen over.

Trap: Quantum-Locked Gargoyle Arm. The first time the characters enter this area, the character with the highest passive Wisdom (Perception) score

spots something unusual; there appears to be an arm made of stone reaching out of the ground in front of one of the tombstones. The arm belongs to a **quantum-locked gargoyle** (see the appendix). The dirt over the gargoyle keeps it prone and restrained. However, if one of the characters happens to turn their back on the gargoyle, the gargoyle attempts to grab them and shunt them into the past. If the characters unearth the gargoyle, it attacks.

Fixed Point: Familiar Name. If one of the characters witnessed their name or another character's name carved into one of the gravestones in the present-day cathedral (see **area 16** in *Gargoyle Cathedral*), they know the only way to prevent a paradox is to die in the past, so they may be buried here somewhere in the graveyard before they discover it. Of course, the when, where, how, and why of such an event isn't addressed on the present-day tombstone. So long as the character dies within the next ten years, they avoid a paradox. Unfortunately, they can't leave. Another loophole that the aevatur will accept is to have the characters carve the name into one of the tombstones, suggesting that they were buried here—even though they lived; this assumes that the characters didn't exhume the present-day grave to find proof that the named character was, in fact, buried there.

7 – Mausoleum

This small stone building is one of the few structures where a portion of the roof still stands. The name above the doorframe of this ruined private tomb reads "Doctor Walter Henry Owens."

Inside, an impressive stone sarcophagus sits atop a two-foot-tall dais, its lid carved similarly to the one out front, except it lacks the scrolls and compass. Surprisingly, the sarcophagus doesn't appear to have as much wear and tear as the rest of the cathedral. It looks brand new.

Fixed Point: The Sarcophagus. A character who examines the sarcophagus discovers a glyph carved to resemble a flower with the words "St. John's Ambulance" arched over it. There is a keyhole at the center of the glyph.

The lid of the sarcophagus is magically locked. Only the key found in **area 4c** of the present-day cathedral (see *Gargoyle Cathedral* for details) opens it. Otherwise, nothing short of a *wish* spell or divine intervention—such as the meddling of an aevatur (see "Fixed Points and Paradoxes" in *Gargoyle Cathedral* for details)—will open the sarcophagus.

The sarcophagus is bigger on the inside than on the outside. A short flight of stairs leads down from the sarcophagus into an extradimensional space measuring 30 feet in diameter with equally high ceilings. Hallways branch off from the central area, disappearing further into extradimensional space.

At the center of the space stands a glowing column. A strange control console covered in flickering buttons, long levers, and a myriad of switches sur-

rounds the column, their functions a complete mystery. The function of this strange extradimensional space is described in detail in a future installment of *Dungeons & Lairs*.

AFTERMATH

If you aren't playing this as part of the *Gargoyle Cathedral* adventure path, the characters must find a way to destroy the naga haunting the ruins. Until Saasox is destroyed, there is no way for the monks to return to their cherished sanctuary.

Fixed Point: Avoiding the Paradox. Moffat and the other monks suspect that the only way to end the cathedral's temporal disturbance is to destroy the naga, Saasox. Of course, the naga's Rejuvenation trait makes it a problematic creature to destroy. If the characters lack a *wish* spell, they will need to find someone or something that can cast the spell. Otherwise, the naga will continue to lurk in the old cathedral, and the characters won't be able to return to their original time. While the characters remaining trapped in the past won't necessarily create a paradox, failure to destroy the naga, Saasox, will—unless, of course, the naga is still present in the future version of the cathedral.

Regardless, a future *Dungeons & Lairs* installment will detail ways for the characters to defeat the stubborn naga.

And who knows? Perhaps that mysterious "Doctor" fellow carved onto the surface of the sarcophagus in **area 7** will eventually show up and explain what is happening here. That, too, is a story for another installment of *Dungeons & Lairs*. Ω

APPENDIX

Gargantuan Poisonous Snake						
<i>Gargantuan Beast, Unaligned</i>						
Armor Class 17 (natural armor)						
Hit Points 210 (12d20 + 84)						
Speed 50 ft., swim 50 ft.						
STR	DEX	CON	INT	WIS	CHA	
22 (+6)	18 (+4)	25 (+7)	2 (-4)	13 (+1)	5 (-3)	
Skills Perception +5						
Senses blindsight 30 ft., passive Perception 15						
Languages —						
Challenge 9 (5,000 XP)			Proficiency Bonus +4			
ACTIONS						
Bite. <i>Melee Weapon Attack:</i> +10 to hit, reach 30 ft., one target. <i>Hit:</i> 24 (4d8 + 6) piercing damage. If the target is a creature, it must make a DC 19 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.						

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Aevarut

Large Construct (Inevitable), Lawful Neutral

Armor Class 22 (natural armor)

Hit Points 336 (32d10 + 160)

Speed 40 ft., climb 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	19 (+4)	21 (+5)	16 (+3)	21 (+5)	24 (+7)

Saving Throws Int +11, Wis +13, Cha +15

Skills Arcana +11, History +19, Insight +13, Intimidation +15, Perception +13, Persuasion +15

Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 23

Languages all but rarely speaks

Challenge 25 (75,000 XP)

Proficiency Bonus +8

Caretaker of Time. The aevarut is immune to effects that would alter time. While in the area of a *time stop* spell, the aevarut is free to attack or otherwise interact with any other creatures that can act during the duration of the spell.

