CALAMITY EDITION

GUILD

ADAPTABLE NPCs

A collection of magitechnology-fuelled NPCs to populate your post-apocalyptic worlds: constructs, inquisitors, mechanized vehicles, primordial demons, and steamcasters, all trying to save the world... or destroy it!

ADAPTABLE NPCs CALAMITY EDITION

Credits

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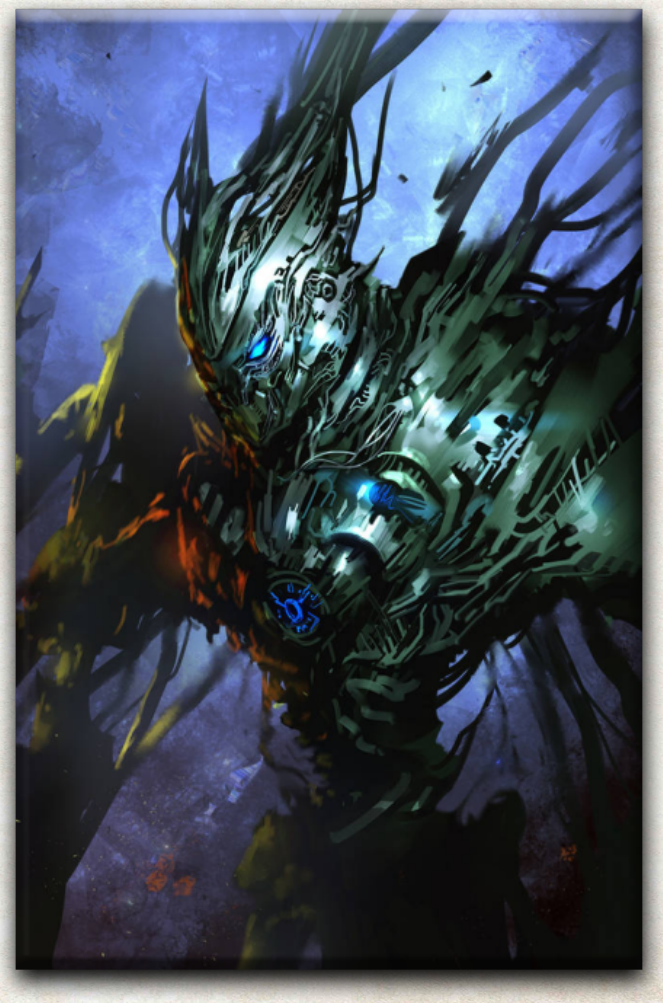
On the Cover

Nibelwolf illustrates a mighty mechanical manifestation, the Machina Daemonium, driven to wipe out those who managed to survive a cataclysmic event.



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About this Product

Adaptable NPCs: Calamity Edition is a supplement created for Dungeon Masters that introduces 41 non-player characters, each of which was uniquely created for various agnostic setting. The ultimate goal is to present a repertoire of quest givers, companions, and monstrous villains that exist in worlds set in the aftermath of a great cataclysm. We've strived to create NPCs that are diverse enough to add to player immersion without introducing unwanted DM complexity. These non-player characters will be suitable to populate your steampunk, magitech, fantasy, sci-fi or post-apocalyptic settings, but may need slight alterations depending on the level of technology found in your worlds.

Additionally, five short quest hooks with detailed maps (both DM & Player versions) have been included at the end of this book. Dubbed Pathways to Adventure, these short adventures serve to give Dungeon Masters a resource to introduce many Adaptable NPCs to their players in unique ways.

Greasemonkey's Handbook

While this supplement has been designed from the ground up to be a completely standalone addition to your D&D games, certain stat blocks featured in this book also have variant rules that can be used alongside *The Greasemonkey's Handbook*, for sale on the DMs Guild.

These rules convert all vehicles found in this book into ATUM variants for your players to use or fight against, and also arm NPCs with extra equipment and weapons available from The Greasemonkey's Handbook supplement; giving you a plethora of new combinations and opportunities to incorporate these diverse mechanics into your games with ease. *The Greasemonkey's Handbook is not required to use Adaptable NPCs: Calamity Edition.*

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Adaptable Non-Player Characters

Do your players require help hunting down an elusive artifact, or perhaps require some additional muscle or restorative magic for a particularly difficult quest? The NPCs found within this supplement are a mix of various alignments and motivations suitable for setting but be certain that more than a few will be open to assisting your players as they travel through post-apocalyptic worlds. From technology fueled constructs to the costly-but-efficient assassins, help can take many forms - *should the coin be available.*

These NPCs can be used as traditional non-player characters by the Dungeon Masters or controlled by your players as mercenaries for hire. Alternatively, DMs may wish to run these NPCs as adventuring companions, accompanying their players for a short time during particularly dangerous missions, or perhaps acting as "insurance" from a particular ruling body.

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The Affray Alchemist

Talented artisans, responsible for the development of potions and poisons.

Talented Potionmakers. Always known for their potion-making skills, it takes a rare breed of alchemist to assume a position in the thick of combat. This locale has allowed them to master their crafts more swiftly then their comrades who prefer toiling in shops and managing storefronts. With almost unlimited opportunities to test creations at their disposal, these talented individuals are responsible for some of the most powerful and rare concoctions to grace the battlefield.

Explosive Combatants. During combat, the affray alchemist does not shy away from engagement. Although, they prefer to assail their foes with home-made explosives and noxious fumes from a distance if possible. Each alchemist has a random assortment of various concoctions, making combat extremely unpredictable. These alchemists can also be found supporting large battalions of troops by bolstering their resolve and healing the wounded with magical potions.

Affray Alchemist

Medium humanoid (any race), any alignment

Armor Class 13 (studded leather)
Hit Points 59 (9d8 + 18)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	15 (+3)	12 (+1)	8 (-1)

Saving Throws Con +4
Skills Arcana +5, Medicine +3, Nature +5
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 1 (200 XP)

Artisan's Intuition (Alchemist's Supplies). When the alchemist makes an ability check with alchemist's supplies, it rolls 1d4 and adds it to the result

Maker's Gift. The alchemist knows the *mending* cantrip and has proficiency with alchemist's supplies.

Potionmaker (2/Day). The alchemist can spend one-hour creating one of the following potions. The potion lasts for 8 hours, or until expended or consumed. The alchemist often offers this service to adventurers at the cost listed for each potion:

- **Potion of Healing** *(PHB pg 153; 55gp)*
- **Alchemist's Fire** *(PHB pg.148-150; 60gp)*
- **Poison Vial** *(PHB pg 153; 120gp)*

Actions

Handaxe. *Melee Weapon Attack* +2 to hit, reach 5 ft , one target. *Hit*: 3 (1d6) slashing damage.

Alchemical Bomb. The alchemist throws a random vial towards one point it can see within 30 feet Once thrown, the vial shatters, exploding out in a 5-foot-radius sphere centered on that point Roll on the table below to determine what happens.

Alchemical Bomb Table

D4	Type	Properties
1	Poison	Each creature in the area must succeed on a DC 13 Constitution saving throw A creature takes 7 (2d6) poison damage and becomes poisoned for 1 hour on a failed save, or takes half as much damage and isn't poisoned on a success A poisoned creature can attempt this saving throw again at the end of its subsequent turns, ending the effect on itself on a success
2	Explosive	Creatures in the area must succeed on a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much on a successful one
3	Acid	Each creature in the area must succeed on a DC 13 Dexterity saving throw or suffer 7 (2d6) acid damage. If the creature is wearing armor, that armor's AC is reduced by 1 until repaired, either magically or otherwise.
4	Knockout Gas	Each creature in the area must succeed on a DC 13 Wisdom saving throw or fall unconscious for 1 minute. The creature remains unconscious until it either takes damage or another creature uses its action to shake the target awake

Artificial Medical Intelligence

Medium construct, neutral good

Armor Class 16 (natural armor)
Hit Points 51 (6d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	8 (-1)	14 (+2)	11 (+0)

Saving Throws Str + 6, Con +7
Skills Athletics +6, Medicine + 8, Perception +5, Survival +5
Damage Resistances poison; piercing and slashing from nonmagical weapons
Senses passive Perception 15
Languages Common
Challenge 5 (1,800 XP)

Medical Assistant. When a friendly creature makes a death saving throw while within 10 feet of the A.M.I., it does so with advantage

Resilient Design. The A M I has advantage on saving throws against being poisoned, is immune to disease, doesn't need to eat, drink, breathe, or sleep, and doesn't suffer the effects of exhaustion due to lack of rest In addition, magic can't put the A M I to sleep.

Sentry's Rest. When the A.M.I. takes a long rest, it must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, the A.M.I. appears inert, but isn't rendered unconscious and can see and hear as normal.

Actions

Multiattack. The A M I makes two slam attacks

Slam. *Melee Weapon Attack* +6 to hit, reach 5 ft , one target. *Hit*: 10 (2d6 + 3) bludgeoning damage.

Adrenaline Shot (1/Day). The A.M.I. injects one willing creature it can see within 5 feet with a shot of adrenaline. The target creature gains the effects of the *haste* spell for 1d3 + 1 rounds. When the hasted effect wears off, the target creature must succeed on a DC 13 Constitution saving throw or suffer the wave of lethargy specified in the *haste* spell description.

Reaction

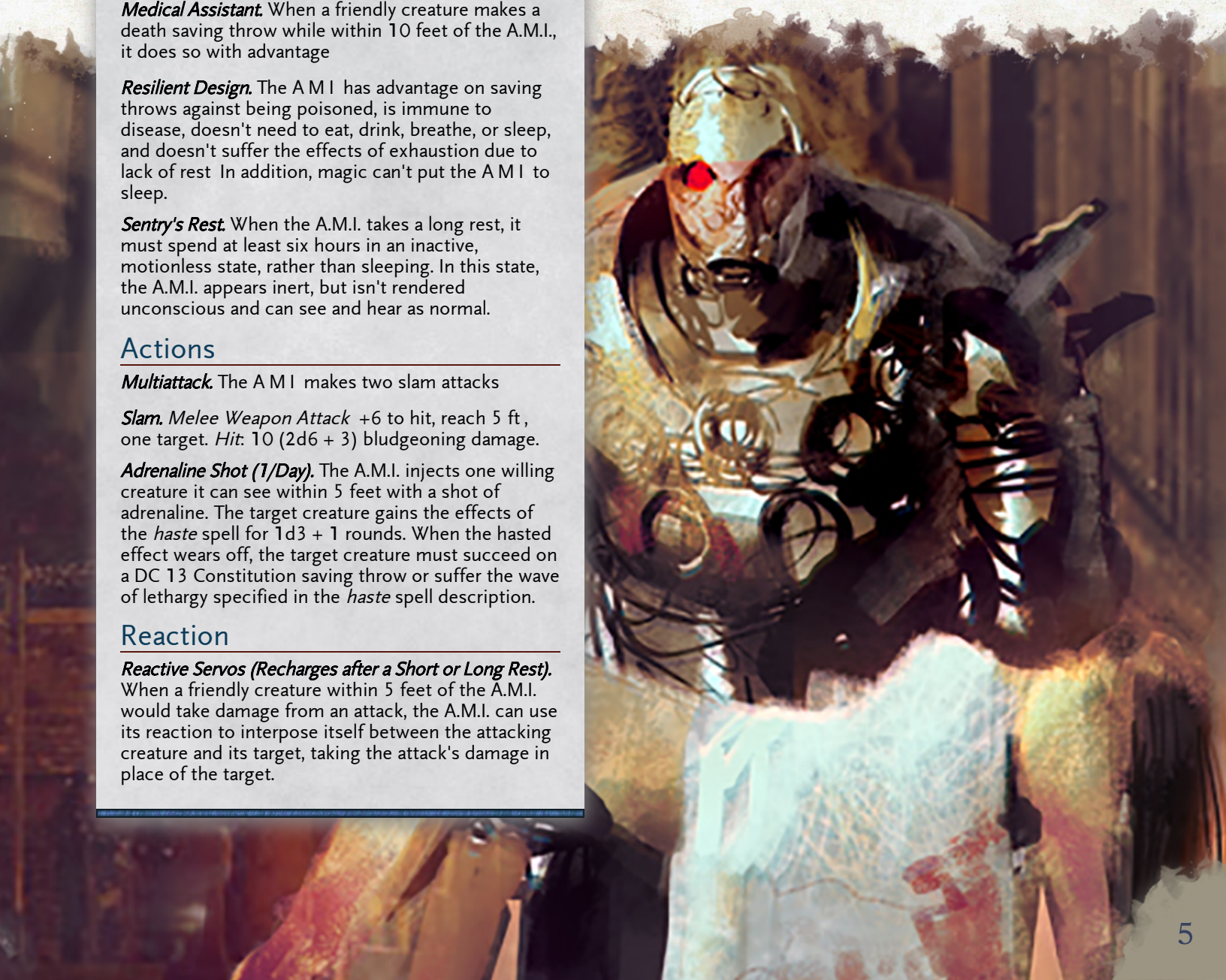
Reactive Servos (Recharges after a Short or Long Rest). When a friendly creature within 5 feet of the A.M.I. would take damage from an attack, the A.M.I. can use its reaction to interpose itself between the attacking creature and its target, taking the attack's damage in place of the target.

The A.M.I.

The Artificial Medical Intelligence (A.M.I.) was designed for use in inhospitable environments, excelling at close range combat. Though simple-minded, they can exhibit a clear and concise understanding for the intricacies of medical applications, performing far better than a conventional medic under intense pressure.

Forgotten Magical Marvel. Created initially to serve in war-torn battlefields years ago, many A.M.I. were left ramshackle and forgotten as wars began to reach their conclusion. Now abandoned, these constructs lay dormant as they await a new master to stumble across their dusty husks and reactivate them for a new purpose. Eventually, adventurers began to recover these lost and forgotten constructs; finding their intrinsic medical services and tactical combat resilience a welcome addition to their parties.

A Loving Protector. A.M.I. were designed to serve on the frontlines as a battle medic and come equipped with a multitude of medical equipment. However, their greatest asset comes from their programming: an artificial intelligence developed for the singular purpose of allowing them feel empathy. The A.M.I feels an obligation to seek out and help those in need.



The A.T.C.

Private Armored Transport Carriers (A.T.C.) developed for transporting wealthy clients across war-torn regions.

Fast and Efficient. While the other methods of transportation might be more readily available, another option exists - especially to those with sufficient coinage. The A.T.C., a personnel carrier created and maintained, who's purposed is to exclusively transport wealthy officials and nobles through desolate and dangerous regions with incredible speed and efficiency.

Opulent Commute. Given the costs involved in building and fueling an A.T.C., it remains as one of the most expensive forms of travel through barren wastelands. However, when your cargo is royalty or important persons of means, their safety is means coin is of little concern.

Nimble and Armored. The A.T.C. has an advanced stabilizer system, allowing it to traverse the most difficult and rocky terrain while its occupants remain undisturbed. Designed for defence and speed, the A.T.C. has little in terms of offensive capability - the pintle mounted machine gun only providing enough hitting-power for light engagements. However, what the A.T.C. lacks in offensive firepower it makes up for with ablative curved armor and a powerful engine, allowing the occupants to reach their destination in the highest level of safety possible.

