Inevitability Construct

ENTRY	X-100
CR	Varies
DOMAIN	Any

Chronostructio inevitabilis — Huge Construct — Neutral



Artist: Phu Toan

Heliana's Field Notes - Loot Tavern

Artist: Phu Toan

SPACETIME ANOMALY REPORT
Timeline Branch Visualization

Key:
- → = Prime Timeline
- = Culled Timeline
- ← = Temporal Reversal
- X = Termination

An episode of unprecedented timeline branching!

Reckless culling could damage the prime timeline

Inevitability Construct

Huge Construct, Neutral

AC 21 **Initiative** +6 (16)
HP 287 (25d12 + 125) **Perception** +15 (25)
Speed 30 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	22	11	20	21	17	13
Mod (Save)	+6	+0	+5	+5 (**+11**)	+3	+1 (**+7**)

Skills Perception +15
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Poisoned
Senses Blindsight 120 ft., Truesight 120 ft.
Languages All
CR Varies (see Scaling Difficulty sidebar) **PB** +6

Traits

Immutable and Inevitable. The Inevitability Construct can't shape-shift. It also can't be moved, teleported, banished, or transported in time against its will.

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

Overclock. The Inevitability Construct gains 1 additional Legendary Action use if it starts its turn within 300 feet of one or more creatures with **4 Mark Counters**, or 2 additional uses if one of those creatures has **5+ Mark Counters**. It can't have more than 3 uses at the start of each of its turns.

Paradox Creature. On Initiative count 20 of each round, losing Initiative ties, the Inevitability Construct draws one card from the Paradox Deck for its Creature Warp effect. The effect takes place immediately. Unless stated otherwise, the effect, including any summoned creatures and spell effects it replicates, lasts until Initiative count 20 of the following round, ending when a new Creature Warp effect begins for the Inevitability Construct.

Recall. If the Inevitability Construct dies while at least one creature with Mark Counters is still alive, it reforms with all of its Hit Points **1d10 weeks** later within **1 mile** of the location of and in the time set by its Spatiotemporal Anchor Bonus Action.

Spellcasting

Ability: Intelligence **DC:** 19 **Modifier:** +11

The Inevitability Construct is an innate spellcaster and doesn't use Material components.

1/Day Each: *Plane Shift* (self only), *Teleport*, *Timewalk** (level 9 version)

*See Spells Page

Actions

Multiattack. The Inevitability Construct makes two Slam attacks.

Slam. *Melee Weapon Attack:* **+12** (with **Advantage** if the target has 4+ Mark Counters), reach 5 ft. *Hit:* 17 (**2d10 + 6**) Bludgeoning damage plus 3 (**1d6**) Force damage for every 2 Mark Counters the target has.

Annihilation Beam (Recharge 5–6). *Saving Throw:* **DC 19 Dexterity**, each creature in a **100-foot-long, 5-foot-wide Line**. Creatures with 5+ Mark Counters have **Disadvantage** on the saving throw. Creatures with 10+ Mark Counters automatically fail the saving throw. *Failure:* 44 (**8d10**) Force damage plus 5 (**1d10**) Force damage for each Mark Counter the target has. If the target has 5+ Mark Counters, this damage ignores Resistances and Immunities.

Bonus Actions

Analyse. The Inevitability Construct analyses a creature it can see within **120 feet** of it that has 1+ Mark Counters, learning all of the creature's game statistics.

Eternal Mark. The Inevitability Construct chooses a creature it can see within **120 feet** of it that has no Mark Counters. That creature is marked by the Inevitability Construct, gaining **1 Mark Counter**. Each time a creature with 1+ Mark Counters survives an encounter with the Inevitability Construct, it gains **1 Mark Counter**, and can't gain another for the next **24 hours**.

The Inevitability Construct always knows the location and time of each creature with 1+ Mark Counters, and whether that creature is alive or dead in its time of origin. There's no limit to the amount of creatures that can have Mark Counters, but the Inevitability Construct can't use this Bonus Action if at least **4 creatures** with Mark Counters are still alive in their time of origin.

Spatiotemporal Anchor (1/Day). The Inevitability Construct records its current time and location. That time becomes its time of origin, and the plane becomes its plane of origin.