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

Legendary Resistance (3/Day). If the aevarut fails a saving throw, it can choose to succeed instead.

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

Ravages of Time. An aura of temporal energy extends from the aevarut 30 feet in all directions. A non-Inevitable creature that starts its turn in this aura must succeed on a DC 23 Constitution saving throw or gain one level of exhaustion. All levels of exhaustion gained from this trait are removed as soon as the creature starts its turn outside of the aevarut's aura or succeeds on a saving throw against the effect. A creature that succeeds on its saving throw against the aevarut's aura is immune to the effects of this trait for the next 24 hours.

Unusual Nature. The aevarut doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The aevarut makes three Slam attacks. It can use its Correction in place of one Slam attack.

Slam. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) bludgeoning damage. The aevarut can force a creature hit by this attack to make a DC 23 Constitution saving throw. On a failed saving throw, the creature temporarily ceases to exist for 1 minute. The creature vanishes from the space it is in and can't be targeted by attacks, spells, or other effects that reference the creature. Such effects fail as if the target never existed. When the duration ends, the creature reappears in the space it left or in the nearest unoccupied space if that space is occupied.

The creature can repeat its saving throw at the end of each of its turns, returning with a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

Correction. The aevarut targets one creature that it can see within 100 feet of it. The target must make a DC 23 Wisdom saving throw against this magic. On a failed save, the target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute or until the aevarut uses its Correction on a different target. As long as the creature remains affected by the Correction, the aevarut magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself and the aevarut with a success.

Spellcasting. The aevarut casts one of the following spells, requiring no components and using Charisma as the spellcasting ability (spell save DC 23, +15 to hit with spell attacks):

At will: *blur*, *true seeing*

3/day each: *freedom of movement*, *haste*, *plane shift*, *slow*

1/day each: *gate*, *sequester*

Temporal Anomaly (1/Day). The aevarut creates an exact duplicate of another creature that it can see whose Hit Dice are no greater than half the aevarut's. The anomaly appears in an unoccupied space that the aevarut can see within 30 feet of it. The anomaly functions similarly to a duplicate created via the *simulacrum* spell, except the duplicate is made entirely of sand and shares a telepathic connection with the aevarut across any distance. A creature created by this effect lasts for 24 hours or until the aevarut dismisses it as a bonus action; it then collapses into a pile of glowing sand. The aevarut can't have more than one temporal anomaly active at a time.

Quantum-Locked Gargoyle

Medium Monstrosity, Neutral Evil

Armor Class 18 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	13 (+1)	15 (+2)	9 (-1)

Saving Throws Int +4, Wis +5

Skills Deception +5, History +7, Intimidation +2, Stealth +5

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities petrified

Senses darkvision 120 ft., passive Perception 12

Languages understands Common but doesn't speak, telepathy 120 ft.

Challenge 6 (2,300 XP)

Proficiency Bonus +3

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Quantum Locked. The gargoyle is quantum locked; it only exists as long as there are no creatures observing it. While being observed, it is effectively an inanimate object.

When the gargoyle starts its turn with a creature within 30 feet of it that can see it, the gargoyle can't move or take actions or bonus actions except for its Flicker until the start of its next turn.

Unless surprised, a creature can actively observe the gargoyle at the start of its turn. If the creature does so, the gargoyle can't move or take actions, reactions, or bonus actions except for its Flicker until the start of the observer's next turn. If the observer's gaze leaves the gargoyle in the meantime, the gargoyle can move and take actions, reactions, and bonus actions as normal.

When a creature moves or takes an action, bonus action, or reaction while actively observing the gargoyle, it must make a DC 10 Wisdom saving throw. On a failed saving throw, the creature's gaze momentarily leaves the gargoyle long enough for the gargoyle to use its Don't Blink reaction, assuming it able to do so.

Reactive. The gargoyle can take one reaction on every turn in a combat.

Unusual Nature. The gargoyle doesn't require air, food, drink, or sleep.

ACTIONS

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target that can't see the gargoyle. *Hit:* 11 (2d6 + 4) bludgeoning damage. Alternatively, the gargoyle can choose to grapple the target instead of dealing damage (escape DC 18).

Time Displacement (Recharge 6). The gargoyle makes a slam attack against one creature that it can see. Instead of dealing damage, the creature must make a DC 12 Charisma saving throw. On a failed saving throw, the target is displaced 1d100 years into the past, arriving at the same point in space or the nearest unoccupied space. The gargoyle then regains hit points equal to the number of years by which the target was displaced target.

BONUS ACTIONS

Flicker (3/Day). The gargoyle causes all nonmagical lights within 30 feet of it to go out for a few seconds then return to normal.

REACTIONS

Don't Blink. After a creature moves or takes an action, bonus action, or reaction, the gargoyle can move up to half of its speed or take an action (but not both).

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