Greasemonkey Variant Rules

If using *The Greasemonkey's Handbook* alongside this supplement, the A T C is a **Light Wheeled Civilian Class ATUM** with the following modules, equipment and additional rules, in addition to those found in **Chapter 2: ATUM Combat**:

- **1x Good grade engine and 1x large fuel tank**
- **1x Used pintle-mount**
- **1x Passenger compartment**

The A T C is assumed to be piloted by a creature using the Steady Pilot stat block.

Pilot Variant Rules

The Steady Pilot is equipped with the following weapon:

- **1x Compact pistol with comfort grip**

Armored Transport Carrier

Huge vehicle, unaligned

Armor Class 17 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 70 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	11 (+0)	12 (+1)	12 (+1)

Damage Resistances piercing and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, disease, exhausted, frightened, poisoned, prone, unconscious
Languages -
Challenge 6 (2,300 XP)

Aviator's Observatory. While a pilot is in the A T C, the pilot gains advantage on Intelligence (Investigation) and Wisdom (Perception) checks

Company Transport. The A T C can transport up to four Medium or smaller creatures, in addition to the pilot.

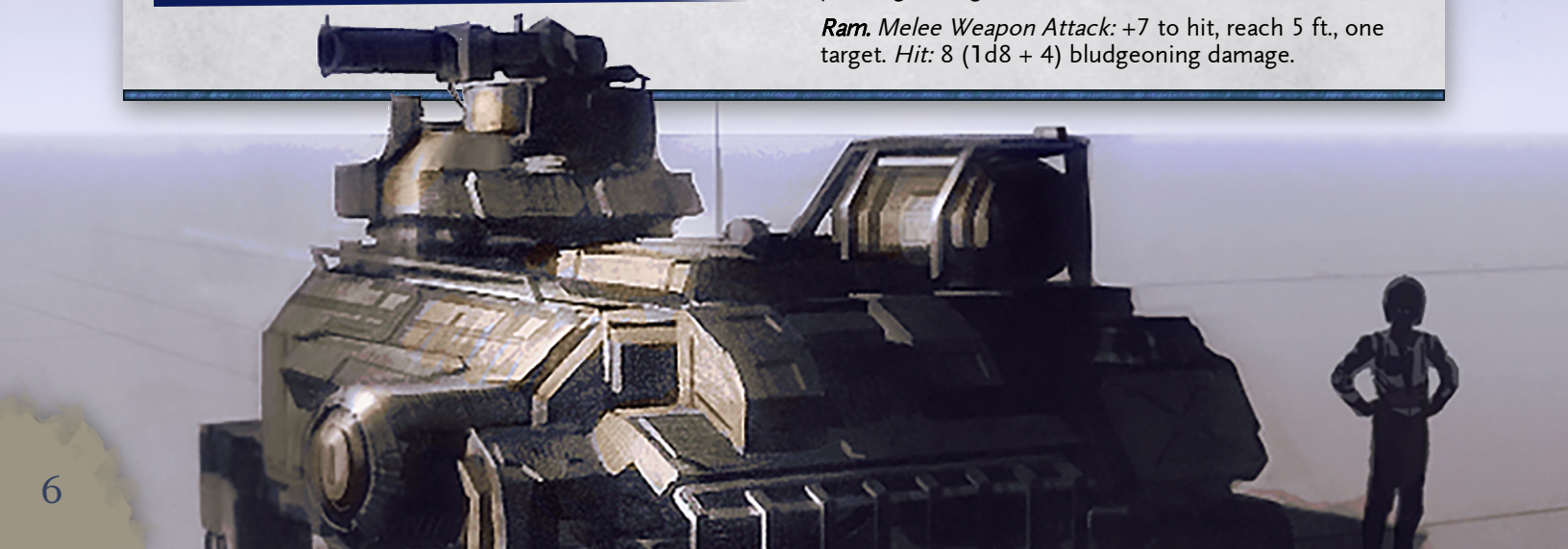
Piloted Vehicle. The A.T.C. is a vehicle, which requires a humanoid of size Medium or smaller to operate it. If no creature is operating the A.T.C., it remains inert, incapacitated, and ceases to function. The piloting creature is considered to be in total cover when inside the A.T.C. and uses the statistics of a steady pilot when not operating the vehicle.

Actions

Multiattack. The A.T.C. makes six attacks with its pintle mounted machine gun.

Pintle Mounted Machine Gun. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft, one target *Hit* 6 (1d6 + 3) piercing damage.

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.



The Battlescarred Mercenary

Battle-hardened mercenaries for hire, with a love of close-range firefights.

Lawless Mercs. These rag-tag and battle-hardened fighters operate under a single, simple rule: *"the highest bidder gets the buckshot"*.

Battle scarred mercenaries rarely turn down an offer for payment, however small, and can most frequently be seen in frontline assaults, where their ferocious close-range combat skills are most effective.

Creators Of The Buckshot. A mercenary's prized possession is their buckshot rifle, a cobbled together, personalised firearm capable of firing anything and everything the mercenary can scavenge from the battlefield. Each buckshot rifle is unique to its individual creator and represents not only the resourcefulness of the mercenary in question, but also their combat prowess.

Many buckshot barrels are lined with kill markings, while others are decorated with skulls, bones or trinkets taken from defeated foes. A buckshot is crafted from whatever materials the mercenary has on hand, giving each rifle a personality representative of its birthplace. Some emit sparks of magical energy when fired, their parts stolen from a wizard's workshop, while others hum and glow with high-tech parts salvaged from crashed spacecraft. Whatever its design, the buckshot has entrenched itself firmly as an iconic and deadly weapon no mercenary would be without.

Battlescarred Mercenary

Medium humanoid (any race), chaotic neutral

Armor Class 14 (natural armor)
Hit Points 66 (12d8 + 12)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	11 (+0)	15 (+2)	11 (+0)

Saving Throws Str +4, Dex +4
Condition Immunities frightened
Senses passive Perception 12
Languages Common and one other language, dictated by the creature's race
Challenge 2 (450 XP)

Quick Feet When the mercenary is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead take no damage if it succeeds on the saving throw, and only half damage if it fails.

Skilled Veteran. Once per turn, the mercenary can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 10 feet of an ally of the mercenary that isn't incapacitated

Buckshot Rifle. The mercenary wields a special close range rifle, called a buckshot When firing the buckshot rifle, being within 5 feet of a hostile creature doesn't impose disadvantage on the mercenary's ranged attack rolls. In addition, the buckshot rifle fires random pieces of debris as ammunition, cause its damage type to fluctuate. Each time the mercenary fires the buckshot rifle, roll on the table below to determine its damage type:

Ammo Table

D6	Damage Type
1 - 2	Bludgeoning
3 - 4	Piercing
5 - 6	Slashing

Actions

Buckshot Rifle. *Ranged Weapon Attack:* +4 to hit, range 30 ft , one target *Hit* 12 (3d6 + 2) bludgeoning, piercing or slashing damage. This weapon can be fired three times The mercenary must then spend an action to reload the rifle with nearby debris before it can be fired again

Hunting Knife. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

The C.A.S.

An experimental creation, developed by engineers to serve as an semi-automated sentry for high value customers.

Unmoving and Unflinching. The Cannon Assault Strider, otherwise known as the C.A.S., represents a huge step forward in magical and mechanical modifications from previous models. Designed to be operated by a single halfling or gnome pilot, the C.A.S. can operate in environments considered too harsh for conventional bodyguards. Arcane wards and magical enchantments prevent small-arms fire from causing severe damage to its internal components, while a sealed, gyroscopic cockpit ensures the humanoid pilot suffers minimal interruptions or disruptions when operating its twin firebolt cannons.

Fearsome Competitors. Whilst the R.S.S has been developed by to function as the most commonplace frontline fighter utilized by competing militaries, the development of the C.A.S has begun to dominate the private protection market. This has created fierce competition, as traditional investors are often shunned in favour of more profitable clients

Greasemonkey variant rules

If using *The Greasemonkey's Handbook* alongside this supplement, the C.A.S. is a **Light Quadrupedal Military Class ATUM** with the following modules, equipment and additional rules, in addition to those found in **Chapter 2: ATUM Combat**:

- **1x Average grade engine and 1x small fuel tank**
- **1x Masterwork Plasma Autocannon (firebolt Launcher)**
- **1x Energy Field and Module Splitter**
- **Armor Plating 30 (10)**
- **Chassis Resistance (1d6)**

The ATUM is assumed to be piloted by a creature using the Steady Pilot stat block.

Cannon Assault Strider

Large vehicle, unaligned

Armor Class 17 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	15 (+2)	15 (+2)	13 (+1)

Damage Resistances piercing and slashing damage from nonmagical weapons
Damage Immunities lightning, necrotic, poison
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned, prone
Languages -
Challenge 9 (5,000 XP)

Aviator's Observatory. While a pilot is in the C A S , the pilot gains advantage on Intelligence (Investigation) and Wisdom (Perception) checks

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

Lightning Absorption. Whenever the C.A.S. is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Opportunistic Stomp. If the C.A.S. moves at least 10 feet straight toward a target and then hits it with a slam attack on the same turn, the C.A.S. can use its bonus action to make a stomp attack against the same target

Piloted Vehicle The C.A.S. is a vehicle and requires a small humanoid to operate it. If no creature is operating the C.A.S., it remains inert, incapacitated, and ceases to function. The piloting creature is considered to be in total cover when inside the C.A.S. and uses the statistics of a steady pilot when not operating the vehicle.

Power Cannons. The firebolt cannon deals critical damage on a roll of 19 or 20.

Quadrupedal Mobility. The C A S ignores difficult terrain

Actions

Multiattack. The C.A.S. makes two attacks with its firebolt cannon.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) bludgeoning damage.

Stomp *Melee Weapon Attack:* +8 to hit, reach 5 ft., one large or smaller target *Hit* 9 (1d10 + 4) bludgeoning damage. If the target is prone, this attack deals an additional 11 (2d10) damage

Firebolt Cannon. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 17 (3d8 + 4) fire damage. If the C.A.S rolls a natural 1 when making an attack roll with this weapon, it immediately suffers 13 (3d8) fire damage.

Reactions

Arcane Warding (Recharge 6). When the C.A.S. would be hit by an attack, it can use its reaction to flare up an arcane shield, granting it a +3 bonus to its AC for that attack and potentially deflecting it. -->

The Dreamsnatcher

A mysterious, otherworldly creature, said to draw power from a plane of anguish and madness.

A Being of Madness and Horror. The dreamsnatcher is a mysterious creature that is brought into being due to the pain and suffering endured during a cataclysmic event. After such an event subsides, this monstrous aberration remains, revelling in the grisly aftermath. Shattered civilizations and aeon-long wars are perfect recipes with which to conjure the dreamsnatcher, which then wanders within the burned-out streets hunting for war-torn survivors on which to feed.

A Harrowing Haunter. Creatures the dreamsnatcher chooses to mark find their dreams haunted by nightmarish, eldritch visions that twist their minds as they sleep, pushing them to the brink of madness. It is through this madness and despair that the dreamsnatcher appears, emerging from a crowd, darkened street, or debris-strewn battlefield to finish the hunt. The hunted creature is the only one capable of seeing its strange, eccentric form, but is completely unable to harm or interact with it, and must instead rely on the vigilance of others for protection. Reaching out to grasp at its prey's mind, the dreamsnatcher drains the last of the creature's sanity, leaving nothing more than a gibbering, mindless husk.

A War Against Insanity. To face the dreamcatcher in battle is a terrifying and confusing prospect. Powerful auras surround it, assailing the minds of nearby creatures and twisting their attacks into bizarre, eldritch impossibilities. It is an unfortunate adventuring party indeed who draws the attention of such a malevolent being into their midst.

Environmental Effects

When a dreamsnatcher first arrives, that region begins to experience strange changes to the surrounding fauna and flora. These effects spread across the entire region for the first 24 hours after the dreamsnatcher arrives. After this, the effects recede almost as quickly as they had appeared but remain affecting the environment within a 5 mile radius centered on the dreamsnatcher itself. The longer the dreamsnatcher remains in an area, the more changes appear within the environment, as detailed under ***Localized Effects***.

Particularly intelligent or observant adventurers might notice these gradual changes as they happen and use them as a makeshift radar to help them locate the dreamsnatcher as it traverses the landscape. The less astute better hope their more intuitive comrades are able to find the source, lest they fall victim to the creature's horrifying manifestations.

Regional Effects (The First Night)

Nightmares and Restless Sleep. Every living creature with an Intelligence of 7 or higher suffers terrible nightmares during the night. While these nightmares are not severe enough to prevent a complete restful nights sleep, they are similar in duration and events. Common-folk sharing stories of the previous night can be overheard sharing similar dreams: visions of war, horror, and warping landscapes, always followed by a strange image of a horned creature, akin to some sort of demon, rising from fog, darkness, or the tortured terrain.

Localized Effects

Below is a list of regional effects caused by the presence of a dreamsnatcher. These effects appear gradually over the course of a few hours, and recede at a similar speed when the dreamsnatcher is killed or leaves the area.

Twisting Flora. Fields of grass begin to exhibit strange patterns of movement, often waving against the wind, or in unison, instead of as the wind strikes each blade. Trees begin rapidly growing inwards, folding in on themselves as if being pulled under the ground by an unseen force. Flower petals change color every ten or twenty minutes, moving through the different colors on the spectrum, but appear as a different color to each creature that watches them.

Mutating Fauna. Small indigenous creatures begin flocking to strange locations, such as large, oddly-shaped rocks, inverted trees, or heavily-populated areas, and remain there, refusing to eat, sleep, or drink and often dying of exhaustion. Larger, more intelligent creatures begin to exhibit maddening behavior, such as repeatedly walking in circles, pressing their faces up against walls or trees, and bellowing strange cries which are unnatural to them, such as a deer roaring as a bear, or a bear quacking like a duck.

Architectural Disturbances. Buildings and objects in the area struggle to obey the conventional laws of physics. Walls bend at the slightest touch, while barrels and other wooden objects feel sticky to the touch, and shudder like gelatinous cubes in the wind. Pottery bounces when dropped like a ball, and balls shatter like pottery when striking the ground.

Dreamsnatcher

Medium aberration, lawful evil

Armor Class 16 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	18 (+4)	17 (+3)	22 (+6)

Saving Throws Int +9, Wis +8, Cha +11
Skills Perception +13
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities psychic
Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, unconscious
Senses truesight 120 ft., passive Perception 23
Languages Deep speech
Challenge 13 (10,000 XP)

Impossible Form. The dreamsnatcher is immune to any effect that would alter its form, unless it allows its form to change. In addition, it is immune to any attack, ability check or effect (magical or otherwise) originating from a creature that can see it.

Innate Spellcasting. The dreamsnatcher's spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can cast the following spells innately, without requiring components:

At will *phantasmal killer, telekinesis*

2/day each: *evard's black tentacles, dimension door, polymorph*

1/day each: *dominate person (marked target only), plane shift*

Maddening Aura. A creature with an Intelligence of 4 or higher that ends its turn within 10 feet of the dreamsnatcher must succeed on a DC 18 Wisdom saving throw, or suffer the effects of the *confusion* spell until the end of its next turn. If a creature succeeds on this saving throw, it is immune to the dreamsnatcher's Maddening Aura effect for 24 hours.

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

Unseen Hunter. The dreamsnatcher is invisible to all creatures but those it has marked to hunt. To all other creatures it makes no sound and doesn't leave a trace of its passing (footprints, handprints, etc.) unless it chooses to. The dreamsnatcher cannot move through solid objects, however, and must interact with them as normal, such as opening doors or windows. When interacting with an object, that object warps and twists, and doesn't conform to conventional physics or reality while the dreamsnatcher remains touching it.