Inevitability Construct

Continued from Previous Page

Reactions

Anticipate. *Trigger:* A creature with 4+ Mark Counters makes an attack against the Inevitability Construct. *Response:* The Inevitability Construct causes the attack to miss.

Legendary Actions

Legendary Action Uses: ***1*** *(see Overclock trait). Immediately after another creature's turn, the Inevitability Construct can expend a use to take one of the following actions. The Inevitability Construct regains all expended uses at the start of each of its turns.*

Pursue. The Inevitability Construct teleports up to **120 feet** to an unoccupied space within **5 feet** of a creature with 2+ Mark Counters that it can see.

Slam. The Inevitability Construct makes one Slam attack against a creature with 3+ Mark Counters.

Unavoidable Doom. The Inevitability Construct links itself to a creature with 5+ Mark Counters that it can see within **120 feet** of itself, and can't use this action again until the start of its next turn. For **1 hour**, the target takes 11 (**2d10**) Force damage whenever it starts its turn within **5 feet** of the Inevitability Construct, and it can't teleport or be teleported away from the Inevitability Construct. In addition, whenever the target tries to move away from the Inevitability Construct, it's subjected to the following effect. *Saving Throw:* **DC 19 Charisma**. *Failure:* 11 (**2d10**) Force damage, the target fails to move, and it can't move away from the Inevitability Construct until the end of the turn. *Success:* The target automatically succeeds on these saving throws until the end of the turn.



Scaling Difficulty

The Inevitability Construct gains new abilities and extra damage as the number of Mark Counters on its foes increases. As such, its CR increases with each new encounter depending on the highest number of mark counters among its foes, as listed on the table below.

Highest Number of Mark Counters on Enemy	CR
0-1	16 (XP 15,000)
2	17 (XP 18,000)
3	19 (XP 22,000)
4-5	21 (XP 33,000)

Beyond 5 Mark Counters, the CR scales more slowly, as the Inevitability Construct ceases to gain new abilities. However, there's no limit to how powerful the creature can grow, and the party would do well to urgently seek a more permanent solution to their problem at this point.



Artist: Phu Toan



Artist: Tien Thang

Inevitability Gauntlet

Wondrous Item, Artifact (Requires Attunement)
Component: Construct (Inevitability Construct) Plating

"I am... inevitable."

-The Inevitability Construct

The Inevitability Construct invariably appears with two intact hands, despite the fact that this gauntlet was ostensibly crafted from one of them. Some less-than-sensible artificers propose that this regeneration can be abused to create infinite gauntlets, giving equally infinite adventurers the power to cross reality with a snap of their fingers. Nearly everyone else knows that it's a terrible idea to antagonise a machine with a mind and soul devoted to policing space and time—especially when it can appear at any point in either.

Spells. The gauntlet has **7 charges** and regains **1d4 + 3** expended charges daily at dawn. While wearing the gauntlet, you can cast spells on the Inevitability Gauntlet Spells table from the gauntlet (**save DC 18**). The table indicates how many charges you must expend to cast the spell.

Inevitability Gauntlet Spells

Spells	Charge Cost
Hunter's Mark	0
Dimension Door, Locate Creature	2
Hold Monster	3
True Seeing	4

Eternal Mark. When you cast the *Hunter's Mark* spell from the gauntlet, it does not require Concentration, the extra damage it deals is **1d12** instead of 1d6, and it lasts until the target dies or until you cast the spell again on a different target. Alternatively, the spell ends if the target is targeted by the *Remove Curse* or *Dispel Magic* spells cast using a level 9 spell slot. You can cast *Hunter's Mark* again on a creature already affected by it, though the spell fails if you've already cast the spell on that target in the last **24 hours**. For each subsequent time you cast *Hunter's Mark* on that same creature, the damage increases by **1d12**.

Infinite Pursuit. As a Magic action while wearing the gauntlet, you can envision a creature under the effects of the *Hunter's Mark* spell cast using this item. You and up to eight willing creatures within **10 feet** of you are transported to the location, plane of existence, and time of the target, appearing in unoccupied spaces within **60 feet** of it. Once this property has been used, it can't be used again until **7 days** have passed.