Actions

Claws. *Melee Weapon Attack* +9 to hit, reach 5 ft , one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature of size Medium or smaller, it is grappled (escape DC 16). The dreamsnatcher can only grapple one target at a time

Drain Sanity. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target the dreamsnatcher has marked and grappled. *Hit:* 55 (10d10) psychic damage. If this damage reduces the target to 0 hit points, the dreamsnatcher kills the target by shattering its mind, leaving the body an empty, twitching, convulsing husk.

Mark Prey. The dreamsnatcher marks one target it can see within 120 feet of it. A marked target is able to see the dreamsnatcher, but can't harm it in any way The dreamsnatcher always knows the location of the marked target, as long as both it and the target are on the same plane of existence. In addition, the marked target is unable to sleep or rest Each time the target takes a long rest, it must succeed on a DC 18 Wisdom saving throw. On a failed save, it suffers a level of short term madness, which takes effect for 1d3 hours. On a successful save, the target suffers horrific nightmares and visions that cause it severe unrest during the time in which it would normally sleep or meditate After each night of unsettled rest, the target suffers 1 level of exhaustion (to a maximum of 5) The mark lasts on the target for 2d4 days. The dreamsnatcher can only have a single target marked at a time The mark ends if the target dies or the dreamsnatcher ends the mark as a bonus action

Wave of Madness (Recharge 5-6). The dreamsnatcher magically opens a brief portal to a plane of anguish, emitting a burst of chaotic energy out from it in a 60-foot cone. Each creature in the area must succeed on a DC 18 Wisdom saving throw, taking 42 (8d8 + 6) psychic damage on a failed save, or half as much on a successful one. A creature that fails this saving throw by 5 or more is also stunned for 1 minute. A stunned creature spends the duration gibbering incoherently of the horrors it witnessed within the Planes of Madness, be they real or fabricated. The effect remains on the stunned creature until another creature uses its action to bring the target to its senses or 1-minute passes. This feature has no effect on creatures that cannot be frightened.

Legendary Actions

The dreamsnatcher can take 2 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 dreamsnatcher regains spent legendary actions at the start of its turn.

Detect. The dreamsnatcher makes a Wisdom (Perception) check

Claw Attack. The dreamsnatcher attacks a target in range with its claws.

Warp Environment (Costs 2 Actions). The dreamsnatcher causes strange, sudden shifts in reality in a 30-foot-radius centered on itself. Nonmagical weapons in the area become limp, rubbery, and have their damage die reduced to a 1d4. Waves emerge from the ground, and gravity in small pockets shifts direction for a moment, causing the area to become difficult terrain, and Strength and Dexterity saving throws and ability checks made in the area to have disadvantage. These effects last until the start of the dreamsnatcher's turn, at which point the environment returns to normal.

The Elapidae Assassin

A talented assassin, capable of changing their face to suit any environment.

Artful Murderers. Changelings have the inherent natural ability to alter their form with a mere thought. While many use this ability for theft and manipulation, elapidae assassins prefer using their ability in a more artistic and expressionistic manner, a stark contrast to their violent and murderous tendencies. When an elapidae assassin finds their target, they ensure their prey knows they are being hunted by shifting into bright, attention-grabbing forms. Those that recognize the mark of an elapidae quickly flee from the glittering figure - only to be herded quickly and efficiently into a deadly trap, where the assassin gleefully displays their brutal skillset.

Devilish Dancers. While there are many assassins, spies and hitmen for hire (should one know where to look), no killer is more brutal or violent than an elapidae. Where other assassins would use poison to quietly kill their target, an elapidae uses toxins designed to give their targets violent and bloody reactions. Where thugs and hitmen kill their enemies with brutal efficiency, these changelings dance between their foes with a cackling, playful laughter, taking their time and savouring every strike that meets its mark. This expressive form of assassination has earned many elapidae assassins to be referred to as "devil-dancers," a name well known throughout the criminal underworld.

Elapidae Assassin

Medium humanoid (changeling), neutral evil

Armor Class 16 (studded leather)
Hit Points 91 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	15 (+2)	18 (+4)	17 (+3)

Saving Throws Dex +7, Int +5
Skills Acrobatics +10, Athletics +4, Deception +6, History +5, Perception +10, Survival +7
Senses passive Perception 20
Languages Thieves' cant plus any two languages
Challenge 5 (1,800 XP)

Dancer's Aggression. As a bonus action, the elapidae can move up to half its speed towards a hostile creature it can see without provoking opportunity attacks.

Evasion. If the elapidae is subjected to an effect that causes it to make a Dexterity saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The elapidae deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the elapidae that isn't incapacitated and the elapidae doesn't have disadvantage on the attack roll.

Mask of Many Faces. The elapidae can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. In addition, the elapidae has advantage on Charisma (Deception) checks to avoid being detected when imitating another creature.

Unsettling Visage (Recharges after a Short or Long Rest). When a creature the elapidae can see makes an attack roll against it, the elapidae can use its reaction to impose disadvantage on the roll. It must use this feature before knowing whether the attack hits or misses, and using this feature reveals the elapidae's shapeshifting nature to any creature within 30 feet that can see it

Actions

Multiattack. The elapidae makes two attacks with its shortblades.

Shortblades. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or begin to bleed for 1 minute. While bleeding in this way, it has vulnerability to slashing and piercing damage. A creature can attempt the saving throw again on each of its subsequent turns, ending the effect on itself on a success. The target or another creature can also use their action to make a DC 15 Wisdom (Medicine) check on the wound. On a successful check, the target stops bleeding. On a failure, it instead suffers 3 (1d6) slashing damage.

Foinblade Hunter

Medium humanoid (fey), neutral evil

Armor Class 16 (natural armor)
Hit Points 85 (13d8 + 26)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Dex +6, Cha +7
Skills Acrobatics +6, Perception +5
Senses truesight 60 ft., passive Perception 15
Languages Common, Sylvan
Challenge 4 (1,100 XP)

Bound By Magic. The foinblade hunter's ranged weapon attacks are magical In addition, it's life force is sustained by the arcane longbow at its side. If the foinblade hunter is killed, it returns to life with 1 hit point at the start of its turn if it's longbow is within 5 feet of it If the longbow is destroyed, the foinblade hunter dies.

Shadow Stealth. While in dim light or darkness, the foinblade hunter can take the Hide action as a bonus action.

Spellcasting. The foinblade hunter is a 5th level spellcaster. Its spellcasting ability is Charisma (+7 to hit with spell attacks, spell save DC 15). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will) *blade ward, mage hand, true strike*

1st-3rd level (2 3rd-level slots): *armor of agathys, expeditious retreat, hellish rebuke, hex, hold person, counterspell*

Actions

Twinshot. The foinblade hunter makes two Arcane Longbow attacks. If the foinblade hunter uses both attacks against the same target, it has advantage on the second attack.

Arcane Longbow. *Ranged Weapon Attack* +5 to hit, reach 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, plus 7 (2d6) force damage

The Foinblade Hunter

A magical bounty hunter, bound to a living weapon.

Cursed To Servitude. A foinblade was once a mortal adventurer who, through guile, exploration or heroics, found themselves in possession of an ancient, sentient weapon originating from the Feywilds or Shadowfell. Believing themselves powerful enough to wield such a monstrous living object, they opted to wield it in battle, unknowingly binding themselves to the item's will. Over time the creature succumbed to the weapon's machinations, eventually becoming nothing more than a mindless drone.

Unliving Hosts. While not afflicted with the curse of undeath, the foinblade's bond with its living weapon prevents it from succumbing to wounds that would ordinarily kill it. Provided the weapon remains within the foinblade hunter's reach and isn't destroyed, such mortal wounds become nothing more than minor setbacks, granting the foinblade a frightening resilience.

The Lure of Greed. A foinblade's defeat is often found at the hands of another adventurer, who often unwittingly takes the weapon as a token of victory against such a strange and malignant foe. Such celebration rarely lasts, however, as it isn't long before the weapon's new owner falls into the same mistaken bond as its predecessor, and the weapon's murderous cycle begins anew.

The Gadolinite Guardian

A fiendish golem birthed from Plane-touched metals.

Hellish Guardians. A gadolinite guardian is forged within the fiendish lower Planes of Existence, and powered with the captured spirits of defeated demons. The more powerful the demon, the stronger the guardian. Used in battle to guard the generals of fiendish armies, the gadolinite is a monstrously powerful protector, capable of dragging large demons down to their knees with it's sharpened whip while crushing lesser creatures beneath its trampling hooves.

A War Unending. Such guardians are highly prized by nobles and other creatures in positions of power on the Material Plane, especially during times of great conflict, cataclysm or strife. While rare, a single gadolinite guardian is often enough to quell any uprising or planned rebellion, its intimidating statue and bellowing roars capable of striking terror into even the hardiest of post apocalyptic adventurers.

Gadolinite Guardian

Huge fiend (demon), chaotic evil

Armor Class 14 (natural armor)
Hit Points 95 (9d12 + 36)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	15 (+2)	16 (+3)	18 (+4)

Saving Throws Wis +6, Cha +7
Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Abyssal
Challenge 8 (3,900 XP)

Demon-Forged. The gadolinite guardian's attacks are magical, and it is immune to any spell or effect that would alter its form.

Demon's Sight. Magical and nonmagical darkness doesn't impede the gadolinite guardian's darkvision. In addition, the gadolinite guardian always knows the location of any lawful good or neutral good creature within 120 feet of it, regardless of whether that creature is hidden or not.

Trampling Charge. If the gadolinite guardian moves at least 20 feet towards a creature and then hits it with a Stomp attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone.

Actions

Multiattack. The gadolinite guardian makes two attacks: one attack with its Whip and one with its Stomp.

Whip. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. If the target is Large or smaller, it must succeed on a DC 16 Strength saving throw or be pulled 10 feet towards the gadolinite guardian.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If this attack hits a Large or smaller creature and that creature is knocked prone during the attack, the target takes an addition 11 (2d10) bludgeoning damage.

Machine Fanatic

Medium humanoid (any race), lawful evil

Armor Class 13 (armor of devotion)
Hit Points 27 (6d8)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	13 (+1)	12 (+1)	13 (+1)

Senses darkvision 60 ft, passive Perception 11
Languages Common
Challenge 1/8 (25 XP)

Armor of Devotion. While the cultist isn't wearing armor, its Armor Class equals 10 + its Dexterity modifier + its Charisma modifier.

Unbridled Fanaticism (1/Day). When the cultist is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead

Actions

Shortsword. *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Machine Faithful

Medium humanoid (any race), lawful evil

Armor Class 15 (armor of devotion)
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	14 (+2)	12 (+1)	16 (+3)

Senses darkvision 60 ft, passive Perception 11
Languages Common
Challenge 1 (200 XP)

Armor of Devotion. While the cultist isn't wearing armor, its Armor Class equals 10 + its Dexterity modifier + its Charisma modifier.

Spellcasting. The cultist is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The cultist knows the following spells:

Cantrips (at will): *eldritch blast, sacred flame, light*

1st level (3 slots): *cure wounds, hex, witch bolt*

Actions

Bladed Staff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

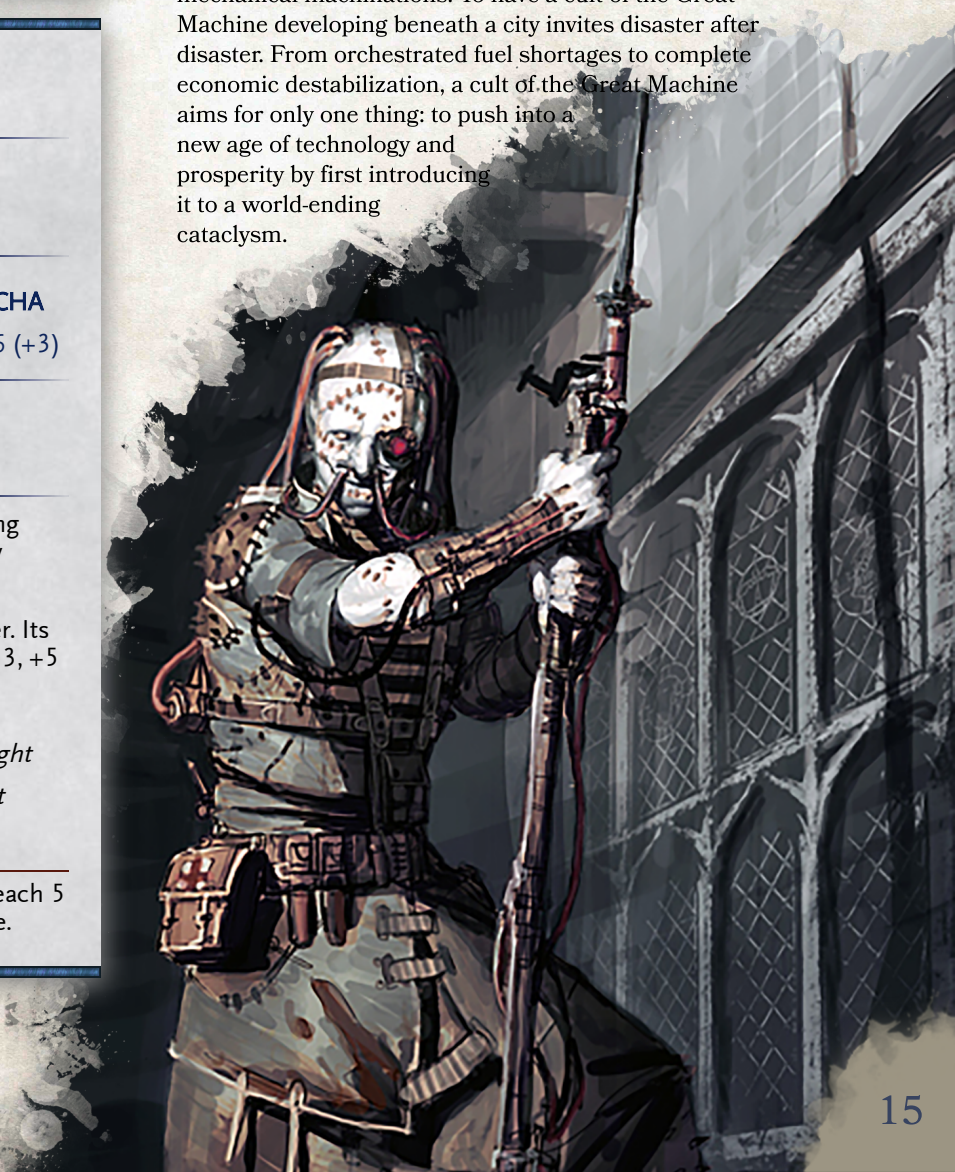
The Great Machine: Cultists

These madmen believe the cataclysm was only the first step towards true enlightenment - one that would bring with it a world of unending peace and prosperity for man and machine alike.

Moulded by Mechanisms. The cultists that follow the teachings of the Great Machine believe themselves to be a product of a mysterious deity. This wild fanaticism has resulted in many followers augmenting their own bodies with powerful, but volatile, magical "improvements".

Undivided Fanatics. Where other cults initially form around a common belief but risk collapse or destabilization from within due to power-hungry warlords or leader disputes, this problem isn't shared by those who follow the dogma of the Great Machine. New recruits are welcomed with open arms, only to have their minds shattered by magical intrusion and modification, all in the name of the cult and their mysterious unnamed god. This makes machine cultists some of the most dangerous, unwavering and fanatical devotees.

Underground Schemers. Cultists of the Great Machine spend most of their time deep within the forgotten underbellies of the world. They deal and trade with secretive criminal organizations, providing them with weapons and armor in exchange for new recruits, stolen artifacts, or to have corrupt law enforcement turn a blind eye to their mechanical machinations. To have a cult of the Great Machine developing beneath a city invites disaster after disaster. From orchestrated fuel shortages to complete economic destabilization, a cult of the Great Machine aims for only one thing: to push into a new age of technology and prosperity by first introducing it to a world-ending cataclysm.



The Great Machine: Hand

Fanatical, mechanically modified assassins that serve as the murderous hands of the Great Machine.

Fanatical Murderers. When a mouth of the Great Machine faces adversity, either from a political rival, or other dangerous foe, it will first open negotiations, approaching the opposition with guile and wit. If such methods fail or a more permanent solution is required, the mouth turns to its hands to perform the finishing blow. These murderous devotees are the most fanatical of the cult's followers, devoting everything to serving the Great Machine and bringing about the cataclysm of rebirth. A hand kills without mercy or remorse, confident their actions are just in the eyes of their peers. When given a target, a hand pursues it without end, spending days, weeks, or months stalking, until it finds the perfect opportunity to strike.

Emotional and Unstable. Unlike mouths of the Great Machine, hands retain a strange, warped sense of emotional instability, which they express in their assassinations. Many leave the bodies of their targets in a particular pattern or position they themselves associate with a certain emotion. To those that study the intricate and insane mindsets of the hands, these clues are one of the greatest and most valuable pieces of evidence the cult leaves behind - even sometimes accidentally revealing a part of the cult's plan, where they intend to strike next, or the current status of the cult itself.

Murder Pattern Table

Pattern or Pose	Emotion or Possible Meaning
Arms outstretched or severed	Joy/Excitement The next cult event will take place soon, or in or near a location the arms are pointing towards.
Head is missing, or corpse is face - down	Frustration/Impatience. No new event is planned, the cult is lying low, or another assassin has also been dispatched to kill someone else, and the two are competing.
Legs are outstretched	Panic/Fear. The kill was rushed, the cult is under threat, or the hand is badly wounded
Body is in fetal position	Pity/Sadness. The cult is close to defeat, has no current mouth, or the killer is looking for safety or security, and feels threatened.

Hand of the Machine

Medium humanoid (construct), chaotic evil

Armor Class 15 (armor of devotion)
Hit Points 65 (10d8 + 20)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	14 (+2)	14 (+2)	19 (+4)	9 (-1)

Saving Throws Dex +9, Wis +7
Skills Acrobatics +9, Perception +7, Stealth +12, Survival +7
Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, frightened, exhaustion
Senses darkvision 60 ft., passive Perception 17
Languages Common
Challenge 7 (2,900 XP)

Armor of Devotion. While the hand of the machine isn't wearing armor, its Armor Class equals 10 + its Dexterity modifier + its Charisma modifier

Brutal Killer. When the hand of the machine scores a critical hit on an attack, it rolls an additional d8 and adds the value rolled to the extra damage of the critical hit.

Construct Assassin. The hand of the machine has advantage on saving throws against poison. In addition, it doesn't need to eat, sleep, or breathe, and can take the hide or disengage action as a bonus action.

Evasion. When the hand of the machine is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails

Unbridled Fanaticism (1/Day). When the hand of the machine is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead.

Actions

Multiattack. The hand of the machine makes three claw attacks.

Claw. *Melee Weapon Attack* +9 to hit, reach 5 ft , one target. *Hit:* 10 (1d8 + 6) slashing damage. If the target is surprised, this attack is a critical hit

Injection Gun (Recharge 5-6). The hand of the machine stabs a creature it can see within 5 feet of it with a deadly nerve agent. That creature must succeed on a DC 15 Wisdom saving throw or suffer the effects of the *confusion* spell for 1 minute. The target creature can attempt this saving throw again at the end of its following turns, ending the effect on itself on a success. A *lesser restoration* or similar spell also ends this effect, and grants the creature immunity to the injection gun's effects for 8 hours.

The Great Machine: Mouth

The voice and religious leader of the cult of the Great Machine.

Charismatic Leaders. Mouths of the machine are charismatic leaders and speakers, capable of performing rousing speeches and turning the minds of non-believers with but simple statements. These creatures are more machine than mortal, preferring the cold, emotionless feeling of iron and steel to the warmth of the flesh. Many mouths of the machine are nothing but a mass of fibrous wires and magical runes, with a vaguely humanoid head settled atop a body of black iron.

Intelligent and Unwavering. To be granted the position as a mouth of the machine is one of the highest honors available to a cultist of the Great Machine. Such positions are given only to those that, while fanatical and dedicated, are also highly intelligent, showing a clear understanding of the finer workings of economy, military tactics and political relations. A mouth understands there are those who would oppose their great plan, and use tactful assassinations, subterfuge, and infiltration to remove or convert such opposition, rather than brute force that could spark a city-wide cult hunt.

Mouth of the Machine

Medium humanoid (construct), lawful evil

Armor Class 16 (armor of devotion)
Hit Points 90 (12d8 + 36)
Speed 30 ft , fly 30 ft (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	20 (+5)	15 (+2)	18 (+4)

Saving Throws Con +7, Int +9
Skills Deception +12, History +9, Intimidation +8, Investigation +9, Performance +8, Persuasion +12, Religion +9
Damage Immunities poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 30ft., passive Perception 12
Languages Common, Primordial
Challenge 9 (5,000 XP)

Armor of Devotion. While the mouth of the machine isn't wearing armor, its Armor Class equals 10 + its Dexterity modifier + its Charisma modifier.

Spellcasting. The mouth of the machine is a 10th-level spellcaster Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The cultist faithful knows the following spells, and can cast them without requiring material components:

Cantrips (at will): *chill touch, eldritch blast, friends, light, sacred flame*

1st level (4 slots): *guiding bolt, healing word, hex, sanctuary*

2nd level (3 slots) *calm emotions, ray of enfeeblement, lesser restoration, prayer of healing*

3rd level (3 slots): *lightning bolt, dispel magic*

4th level (3 slots) *banishment, dimension door*

5th level (2 slots) *geas, greater restoration*

Actions

Multiattack. The mouth of the machine makes two divine strike attacks.

Divine Strike. *Ranged Weapon Attack* +8 to hit, range 30/60 ft., one target. *Hit:* 16 (4d6 + 4) radiant damage.

Word of the Machine (1/Day). The mouth of the machine utters a bizarre, alien speech that cracks and whines like the gears of a vast machine, booming out from its mouth in a 60 foot radius sphere Any hostile creature in the area that can hear the mouth of the machine must succeed on a DC 16 Wisdom saving throw, taking 21 (6d6) psychic damage and becoming frightened of the mouth of the machine for 1 minute on a failed save, or half as much damage on a successful one. When frightened in this way, a target is incapacitated, and moves up to half their speed in a random direction at the start of each of their turns, while babbling incoherent gibberish. A frightened target can attempt this saving throw again at the end of each of its subsequent turns, ending the effect on itself on a success

If a natural 1 is rolled when attempting this saving throw, the effect ends on the target, and it becomes charmed by the cultist for 24 hours, during which time it believes the cultist to be a divine spiritual leader who is to be followed and protected at all costs.

The Guardian of the Barrens

Scared warriors who cling to a past long forgotten.

Hunters of Demons. The apocalyptic wastelands have become home to countless numbers of horrors and vile creatures that helped pave the way towards a desecrated land. These creatures stalk the ashen wastelands with their hungry, nefarious eyes forever fixed on exterminating any surviving creatures. It is here where a faction of defenders make their stand, one which aims to reclaim some form of a lost civilisation. Clad in polished armor that is in stark contrast to the lands they travel, these fearsome, battle hardened warrior tribes are dedicated to hunting down the demons inhabiting the wastelands, ensuring no evil is able to thrive.

Devoted Defenders. While typically their tribes are composed of orcs and half-orcs, other humanoids have been known to pledge themselves to the same sacred oath of defending the barrens. Devoted to their cause, these warriors stand as a united front; a barrier tasked with forever defending the wastelands and holding on to a part of their land's former legacy.

Barren Guardian

Medium humanoid (any race), lawful good (75%) or lawful neutral (25%)

Armor Class 15 (half plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	14 (+2)

Saving Throws Str +6, Con +4
Skills Athletics +5, Intimidation +4, Religion +3, Survival +3
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc
Challenge 3 (700 XP)

Barren Fury (Recharges after a Short or Long Rest). When the defender hits a creature with a melee attack, it can spend its reaction to deal an additional 9 (2d8) radiant damage to the target

Sacred Spellcasting. The defender spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *sacred flame, spare the dying*

1/day each *bless, cure wounds, detect evil and good*

Savage Attacker. When the defender scores a critical hit with a melee attack, it can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Actions

Multiattack. The defender makes two attacks with its battleaxes.

Battleaxes. *Melee Weapon Attack:* +5 to hit, reach 5 ft , one target *Hit* 7 (1d8 + 3) slashing damage

Reactions

Relentless Protector (1/Day). When the defender is reduced to half its hit points or fewer, it can use its reaction to enter an enraged state, which lasts for 1 minute. For the duration, the defender can't cast spells or concentrate on them, has resistance to bludgeoning, piercing and slashing damage from nonmagical attacks, and cannot be frightened This rage ends early if the defender is reduced to 0 hit points, knocked unconscious, or ends it as a bonus action on its turn.

Hollowed Armor

Medium construct, any evil

Armor Class 18 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	6 (-2)	9 (-1)	5 (-3)

Damage Resistances cold, fire
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this point), passive Perception 9
Languages Abyssal, Infernal
Challenge 3 (700 XP)

Celestial Susceptibility. The armor is incapacitated while in the area of a *beacon of hope* spell If the armor takes radiant damage, it must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Fiendish Handling. The armor can use the Help action to aid a friendly fiend or fiendish mount within 30 feet of it, rather than 5 feet of it.

Innate Spellcasting. The armor's spellcasting ability is Wisdom (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells:

At will *druidcraft, flamebolt*

1/day each: *animal friendship, beast bond, entangle*

Twisted Intuition. When the armor makes a Wisdom (Animal Handling) or Intelligence (Nature) check, it rolls 1d4 and adds it to the result.

Voidmark. When the armor casts a spell that affects only beasts, it can also affect fiends with an Intelligence score of 5 or lower.

Actions

Multiattack. The armor makes two attacks with its rusted blades.

Rusted Blades. *Melee Weapon Attack:* +6 to hit, range 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Summon Lemure (1/Day). The armor magically calls 1d4 lemures. The called creatures arrive on the following round, acting as allies of the armor and obeying its spoken commands. The lemures remain for 1 hour, until the armor dies, or until the armor dismisses them as a bonus action.

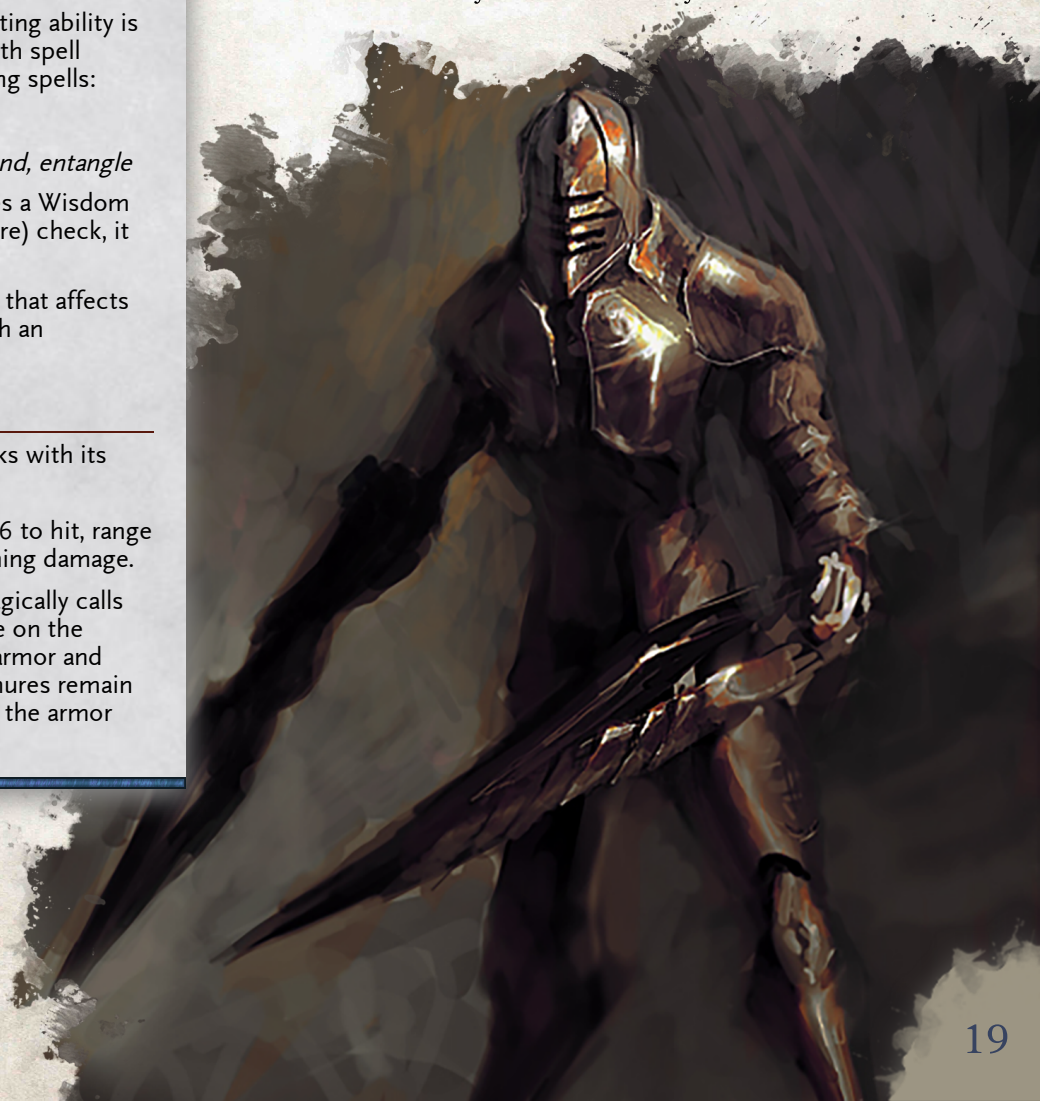
The Hollowed Armor

A fiendish animated armor, these now sentient beings have been infused by vile magic.

Stalkers of the Wastelands. Beneath the ashen skies of a post-apocalyptic wasteland, rusted, menacing constructs, long since forgotten and twisted by the evil energies that permeate the region stalk their prey. These hollow shells of tarnished metal were once beloved, built to aid their creators in battles against the fiendish and demonic creatures. Over time, many were felled in battle, their bodies dragged away or crushed beneath hoof and claw. As the years passed, foul spirits that linger within the wastelands bound themselves to the empty, charred husks, raising them once again to strike at their former masters.