Random Properties. The gauntlet has the following random properties:

- **1** minor beneficial property
- **1** major beneficial property
- **1** minor detrimental property
- **1** major detrimental property

Reality Shift. Immediately after you use the Infinite Pursuit property, you can choose one of the gauntlet's Random Properties and reroll it. You must keep the result of the reroll, and any random properties that trigger when you first attune to the item immediately trigger.

Destroying the Gauntlet. To destroy the *Inevitability Gauntlet*, a creature must take it to the Clockwork Arcadia, where the Inevitability Construct was forged. There, the creature must wear the gauntlet and take a Magic action to expend **7 charges** and snap its fingers, using the gauntlet's power to destroy the gauntlet. The creature then takes **300** Force damage, which can't be reduced or prevented in any way. A creature reduced to 0 Hit Points by this damage is erased from the timeline.

Timewalk

Level 5 Conjuration

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a broken hourglass)
Duration: Up to 10 minutes
Class: Cleric, Sorcerer, Warlock, Wizard

Up to eight willing creatures you touch who link hands in a circle (which can include you) are transported up to **1 hour** into the past or future, arriving in the same spaces they were occupying in the present, or the nearest unoccupied space if those spaces are occupied. When you cast this spell, choose a duration up to the maximum amount; the creatures remain in the time to which they were sent for the duration, after which they return to their time of origin. The spell can't be ended early, can't be dispelled by effects such as *Dispel Magic*, and isn't suppressed in the area of an *Antimagic Field*. Creatures under the effect of this spell can't be transported by a different casting of it.

Using a Higher-Level Spell Slot. The maximum amount of time the creatures travel into the past or future and the duration of the spell both increase with a spell slot of level 6 (up to **24 hours** in time and **1 hour** duration), level 7 (up to **7 days** in time and **24 hours** duration), level 8 (up to **30 days** in time and **7 days** duration), and level 9 (up to **1 year** in time and **30 days** duration).

As a Grand Ritual. This spell can be cast in a special way involving up to four creatures, each of which must cast the spell using a level 9 spell slot. When cast in this way, the casting time increases to **1 hour**, during which all casters must link hands, and for each year that the creatures travel in time, gems and art objects worth 2,500+ GP and one *Timeshard* are required as additional Material components, which are consumed by the spell. This counts as a single casting of the spell, and the number of creatures it can target remains the same. The spell's maximum duration increases to **1 year**, and the maximum amount of time the creatures travel into the past or future increases for every creature casting the spell beyond the first: up to **10 years** with one additional caster, up to **50 years** with two additional casters, and up to **100 years** with three additional casters. Once a creature casts this spell as a Grand Ritual, it can't cast the spell again until it has spent **1 year** in its original time.

It would take immense power for a creature to travese time so effortlessly...

- Zohra





PARADOX SYSTEM

The Paradox System is a way to make time travel feel consequential and dangerous—after all, messing with the integrity of the timeline should cause unforeseeable ripples through reality! It accomplishes this by measuring the extent of the alterations that a party has caused with the use of Paradox Points, and using those points to build a Paradox Deck—a deck of cards from which players draw to determine the repercussions of their meddling.

The system is introduced in *Zaman's Guide* and you can read it by following the QR code below.

HELIANA.LT/PARADOXSYSTEM



Got feedback?

Legal

All characters, items, creatures, and spells in this publication are original creations of Loot Tavern Publishing (a.k.a. LTP). Please don't replicate or distribute this unless it is a direct link to where we host it (this is our livelihood!). All spells, items, and monsters are designated product identity and are not open content. That includes proper nouns including, but not limited to: "Heliana", "Loot Tavern", "Zaman", "Zohra, etc., as well as spells, magic items, and player options.

This work includes material from the System Reference Document 5.2 ("SRD 5.2") by Wizards of the Coast LLC, available at https://www.dndbeyond.com/srd. The SRD 5.2 is licensed under the Creative Commons Attribution 4.0 International License, available at https://creativecommons.org/licenses/by/4.0/legalcode.

Copyright Notice

Monster Wheel © 2025, Max Wartelle, Mohammed Bellafquih, Loot Tavern Publishing, a.k.a. LTP.