Lost Warriors. Many of these lost constructs gained their sentience benevolently enough, drawing upon ancient primal magic to better aid their creators. As their souls faded and their bodies fell, fragmented imprints of their demise tainted their remains; marks which began to twist and writhe under the fiendish machinations to become something more fitting for their new owners. This also drew lesser fiends under their influence, and it is not uncommon to see a hollow armor flanked by a crowd of lemurs, all eager to do its murderous bidding.

Wielders of Dark Druidic Magic. Hollowed armors retain a rudimentary spellcasting capability, able to innately channel druidic magic and draw upon their warped strength. Where once there was a primal, protective soul, there now lurks a dark, sinister malice within the remains of these constructs, one which seeks only to taint and destroy.



The Imaginative Inventor

Tweakers and tinkerers, inventors are widely praised for their intelligence, but often given a wide berth whenever they decide to test a new creation.

Pursuers of Knowledge. Inventors rarely remain satisfied without a new technological development in the works. What might once have appeared brilliant and complex to an inventor quickly becomes mundane and uninteresting, such is the obsession for development and advancement.

Dangerous and Wild. To face an inventor in single combat is a dangerous prospect for it's armor is often filled with a number of electrically charged devices and pockets overflowing with highly explosive ammunition, which the inventor fires from a specialised pistol with reckless abandon.

Imaginative Inventor

Medium humanoid (any race), any alignment

Armor Class 16 (specialized armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	16 (+3)	14 (+2)	12 (+1)

Skills Deception +3, Perception +4, Sleight of Hand +4, Survival +4
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 1 (200 XP)

Artisan's Intuition (Tinker's Tools). When the inventor makes an ability check with tinker's tools, it rolls 1d4 and adds it to the result.

Maker's Gift. The inventor knows the *mending* cantrip and has proficiency with tinker's tools.

Tinkersmith (2/Day). The inventor can spend 1 hour to weave a temporary enchantment into a nonmagical object. For the next 24 hours, while a creature holds the item in its hand, it can use its action to cast one of the following cantrips, using Intelligence as its spellcasting ability The cantrip the object can cast is chosen upon the enchantment's creation from the following *dancing lights, light, mage hand,* or *message.*

Actions

Soldering Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft , one target *Hit* 3 (1d6) bludgeoning damage, plus 3 (1d6) fire damage.

Pistol (High Explosive Ammo). *Ranged Weapon Attack:* +4 to hit, range 60/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 7 (2d6) fire damage. The pistol can be fired six times. It must then be reloaded as an action before it can be fired again.

Industrial Cadaver

Medium undead, unaligned

Armor Class 9
Hit Points 45 (6d8 + 18)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	3 (-4)	4 (-3)	3 (-4)

Saving Throws Con +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 7
Languages understands Common but can't speak
Challenge 1/4 (50 XP)

Deformed Terrors. Any creature that starts its turn within 10 feet of the industrial cadaver and can see it must succeed on a DC 13 Wisdom saving throw or be frightened of the industrial cadaver for 1 minute. A frightened creature can attempt this saving throw again at the end of each of its turns, ending the effect on itself on a success If the save is successful, the target creature becomes immune to the cadaver's Deformed Terror feature for 24 hours

Factory Workers. The industrial cadaver has advantage on any check made to interact with industrial equipment, such as lifting steel beams, operating conveyor belts or lifting, dragging, and pushing mechanical components.

Undead Fortitude. If damage reduces the industrial cadaver to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant, fire, or from a critical hit. On a success, the industrial cadaver drops to 1 hit point instead.

Actions

Crude Axe. *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

The Industrial Cadaver

Horrifically disfigured monstrosities with a sickening obsession for surgical experimentation.

Grotesque Factory Workers. Industrial cadavers are the result of years of experimentation, modification and surgical reconstruction, typically done on by fledging scientists with a complete disregard to these once living creature. Once reaching a point where the corpse is unfit for further experimentations, these hideously deformed failures are sold en-masse to the highest bidder; the cadaver's unthinking, simplistic mindset making them perfect low maintenance factory workers. A mottled, decaying corpse strewn together with wires, steel and necromancy magic, no cadaver is the same as another, but their cheap cost and low upkeep makes each one just as expendable as the next.

Sluggish Combatants. When amassing small personal armies, lesser nobles without the vast fortune to afford the upkeep of a living battalion often draw in industrial cadavers to flesh out their frontline ranks. Slow, but cost effective and tough, these hideous creatures form a cheap vanguard with which to shield more valuable troops from incoming enemy fire. Whilst their offensive output is relatively low, none can deny the morale dampening effects such creatures inflict on their foes as they continue their unflinching, bullet ridden stride towards enemy battle lines.

The Inquisitor

Trained to investigate and uncover conspiracies in the aftermath of great conflict, inquisitors are masters of gaining intelligence thought protected.

Sharp Minded and Observant. Inquisitors, are trained from a young age to draw connections and interpret particular events as clues other might miss; these investigators are an efficient and haunting force, capable of magically detecting poisons, traps and magical energies with little effort.

Armed and Dangerous. An inquisitor's line of work and responsibility often places them in the epicenter of danger and strife, both to themselves and others. While confrontation with an inquisitor rarely ends in bloodshed (due to its illusive nature), firefights and aggressive conflicts aren't foreign occurrences. Inquisitors rarely allow their enemies to get into melee range, instead disarming and debilitating them at range using specialized arcane firearms, outfitted with various ammunition types.

Deadly Diplomats. Inquisitors are most commonly seen within the inner circles of kings, queens, lords, and commanders. Acting as both eyes and ears for their employers, inquisitors play an important role in political discussions and meetings, both as intimidating bodyguards and charismatic diplomats. Inquisitors are frequently requested to accompany individuals of power or great influence when discussing peace talks taking place in demilitarized zones. The inquisitor acts as an impartial and persuasive mediator between the two factions, defusing political tensions while remaining on high alert for potential assassination attempts. If such an attempt is made, it's rare for the killer to ever get within range of their target before alerting the inquisitor.

Greasemonkey Variant Rules

If using *The Greasemonkey's Handbook*, the inquisitor's Challenge Rating increases by 1, its piercing damage increases to 9 (1d8 + 4) and it has the following spells, weapons and hotshot ammunition prepared.

- ***Inquisition Pistol.*** This is a heavy revolver, modified with a **short stock grip, quick-load magazine, scoped sight** and **compensator muzzle.**
- ***Hotshot Ammo.*** The inquisitor can equip its pistol with either **H.E, inferno, silvered** or **adamantine** ammunition when taking the Penetrating Shot action. The inquisitor is considered to have 1 magazine of each hotshot ammunition type.
- ***Cantrip Caster.*** The inquisitor knows the *gunmetal* and *light of the primus* cantrips. Intelligence is its casting modifier for these spells (DC 14).

Inquisitor

Medium humanoid (half-elf), any alignment

Armor Class 16 (studded leather)
Hit Points 99 (18d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	12 (+1)	16 (+3)	18 (+4)	15 (+2)

Saving Throws Dex +7, Wis +7
Skills Acrobatics +7, Arcana +6, Insight +11, Intimidation +5, Investigation +9, Perception +7, Stealth +7
Senses darkvision 60 ft., passive Perception 17
Languages Thieves' cant plus any two languages
Challenge 4 (1,100 XP)

Deductive Intuition (3/Day). When the inquisitor makes an Intelligence (Investigation) or Wisdom (Insight) check, it can roll 1d4 and add the number rolled to the ability check.

Fey Ancestry. The inquisitor has advantage on saving throws against being charmed, and magic can't put it to sleep.

Sense Threats. The inquisitor can cast the following spells, but only as rituals. Intelligence is the inquisitor's spellcasting ability for these spells.

detect poison, detect magic, detect traps.

Actions

Multiattack. The inquisitor makes two ranged attacks.

Paralyzing Shot (Recharge 4-6). *Ranged Weapon Attack:* +7 to hit, range 80/200 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is a creature, that creature must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature can attempt this saving throw again at the end of each of its turns, ending the effect on itself on a success.

Penetrating Shot. *Ranged Weapon Attack:* +7 to hit, range 80/200 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is wearing armor or wielding a shield, this attack has a +1 bonus to the attack roll.

Poisoning Shot (Recharge 5-6). *Ranged Weapon Attack:* +7 to hit, range 80/200 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and 17 (5d6) poison damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. A poisoned creature can attempt this saving throw again at the end of each of its turns, ending the effect on itself on a success.

The Ironguard Protectorate

The ironguard is a massive sentient engine of destruction, capable of tearing apart lesser creatures with its diamond-tipped claws.

Fueled By Magic. Ironguard are actually extra planar beings, born within the vast, rotating gear cities on a plane beyond. Summoned by scientists or arcanists in times of great strife or in preparation for a large scale military assault, these constructs serve their summoner diligently. Once an ironguard has been drawn to their summoner's plane, it binds itself there and is unable to return home until its task is complete. This process disrupts arcane effects in the near vicinity like a repelling magnet, making the summoning of an ironguard difficult and dangerous. However, if the ritual is performed correctly, it results in an extremely useful, permanent magical protector.

Enforcer and Protector. An ironguard is a vast construct used both in war and peacetime to ensure a secure and stable living environment. When local militia or the city guard aren't enough to enforce the law, an ironguard are can be dispatched to more dangerous areas to help protect civilians and root out aggressors.

Goliath Constructs. Towering over 8 feet tall, a single ironguard creates enough of an intimidating presence alone to quell most lesser riots and would-be assailants. However, when conflict begins, the city guard can call upon the full military might of an ironguard detachment to bolster their ranks, creating a vast wall of iron and fury to beat back their foes.

Ironguard Protectorate

Large construct, lawful neutral

Armor Class 20 (natural armor)
Hit Points 60 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	8 (-1)	14 (+2)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses passive Perception 12
Languages understands all spoken languages but can't speak
Challenge 7 (2,900 XP)

Critical Strikes. The ironguard's weapon attacks score a critical hit on a roll of 19 or 20.

Magical Feedback. When a creature damages the ironguard with a magical effect or spell, it must succeed on a DC 15 Constitution saving throw or suffer 7 (2d6) force damage.

Actions

Multiattack. The ironguard makes three attacks: two with its slash and one with its slam.

Slash. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Arcane Pulse (Recharge 6). The ironguard emits a shockwave of arcane energy. Each creature within 15 feet of the ironguard must succeed on a DC 15 Constitution saving throw, taking 28 (8d6) force damage on a failed save, or half as much on a successful one. If a creature is concentrating on a spell and takes damage from this ability, the Constitution saving throw to maintain that concentration is made at disadvantage.

Construct's Fury (1/Day). The ironguard enters a murderous rage for 1 minute. For the duration, the ironguard's weapon attacks have advantage, and deal an extra 2 (1d4) force damage on a hit. In addition, if a Medium or smaller creature is hit by the ironguard's slam attack, that creature must succeed on a DC 15 Strength saving throw or be shoved 10 feet away from the ironguard and knocked prone.

Item Trader

Medium fey, unaligned

Armor Class 14 (natural armor)
Hit Points 36 (8d8)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	14 (+2)	15 (+2)	16 (+3)

Skills Deception +4, Persuasion +4
Condition Immunities charmed
Senses passive Perception 12
Languages All spoken languages
Challenge 1/4 (50 XP)

Curator of Fine Goods. The item trader has a random assortment of ten different items, which change daily One of the items is a mysterious trinket from the *Strange Trader Table*.

Silver Tongued Trader. The item trader has advantage on any Charisma (Persuasion or Deception) checks made to barter goods.

Translation Equipment. The item trader can speak and understand all native spoken languages, but can't read or write them. This speech doesn't extend to class-specific languages, such as druidic or thieves' cant.

Travelling Merchant. The item trader can cast the *plane shift* spell at will, targeting only itself and up to four other willing creatures

Actions

Steam Blade *Melee Weapon Attack* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Strange Trader Table

D6	Mysterious Trinket	Alternative Properties
1	A small locket covered in tiny glowing sigils	Glows only in moonlight, or allows the bearer to hear a creature's thoughts when held
2	Two small magnetic daggers	The daggers are malleable when wet, or explode in sand
3	A black box covered in shifting, alien runes	The box wails in direct sunlight or darkness
4	A silver charm that translates spoken words to the bearer	Translates words to Infernal, Primordial or Deep Speech
5	Three impossibly black beads	The beads emit bursts of bright light when struck together
6	A glass heart that can absorb up to one gallon of liquid per day	The heart ignites any object it touches when touched with a metal blade

The Item Trader

A simple trader, offering various mysterious wares.

Strangers From Strange Lands. Item traders are a mysterious race of humanoids who travel the lands offering various mysterious, interesting and unique merchandise for sale. These strange humanoids speak in monotone voices, as if devoid of empathy or emotion, unless the topic concerns either an item they have for sale, or one they wish to acquire. Their eyes are hollow, and many have said holding a conversation with an item trader is akin to discussing the intricate mechanics of a magical construct with a cavern-dwelling hermit.

Purveyors of Mysterious Items. Typically, item traders have on their person at any time, at least one object of alien or magical design they are willing to trade for a strange, odd sum. It is believed that these traders have more interest in the art of barter than they do for any of the items they have for sale. However, others believe something far stranger: that these odd little humanoids are actually minor deities, tasked with distributing powerful artifacts throughout the universe.

Odd Requests. Sometimes gold will suffice when purchasing from a item trader. Other times, a trader might not express an interest in monetary values at all, instead requesting the buyer perform a particular action, such as marrying the next passer-by they meet, preparing a meal for 8 strangers, hopping on one leg for an hour, or trading a particular item on their possession, be it of sentimental value or no value at all. While bartering is welcomed and thoroughly enjoyed by item traders, once they have made their minds up on a price (however bizaare it might be), it is very rare their minds can be swayed or changed.

The Machina Daemonium

Mechanical manifestations of kinetically-touched metal.

Monstrous Manifestations. To be witness to the birth of a machina daemonium is to see the manifestation of raw evil in physical form. Large serrated tendrils arch from the creature's back, striking at anything that moves nearby, while jagged fragments of broken metal and debris form a thick, protective armor plating immune to conventional weaponry.

Demons of War and Malice. A vast, ever-changing living construct of terror, a machina daemonium is a horrifying and devastating foe to encounter on the battlefield. While it shares many traits with conventional golems and other magically fueled constructs, the daemonium is an incredibly intelligent creature that combines the steel-construct immunity of a golem with the malignant hatred of the lower Planes. Using its vast number of metallic tendrils to impale its foes at range, it moves with a deliberate slowness, allowing its impaled victims to scrabble and claw at the metallic limb in vain before succumbing to the overwhelming terror the demon's presence exudes.

Hatred of the Barren's Protectors. No demon holds more hatred and resentment for the denizens of barren wastelands than the machina daemonium, who actively seek out and destroy settlements wherever they are found. However, this hateful trait frequently proves to be the daemonium's downfall. Rare as they are, it is rarer still to find a machina daemonium capable of ignoring its inherent hatred of living creatures long enough to realize when it is walking into a trap; a technique that, still to this day, proves to be the demon's one reliable achilles heel.

Regional Effects

Wherever a machina daemonium walks, the ground cracks and shudders in its wake. The arrival of such a powerful demon begins with a sudden shockwave of displacing air, which thrums across the region like the pulse of an atomic bomb. While the machina daemonium resides in one universal plane, the region in which it resides changes around it, betraying its presence to those who know how to read the signs of the manifestation of such an evil creature. However, whether individuals attribute them to the emergence of a machina daemonium varies from creature to creature.

- Frequent earthquakes of varying strength occur within 6 miles of the machina daemonium.
- Hidden sinkholes form in locations the machina daemonium has moved through. Plotting these sinkholes on a map of the region can often help to predict where the creature is heading next.
- Mechanical components and machines within 6 miles of the machina daemonium magically short-circuit at random intervals, and larger machines appear warped and more sinister than before, tainted by demonic magic. Street lamps emit a red-tinted glow, while lifting arms and mechanical pistons in need of oiling shriek like banshees instead of squeaking.

If the machina daemonium is killed or banished, these effects fade from the area over the course of 1d6 days.

The Bleeding Condition

The machina daemonium has a chance to inflict a special condition called *bleeding*. Here you can find the rules for the bleeding condition, and how an afflicted character is cured of it.

Bleeding

A bleeding creature takes an additional 7 (2d6) slashing damage when hit by a weapon that deals piercing or slashing damage. This additional damage can't be reduced in any way. A creature can use its action to stem the bleeding on either themselves or another afflicted creature by making a DC 15 Wisdom (Medicine) check and using a healer's kit or other fabric to apply a makeshift bandage to the wound. Magical healing of 2nd level or higher also removes this effect. Creatures that don't bleed (such as constructs and undead) are immune to bleeding.

Machina Daemonium

Huge fiend (demon), chaotic evil

Armor Class 17 (natural armor)
Hit Points 270 (20d12 + 140)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	24 (+7)	18 (+4)	17 (+3)	18 (+4)

Saving Throws Str +11, Int +9, Wis +8, Cha +9
Skills Athletics +11, Intimidation +14, Perception +8
Damage Vulnerabilites thunder
Damage Resistances acid, cold, fire, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses truesight 120 ft., passive Perception 18
Languages Abyssal
Challenge 15 (13,000 XP)

Aura of the Damned. The machina daemonium exudes an aura of fear and terror, which extends out from it in a 30-foot-radius sphere. Any creature that starts or ends its turn in the aura must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A frightened creature is stunned, and spends its time rocking on the spot, screaming about its imminent demise. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature succeeds on this saving throw by 5 or more, it is also immune to the machina daemonium's Aura of the Damned for 24 hours.

Hellish Fortitude. If damage reduces the machina daemonium to 0 hit points, it must make a Constitution saving throw with a DC equal to 5 + the damage dealt, unless the damage is radiant. On a success, the machina daemonium drops to 1 hit point instead.

Living Weapons. The machina daemonium's weapon attacks are magical. In addition, it can never be disarmed of its weapons, and is immune to any effect that would alter its form. The machina daemonium can manifest up to five living weapons (an impaling tendril or a crushing claw) at a time as a bonus action. If it manifests a sixth weapon, it must replace previous ones.

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

Siege Monster. The machina daemonium deals double damage to objects, structures, and vehicles.

Actions

Multiattack. The machina daemonium makes three weapon attacks.

Tendril Attack. *Melee Weapon Attack:* +11 to hit, reach 50 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage. If the attack roll exceeds a Large or smaller creature's AC by 5 or more, it is also grappled (escape DC 18), and the machina daemonium can't use that tendril on another target until the grapple ends.

If a Huge target is hit by three or more impaling tendrils on the same turn, and each attack roll exceeded the target's AC by 5, the machina deamonium can use its reaction and all three tendrils to grapple the target (escape DC 18).

Crushing Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) bludgeoning damage.

Greater Shard Explosion (Recharge 5-6). The machina daemonium's armor explodes, sending thousands of razor-sharp shards scattering out from it. Each creature within 30 feet of it make on a DC 18 Dexterity saving throw, taking 56 (16d6) slashing damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw by 5 or more is also afflicted with the bleeding condition for 1 minute.

Legendary Actions

The machina daemonium 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 machina daemonium regains spent legendary actions at the start of its turn.

Detect. The machina daemonium makes a Wisdom (Perception) check.

Impaling Tendril. The machina daemonium makes an impaling tendril attack.

Monstrous Stomp (Costs 2 Actions). The machina daemonium stomps on the ground, sending a rippling shockwave out from it in a 60-foot radius. Targets caught in the area must make a DC 18 Strength saving throw. A target takes 10 (3d6) bludgeoning damage and is knocked prone on a failed save, or takes half as much damage and isn't knocked prone on a successful one. Any buildings in the area not protected against earthquakes and large-scale tremors have a 50 percent chance to collapse from the sudden shockwave.

The Meticulous Engineer

Engineers are magical constructs created to develop and maintain mechanisms. Highly intelligent machines, they are valued by rulers and adventurers alike for their talents with magical engineering.

Emotionless Architects. Engineers are not well known for their witty personalities or friendly demeanors. While other constructs can be programmed to form strong emotional bonds and develop individual ideologies, engineers know only the way of constructions and development; an engineer's mind is solely fixated on developing new mechanisms and the improvement of old ones.

Invasive Augmentations. Without a moral compass to guide them, many engineers eventually start to seek out living test subjects for experimental enhancements. These test subjects, while typically volunteering with excitement, begin to suffer strenuous and, largely unknown, effects. The continual upgrading of one's body has immediately apparent positive effects; volunteers become stronger, faster, and more agile.

However, this constant need to better oneself becomes a drug with the only fix to go back under the knife. Ultimately, they are never satisfied, always searching for more until their anatomy can receive no further enhancements. While impressive physical specimens, these once exuberant volunteers become shadows of their former selves due to the mental contemplations with which they struggle endlessly.

Meticulous Engineer

Medium construct, unaligned

Armor Class 17 (natural armor)
Hit Points 135 (9d8 + 27)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	16 (+3)	19 (+4)	16 (+3)	9 (-1)

Saving Throws Con +6, Int +7, Wis +5
Skills Arcana +10, History +10, Investigation +10, Perception +6
Damage Resistances poison
Damage Immunities psychic
Condition Immunities charmed, frightened, stunned
Senses truesight 15 ft., passive Perception 16
Languages Common, Primordial
Challenge 5 (1,800 XP)

Innate Spellcasting. The engineer's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *detect thoughts, identify, mending*

1/day each: *synaptic static, telekinesis*

Resilient Design. The engineer has advantage on saving throws against being poisoned, is immune to disease, doesn't need to eat, drink, breathe, or sleep, and doesn't suffer the effects of exhaustion due to lack of rest. In addition, magic can't put the engineer to sleep.

Resilience. The engineer has advantage on saving throws against spells and other magical effects.

Sentry's Rest. When the engineer takes a long rest, it must spend at least 6 hours in an inactive, motionless state, rather than sleeping. In this state, the engineer appears inert, but isn't rendered unconscious and can see and hear as normal.

Actions

Multiattack. The engineer makes two static strike attacks.

Static Strike. *Ranged Weapon Attack*: +7 to hit, range 30 ft., one target. *Hit:* 14 (3d6 + 4) lightning damage, and if the target is a creature, that creature must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.

Reaction

Force Shield (1/Day). When the engineer would be hit by an attack, it can create a shield of force, granting it a +3 bonus to its AC against that attack.

Mist Emissary

Medium humanoid (any race), any non-lawful alignment

Armor Class 16 (studded leather)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	14 (+2)	14 (+2)	18 (+4)	18 (+4)

Saving Throws Dex +7, Wis +7
Skills Acrobatics +7, Deception +7, Perception +10, Sleight of Hand +7, Stealth +10
Senses darkvision 60 ft., passive Perception 20
Languages Common, Elvish, Sylvan
Challenge 3 (700 XP)

Gift of the Shadows (3/Day). When the emissary makes a Charisma (Deception) or Dexterity (Stealth) check, it can roll a d4 and add the number rolled to the ability check

Innate Spellcasting. The emissary is a 5th level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *blade ward, dancing lights, friends, mage hand, minor illusion*

1st level (4 slots): *alarm, bane, color spray, disguise self*

2nd level (3 slots): *Nystul's magic aura, crown of madness, invisibility*

3rd level (2 slots): *nondetection, hypnotic pattern*

Unseen in Shadow. The emissary can use the Hide action as a free action.

Actions

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. The target takes an additional 7 (2d6) piercing damage if the spy has advantage on the attack roll.

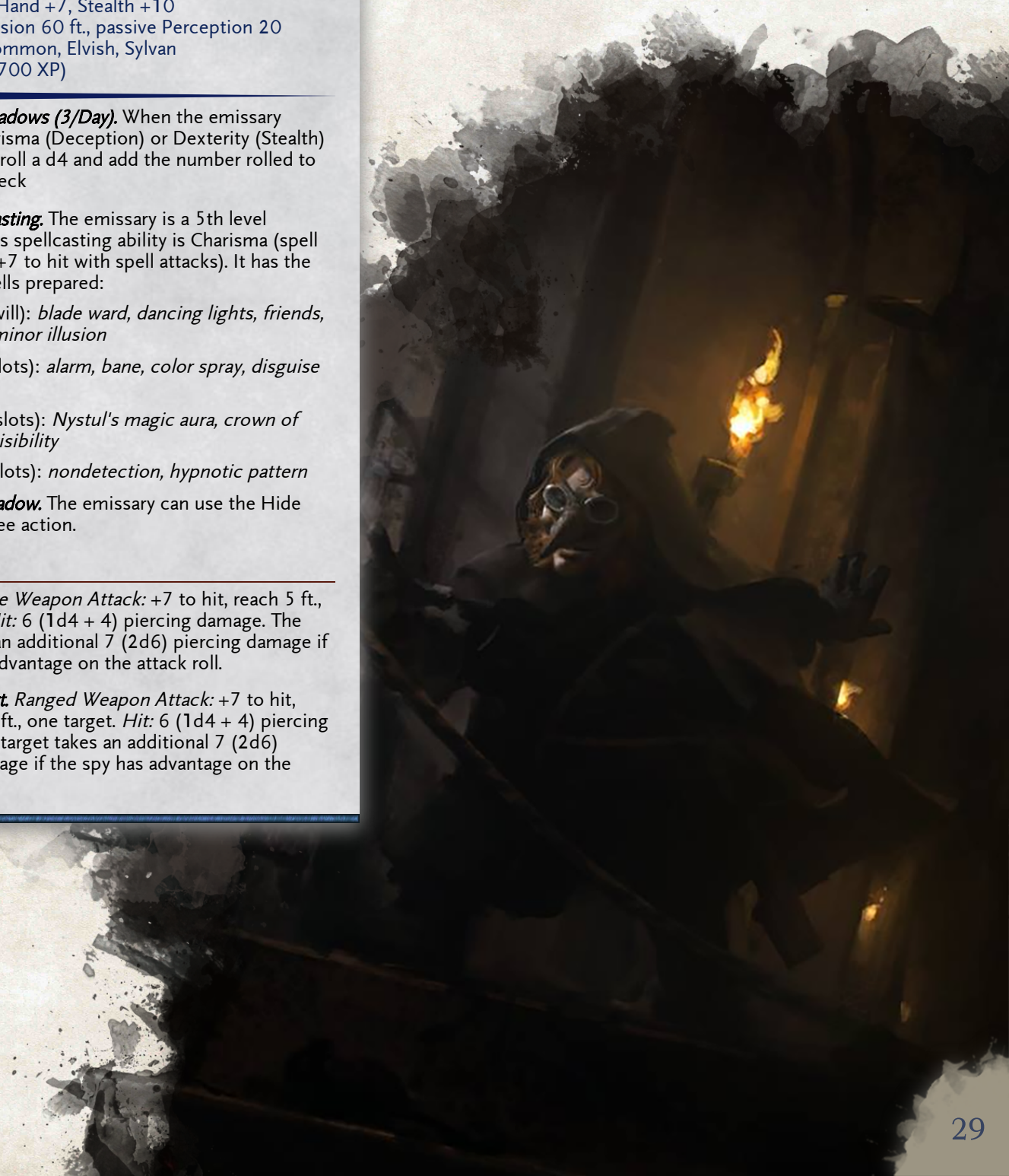
Throwing Dart. *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. The target takes an additional 7 (2d6) piercing damage if the spy has advantage on the attack roll.

The Mist Emissary

Master illusionists, these spies are skilled in subterfuge and espionage.

Hidden in Plain Sight. Misapprehending spies bear the likeness to the darkness they use for cover, drawing on its nature to fuel their abilities. Performing acts of espionage while slipping between shadows as it at will. A spy rarely fails their duty, be it to spread propaganda, destabilize enemy installations, or shut down key defenses without bloodshed, they strive to ensure their presence was never even detected.

Tactical Wit. A misapprehending spy never fights fair, or remains in a confrontation for long if it feels outmatched. Using illusion magic to beguile and confuse its foes, it strikes without warning, manipulating enemies into attacking each other and chasing shadows, while they make a quick escape.



The O.L.T.

A gigantic armored train used to transport mechanical and magical components securely across vast distances.

A Gargantuan Transport. The Over-Land Train (O.L.T.) is a massive armored machine, designed to move vast quantities of mechanical components, machinery and constructs across vast distances quickly, while remaining securely in the hands of owners. Heavily armed and imbued with magical warding to prevent any unwarranted intrusions, it is rare that its cargo does not arrive as expected.

A Hard Hitting Freight Train. The O.L.T. is armed with a number of ranged weapons, installed all across its vast hull. While these weapons aren't designed for frontline engagements, they are more than a match for most lightly armored infantry and constructs. The main strength of the O.L.T. is its enormous bulk, and it often crushes larger targets and scenery under its massive treads instead of taking the time to maneuver around them. This technique often leave behind a trail of crushed vegetation, however, making the O.L.T. easy to track by even the most inexperienced group of bandits.

Greasemonkey Variant Rules

If using *The Greasemonkey's Handbook* alongside this supplement, the Over-Land Train is a **Heavy Tracked Military Class ATUM** with the following modules, equipment and additional rules, in addition to those found in **Chapter 2: ATUM Combat**:

- **1x Good grade engine and 1x large fuel tank**
- **4x New light carronades (2 per side)**
- **1x Passenger compartment**
- **1x Energy field module**
- **1x Valkyrie plating enhancement**
- **Armor plating 30 (10)**
- **Chassis resistance (1d6)**

The ATUM is assumed to be piloted and crewed by creatures using the Steady Pilot stat block.

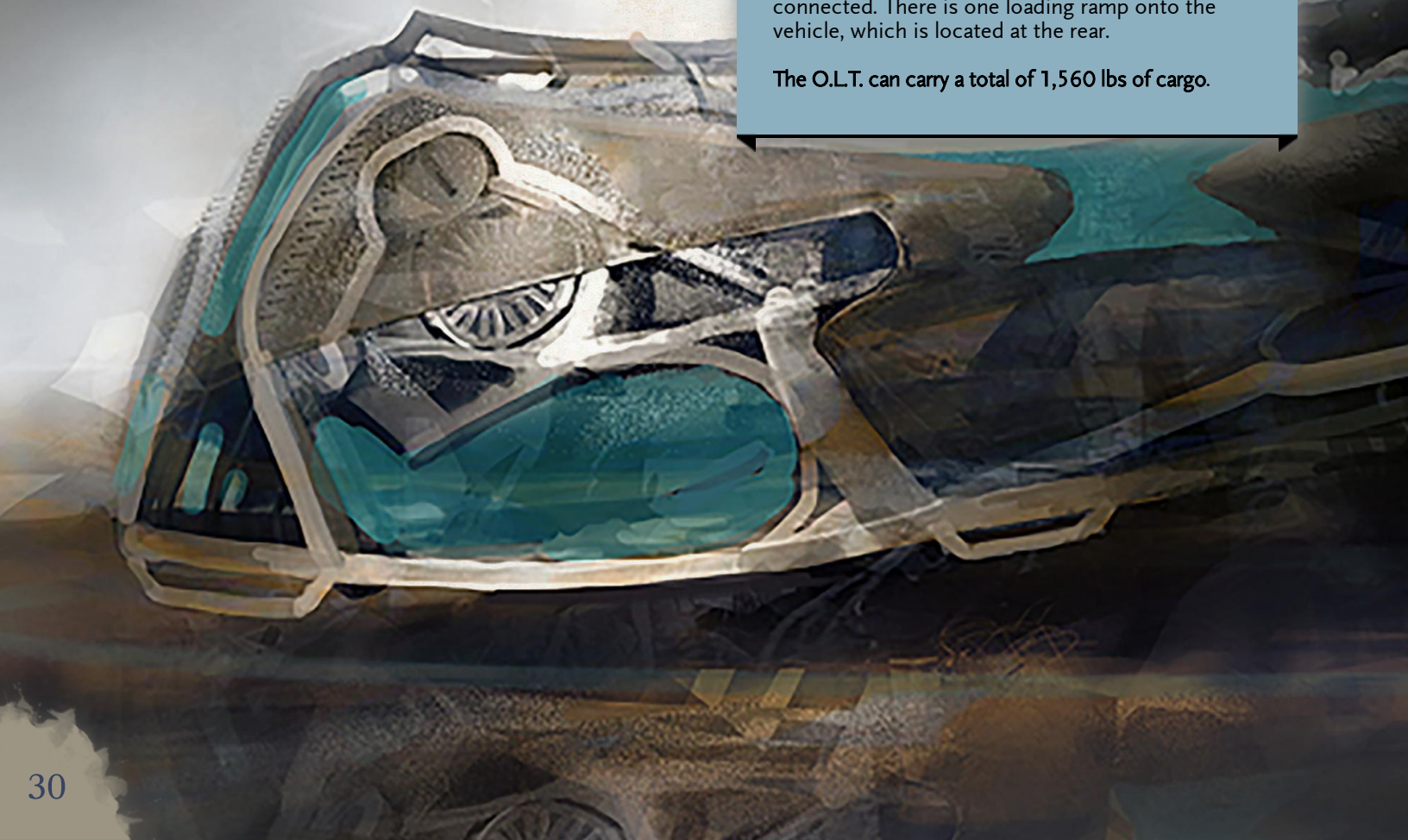
Pilot Variant Rules

The O.L.T. is captained by a single pilot, and a crew of three gunners and one engineer. The Steady Pilot and engineer are equipped with a **compact pistol**, and the gunners are equipped with **light machine guns**. All weapons are equipped with **comfort grips**.

The O.L.T. and Cargo Space

There is room inside the O.L.T. for passengers and soldiers to walk around, akin to two train carriages. The interior of the O.L.T. is similar to that of a cargo freighter, with gunners able to move freely between weapon hardpoints to fire them. In addition, all of the O.L.T. cargo space is internally connected. There is one loading ramp onto the vehicle, which is located at the rear.

The O.L.T. can carry a total of 1,560 lbs of cargo.



Over-Land Train

Gargantuan vehicle, unaligned

Armor Class 17 (natural armor)
Hit Points 350 (20d20 + 140)
Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	24 (+7)	14 (+2)	12 (+1)	12 (+1)

Damage Resistances piercing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, exhausted, disease, frightened, poisoned, prone, unconscious
Languages -
Challenge 5 (1,800 XP)

Ablative Plating. The O.L.T. is immune to an attack or spell's damage if the damage dealt would total 10 or less.

Arcane Shielding (3/Day, engineer only). As a reaction when the O.L.T. would be hit by an attack, the engineer can use its reaction to flare up an arcane shield, adding a +3 bonus to the O.L.T. AC against that attack.

Armored Transport. The O.L.T. can transport up to a total of nine Medium or smaller creatures: four passengers, one engineer, three gunners, and one pilot.

Carronade Battery. The O.L.T. has four carronades, situated in pairs on the left and right of the hull. These carronades have a 180-degree firing arc from their respective facings.

Magical Wards. The O.L.T. is warded against magic, granting it advantage on saving throws against spells and other magical effects.

Terrain Traversal. The O.L.T. ignores difficult terrain, and can't be knocked prone.

Piloted Vehicle. The O.L.T. is a vehicle that requires a humanoid of size Medium or smaller to operate it, and four other humanoid creatures to operate its weapon systems. If no creature is operating the O.L.T., it remains inert, incapacitated, and ceases to function. The piloting creature is considered to be in total cover when inside the O.L.T., and uses the statistics of a steady pilot when not operating the vehicle. The crew uses the same stat block, but gunners are armed with machine guns, instead of the snub pistol, and are CR 1.

Actions

Multiattack. The O.L.T. makes four ranged attacks with its light carronades.

Light Carronade. *Ranged Weapon Attack:* +6 to hit, range 60/120 ft., one target. *Hit* 19 (3d10 + 3) bludgeoning damage.

Charging Ram (Recharge 5-6). The O.L.T. charges forwards in a 40-foot long, 15-foot wide line in a direction of its choosing, stopping its movement early if it comes into contact with a Gargantuan or larger creature or a piece of impassable terrain. Each creature the O.L.T. passes over or comes into contact with must make a DC 15 Dexterity saving throw. A creature takes 27 (3d12 + 8) bludgeoning damage and is knocked prone on a failed save, or takes 14 (1d12 + 8) bludgeoning damage and isn't knocked prone on a successful one.

The Outrider

Specialists responsible for ensuring that the transportation of rare and valuable goods runs smoothly, efficiently, and discretely.

Travellers and Transporters. Outriders are fast, quick-witted, and sly, capable of traversing buildings and other obstacles in very short time. While responsible for monitoring and maintaining the ground-based transportation, these couriers also function, as their namesake suggests, transporters for hire - should an adventurer have the coin available. It is known that they transport anything from important hand-written notes or spellbooks across battle-scarred streets to delivering vast mechanical machines from one city to another in relative secrecy, outriders are considered the most capable individuals.

Fast and Nimble. Where other humans utilize ground or airship travel to simplify their journey, outriders choose to hone their athletic prowess by shunning such mass-transit systems in favor of personal transports they have built and maintained themselves. These are usually smaller vehicles, outfitted with a myriad of monitoring devices and storage bays. Others choose to take to the road by foot, moving through regions many land vehicles would be unable to traverse, sleeping beneath the stars atop glistening mountain ranges, and taking quiet solace in their nomadic lifestyle.

Outrider

Medium humanoid (human), any alignment

Armor Class 14 (leather armor)
Hit Points 135 (18d8 + 54)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	13 (+1)	15 (+2)	11 (+0)

Saving Throws Dex +5
Skills Acrobatics +5, Athletics +4, Investigation +3, Stealth +5, Survival +4
Senses passive Perception 12
Languages any two languages
Challenge 1 (200 XP)

Determined Stride. When the outrider uses the Dash action, moving over difficult terrain doesn't cost it extra movement on that turn

Intuitive Motion (Recharges after a Short or Long Rest). When the outrider makes a Strength (Athletics) check or any ability check to operate or maintain a land vehicle, it can roll 1d4 and add the number rolled to the ability check.

Shared Passage (1/Day). As a bonus action, the outrider can teleport up to 40 feet to an unoccupied space it can see. The outrider can bring with it one willing Medium or smaller creature, provided that the creature is within 5 feet of the outrider and is carrying gear up to the outrider's carrying capacity.

Actions

High Kick. *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. If the target is Medium or smaller, it must succeed on a DC 13 Strength saving throw or be knocked prone

Outrider Rifle. *Ranged Weapon Attack:* +5 to hit, range 200/600 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage. The rifle has the two-handed property, and can be fired six times. It must then be reloaded as an action before it can be fired again.

Paragon Psionic

Medium aberration, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 111 (17d8 + 34)
Speed 30 ft., fly 30 ft (hover).

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	19 (+4)	17 (+3)	16 (+3)

Saving Throws Int +7, Wis +6
Skills Arcana +7, Investigation +7, Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Common, Deep Speech, telepathy 120 ft.
Challenge 8 (3,900 XP)

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

Psionic Shield. The paragon psionic shares its space with a crystalline shield, which hovers around it and protects it from harm. Whenever the paragon psionic is subjected to a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Innate Spellcasting (Psionics). The paragon psionics' innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: detect thoughts, levitate

1/day each: animate objects, telekinesis

Actions

Psionic Bolt. *Ranged Weapon Attack:* +7 to hit, range 120 ft., one target. *Hit:* 15 (2d10 + 4) psychic damage.

Mind Blast (Recharge 5 - 6). The paragon psionic magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

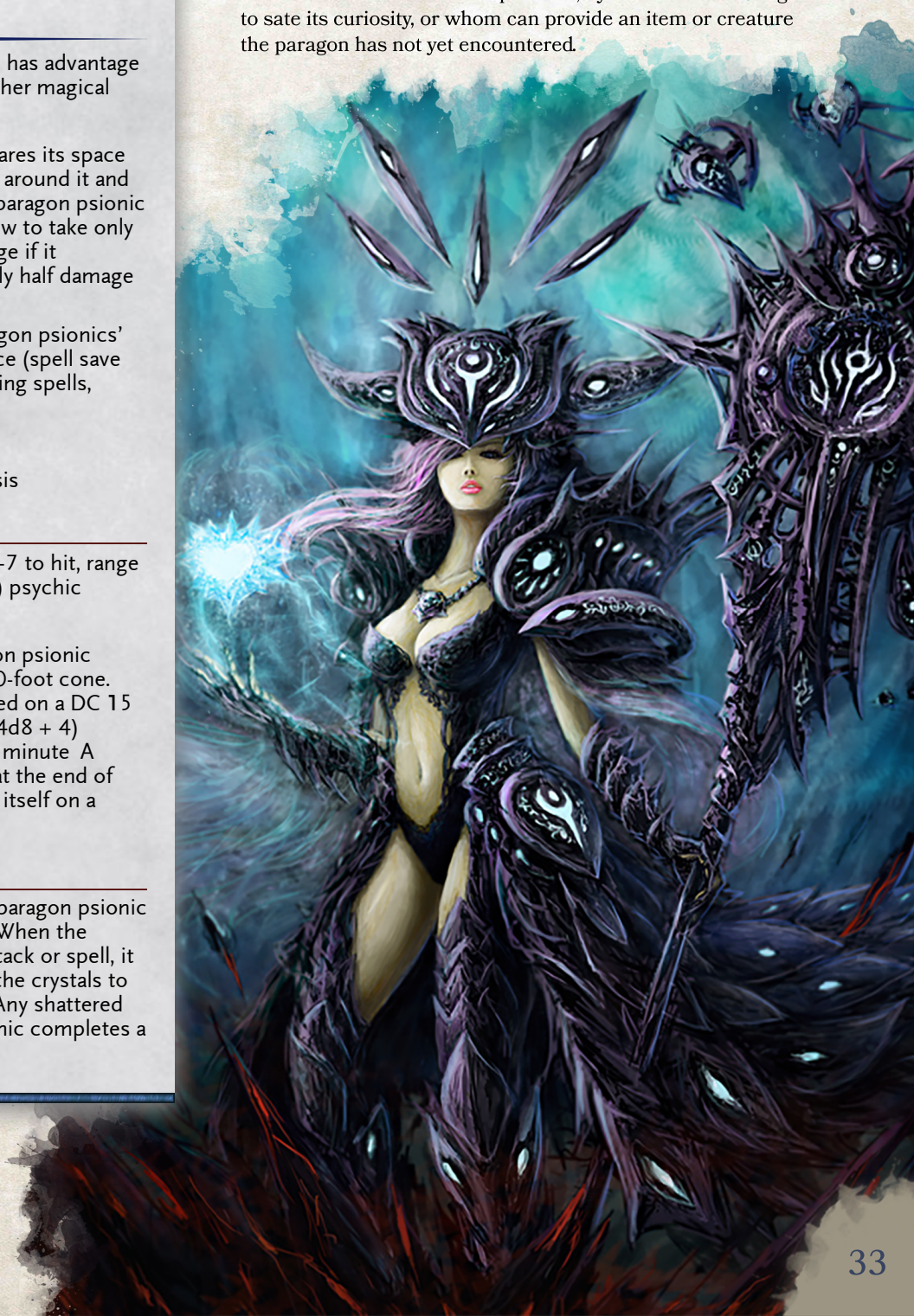
Crystalline Defense (5/Long Rest). The paragon psionic has five crystals which orbit its head When the paragon psionic would be hit by an attack or spell, it can use its reaction to shatter one of the crystals to halve the damage inflicted against it. Any shattered crystals reform after the paragon psionic completes a long rest.

The Paragon Psionic

A powerful psionic, infused with otherworldly energies.

Travellers From Distant Lands. Paragon psionics are not a commonplace occurrence within the universe, due mostly to their otherworldly nature and obsessive wanderlust. While not conventionally evil, paragon psionics follow their own paths of discovery first and don't involve themselves often with the wars of lesser races, though they are quick to study the aftermath of such events. Paragon psionics travel the various planes on mysterious, living crystalline ships, which appear as burning comets to less observant creatures.

Researchers of New Worlds. The paragon psionic lives to categorize and collect data on new events, species, or other interesting flora and fauna native to a plane, planet, or stellar body. It can be tempted into conversation, and sometimes even trade or battlefield co-operation, by adventurers willing to sate its curiosity, or whom can provide an item or creature the paragon has not yet encountered.



The Plane Strider

Intrepid travellers that traverse the planes of existence atop huge mechanical behemoths.

Explorers of the Fringe. Few things are as magnificent as the sight of the mysterious plane striders atop their magically powered mechanical transports. Friendly, excitable and fearless, a plane strider traverses the planes of existence with a perpetual lust for adventure and exploration and can rarely be found nestled in one place for too long before moving on to new pastures.

Happy to Help. Plane striders are always happy to help other explorers and adventurers in their travels, and are genuinely curious about what motivates the creatures they meet. While not overly fond of combat, a plane strider pilot will be more than willing to offer lore and directions to interesting locations, and can be relied upon to assist adventurers with truthful information and navigation should they require it. They never intend to deceive, naively trusting those who they meet almost to a flaw.

Masters of Mechanical Might. While naturally welcoming to all creatures, plane striders are not to be trifled with in combat. When threatened, the plane strider uses its gigantic bipedal construct to charge headlong into its foes, trampling them with the machine's colossal feet before incinerating the survivors with a magically charged breath of fire. One would do well to embrace their benevolence with benevolence in-kind.

Greasemonkey Variant Rules

If using *The Greasemonkey's Handbook* alongside this supplement, the Plane Strider is a **Medium Bipedal Industrial Class ATUM** with the following modules, equipment and additional rules, in addition to those found in **Chapter 2: ATUM Combat**:

- 1x Good grade engine and 1x large fuel tank
- 1x Used Inferno Cannon
- 1 Additional tool module slot (unused)
- Armor Plating 10 (10)
- Chassis Resistance (1d12)
- 1x Military Module Adapter

The Plane Strider is assumed to be piloted by a creature using the Steady Pilot stat block.

Pilot Variant Rules

The Steady Pilot is equipped with the following weapons and modifications:

- 1x Laser rifle with comfort grip modification

Plane Strider

Huge vehicle, unaligned

Armor Class 17 (natural armor)
Hit Points 230 (20d12 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	24 (+7)	14 (+2)	15 (+2)	12 (+1)

Damage Immunities necrotic, poison
Damage Resistances bludgeoning damage from nonmagical weapons
Condition Immunities charmed, disease, exhausted, frightened, poisoned, prone, unconscious
Languages -
Challenge 12 (8,400 XP)

Aviator's Observatory. While a pilot is riding the strider, the pilot gains advantage on Intelligence (Investigation) and Wisdom (Perception) checks.

Magical Defiance (1/Day). While a pilot is riding the strider, if a creature the pilot can see targets either the strider or pilot with a spell or spell attack, the pilot can use its reaction to cause the creature's spell to fail and have no effect. The pilot must use this ability when the spell is cast, but before the spell's identity is revealed.

Opportunistic Stomp. If the strider moves at least 10 feet straight toward a target and then hits it with a slam attack on the same turn, the strider can use its bonus action to make a stomp attack against the same target.

Piloted Vehicle. The strider is a vehicle, which requires a humanoid of size Large or smaller to operate it. If no creature is operating the strider, it remains inert, incapacitated, and ceases to function. The piloting creature is considered to be in three-quarters cover when riding atop the strider and uses the statistics of a steady pilot when not operating the vehicle.

Actions

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one large or smaller target. *Hit:* 17 (2d10 + 6) bludgeoning damage. If the target is prone, this attack deals an additional 11 (2d10) bludgeoning damage.

Inferno Cannon (Recharge 5-6). The plane strider activates the construct's breath weapon, unleashing a burst of searing flames in a 60-foot cone. All creatures in the area must succeed on a DC 16 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much on a successful one. If an unarmored creature fails this saving throw by 5 or more, they must also succeed on a DC 16 Constitution saving throw or have their AC reduced by 1 until the end of their next turn.

The Primordial Demon

Monstrous elemental fiends, twisted and warped over time by malignant magic.

Formless and Fearsome. A primordial demon is a manifestation of raw elemental energy that has been infused with dark demonic magic. Such creatures are beings radiating pure, undiluted evil: untameable, unkillable, and extremely destructive. Primordial demons relish death and chaos. When demonic summoning rituals fail, there is often a chance for a primordial demon to lunge at the brief opening, tearing it open and forcing its way through in a bursting spray of chaotic energy.

Storms of Evil. While water or wind elementals are often capable of conjuring storms and manipulating the weather around them, a primordial demon is adept at harnessing similar power, though it does so somewhat erratically. Using a volatile and magically charged atmosphere of its own creation, this abyssal horror can cause the area around it to emit freakish necrotic thunderstorms, lace the ground with thunderous localized earthquakes, or cause erupting bursts of volcanic glass to form small tornadoes with the sole purpose of assailing upon its foes.

Primordial Demon

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	11 (+0)	12 (+1)	18 (+4)

Damage Resistances acid, cold, fire, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities force, poison, psychic
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, Primordial
Challenge 7 (2,900 XP)

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

Raw Magic Absorption. Whenever the demon is subjected to force damage, it takes no damage and instead regains a number of hit points equal to the force damage dealt.

Storm Calling. The demon's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells innately, without requiring components. Any spell cast by the primordial demon appears as a warbling mass of chaotic evil energy and doesn't retain a particular elemental type or form for long. For example, the *stinking cloud* spell could initially appear as poisonous fog, only to transform to a torrent of black sand or shards of fragmented glass.

This particular feature affects how the spell appears when cast and the damage type associated with it, but not how the spell works. If a spell would deal damage, that spell's damage type is determined by the demon's Formless Chaos feature each time the spell would deal damage to a target, instead of the normal type listed for the spell.

2/day each: *gust of wind, spike growth*

1/day each: *call lightning, sleet storm, stinking cloud*

Formless Chaos. The demon can move through a space as narrow as 1-inch wide without squeezing. In addition, the demon can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) damage of a type determined randomly from the table below.

Damage Type

1d6	Type
1	acid
2	cold
3	fire
4	force
5	lightning
6	necrotic

Actions

Multiattack. The demon makes two chaotic strike attacks.

Chaotic Strike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) damage. The damage type is determined by the demon's Formless Chaos feature.

The R.S.S.

A special military construct designed for close range engagements and light armor support.

Safeguarding Sheath. The ranged support strider (R.S.S) is a large bipedal walker created for mid range support and combat. The construct is operated by a single, highly trained pilot, who is strapped into the construct as if wearing a gigantic suit of protective armor.

Mechanical Monstrosities. Developed by mechanics in the wake of the dire conflict, these light-footed machines bridge the gap between standard foot soldiers and bestial monsters, capable of moving with extreme speed and absorbing tremendous amounts of small-arms fire. The R.S.S. is a fearsome opponent to face in head-on combat. In smaller engagements against criminal gangs or groups of menacing giants, the arrival of two or more R.S.S. often precedes a climactic and bloody end to the conflict; their intimidating stature and weaponry are more than a match for most foes.

Criminal Development. Many stolen or "refurbished" R.S.S. circulate the black market, with some even being obtained by independent mercenary groups who now sell their newfound killing power to the highest bidder.

Greasemonkey Variant Rules

If using *The Greasemonkey's Handbook* alongside this supplement, the R.S.S. is a **Light Bipedal Military Class ATUM** with the following modules, equipment and additional rules, in addition to those found in **Chapter 2: ATUM Combat**:

- **1x Average grade engine and 1x small fuel tank**
- **1x Used Military Class Manipulator (left arm)**
- **1x Used 25mm flak battery cannon (right arm)**
- **Armor Plating 30 (10)**
- **Chassis Resistance (1d6)**

The ATUM is assumed to be piloted by a creature using the Steady Pilot stat block.

Ranged Support Strider

Large vehicle, unaligned

Armor Class 18 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 45 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	13 (+1)	14 (+2)	9 (1)

Damage Resistances piercing damage from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, exhausted, disease, frightened, poisoned, prone, unconscious
Languages -
Challenge 10 (5,900 XP)

Aviator's Observatory. While a pilot is in the R.S.S., the pilot gains advantage on Intelligence (Investigation) and Wisdom (Perception) checks.

Opportunistic Stomp. If the R S S moves at least 10 feet straight toward a target and then hits it with a slam attack on the same turn, the R S S can use its bonus action to make a stomp attack against the same target.

Piloted Vehicle. The R.S.S. is a vehicle and requires a medium creature to operate it If no creature is operating the R.S.S., it remains inert and incapacitated, and ceases to function The piloting creature is considered to be in total cover when inside the R.S.S. and uses the statistics of a steady pilot when not operating the vehicle.

Actions

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target *Hit* 11 (1d10 + 6) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Large or smaller target. *Hit:* 9 (1d10 + 4) bludgeoning damage. If the target is prone, this attack deals an additional 11 (2d10) bludgeoning damage.

Fragmentation Cannon (Recharge 6). The R S S fires a burst of explosive shrapnel towards a point it can see within 100 feet of it Each creature in a 15 foot radius sphere originating from that point must make a DC 15 Dexterity saving throw, taking 21 (6d6) slashing damage on a failed save, or half as much on a successful one

The Relic Guardian

A demonically possessed construct that guards ancient ruins.

Demonic Body Snatchers. Relic guardians are twisted, demonic machines that lurk in ancient, forgotten tombs and ruins which permeate wastelands. Unlike a hollowed armor, relic guardians are created by luring benevolent constructs and other technologically-enhanced creatures into ruins before violently possessing them; a process that involves forcing out the inhabitant's original soul (if it possesses one) in favour of one originating from a demonic realm.

Patient and Cunning. These demon-infested husks warp over time, the metal frames of their vessels melding together to form silvered skin and razor sharp living weapons. The longer a relic guardian spends exposing themselves to the evil magic of the demonic realm, the more their new soul's original form takes shape. Eventually the body is consumed entirely, falling away like a second skin and releasing the demon's true form unto the world, mutating the relic guardian into that of a fearsome waste diabla or dreaded machina daemonium.

Relic in Name Only. Relic guardians are not overseers of fantastical artifacts in the traditional sense. While the ruins they inhabit might well be a treasure trove of magical items, the relic guardian only uses the allure of these items as a ploy to attract its prey.

The Bleeding Condition

The relic guardian's attacks have a chance to inflict a special condition called *bleeding*. Here you can find the rules for the bleeding condition, and how an afflicted character is cured of it.

Bleeding

A bleeding creature takes an additional 7 (2d6) slashing damage when hit by a weapon that deals piercing or slashing damage This additional damage can't be reduced in any way. A creature can use its action to stem the bleeding on either themselves or another afflicted creature by making a DC 15 Wisdom (Medicine) check and using a healer's kit or other fabric to apply a makeshift bandage to the wound Magical healing of 2nd level or higher also removes this effect. Creatures that don't bleed (such as constructs and undead) are immune to bleeding.

Relic Guardian

Large construct (demon), lawful evil

Armor Class 18 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	17 (+3)	15 (+2)	16 (+3)

Saving Throws Wis +5, Cha +6
Damage Immunities poison
Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal
Challenge 10 (5,900 XP)

Living Weapon. The relic guardian can never be disarmed of its weapons, and is immune to any spell or effect that would alter its form. The relic guardian can manifest up to two living weapons (a hooked blade or serrated whip) at a time as a bonus action. If manifesting a new weapon, it must replace a previous one.

Soul Bound. If the relic guardian is subject to a spell that would protect against possession, such as *protection from evil and good*, instead of the spell's normal effects, the relic guardian must succeed on a Wisdom saving throw versus the creature's spell save DC or suffer 22 (4d10) psychic damage.

Actions

Multiattack. The relic guardian makes three weapon attacks

Hooked Blades. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. If the target is a creature, that creature must succeed on a DC 15 Constitution saving throw or be afflicted with the bleeding condition for 1 minute.

Serrated Whip. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The target is also grappled (escape DC 15), and the relic guardian can't use this whip to attack another target. If using this action against the grappled target, that target is pulled 10 feet towards the relic guardian on a successful hit.

Shard Explosion (Recharge 5-6). The relic guardian's body unleashes an explosion of razor sharp shards in a 60 foot cone. Each creature in the area must succeed on a DC 16 Dexterity saving throw, taking 35 (10d6) slashing damage on a failed save, or half as much on a successful one If a target suffers more than 40 points of slashing damage from the result of failing this saving throw, they are also afflicted with the bleeding condition for 1 minute.

The Scavenger

Quick-thinking tech hunters who spend their lives on the edge of battlefields and construct graveyards.

Artifact Hunters. Scavengers are well known as the creatures to go to if you need a particular artifact, object, or other long forgotten item found. These brave and quick-witted humanoids appear human at first glance, but on closer inspection, imperfections in their features betray their true nature. Dyed and expressive haircuts reveal themselves to be thin feathers atop a scaly scalp, and slitted eyes hide behind tinted goggles and sunglasses. Their fingers, often covered with thick gloves, are spindly and multi-jointed, giving the scavenger a notable advantage when climbing or interacting with complex objects.

Friendly and Welcoming. The culture of scavengers is welcoming to outsiders, believing that all who search amidst the scrap and debris share a common foundation of trust. It is unlikely for a scavenger to search alone, preferring to gather in small groups to explore a new area. This benefits the group in two distinct ways. Firstly, it grants all scavengers a better sense of security against potential ambushing threats. Secondly, should a scavenger discover an artifact or object much larger than they are, the group often has all the tools available between them to safely recover and return it, dividing the rewards for such a find between all involved in the expedition.

Scavenger

Medium humanoid, any chaotic alignment

Armor Class 15 (scavenged armor)
Hit Points 23 (5d8)
Speed 35 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	13 (+1)	17 (+3)	11 (+0)

Skills Investigation +3, Perception +5, Sleight of Hand +4
Senses darkvision 60 ft., passive Perception 15
Languages Common, Gnomish, Dwarvish
Challenge 1/4 (50 XP)

Brave Amongst Friends. When an ally is within 30 feet of the scavenger, it has advantage on saving throws to avoid being frightened.

Eagle Eyed. The scavenger has advantage on Wisdom (Perception) and Intelligence (Investigation) checks to locate hidden objects and artifacts.

Scavenged Armor. Scavengers modify armor they come across to better suit their needs when out in the field. While wearing this armor, the scavenger has an AC of 13 + its Dexterity modifier.

Tooled and Ready. The scavenger is always assumed to be carrying an explorer's pack or dungeoneer's pack *(PHB pg.151)*, and a shovel, set of binoculars, and leather pouch containing 1d4 random trinkets *(PHB pg.160)*.

Actions

Scavenger Shovel. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Scavenged Rifle. *Ranged Weapon Attack:* +4 to hit, range 200/800 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage. The scavenger can fire this rifle four times. It must then reload the rifle as an action before it can fire it again.

The Sentinel

Heavily armored bodyguards equipped with a vicious array of fearsome protective abilities.

Exceptional Protectors. Sentinels are widely known as some of the most efficient, effective, and hardy bodyguards in existence, typically charged with the safety of high-born nobility, politicians, and generals. These heavily armored humans have innately heightened senses and reflexes, able to respond to incoming threats with incredible speed. Combined with the incredible resilience their specialised armored suits grant, there is no higher self-protection one can afford than a trio of battle-ready sentinels.

Fierce Combatants. In combat, a sentinel prefers to fight up close and personal with their enemy, using the augmented strength of their armored form to land blow after blow with frightening efficiency. When threatened by ranged attacks, a sentinel charges towards its target with incredible speed, shrugging off light-arms fire without breaking stride while deflecting heavier hits with sudden bursts of arcane magic.

Intelligent and Resourceful. While in the field for extended periods of time, research teams are often accompanied by a handful of scavengers, and a single sentinel, usually paid for by a wealthy investor. While the sentinel is not as resourceful alone, when combined with a team of scavengers, the sentinel's quick reflexes, honed combat capabilities and augmented vision acts as a fantastic and efficient extension of the scavenger's skillset, creating a formidable symbiotic relationship between the two groups.

Sentinel

Medium humanoid (human), any alignment

Armor Class 18 (puissance armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	12 (+1)	14 (+2)	9 (-1)

Saving Throws Str +5, Con +5
Skills Athletics +7, Insight +4, Perception +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities exhaustion, frightened
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 5 (1,800 XP)

Puissance Armor. The sentinel is covered in an specialized armored suit. This armor grants the sentinel an AC of 18, resistance to bludgeoning, piercing and slashing damage from nonmagical weapons, immunity to the exhausted condition, and darkvision out to a range of 60 feet.

Sentinel's Intuition (Recharges after a Short or Long Rest). When the sentinel rolls for initiative or makes a Wisdom (Perception) check to notice a threat, it can roll 1d4 and add the number rolled to the ability check.

Sentinel's Shield. The sentinel knows the *blade ward* cantrip. In addition, once per short rest, the sentinel can innately cast the *shield* spell, without requiring components in order to do so.

Actions

Multiattack. The sentinel makes two attacks with its armored strike.

Armored Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft , one target *Hit* 10 (2d6 + 3) bludgeoning damage

Lightning Arc (Recharge 5-6). The sentinel emits a short range pulse of charged lightning, which emanates out from it in a 10-foot radius sphere. Each creature in the area must succeed on a DC 15 Constitution saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much on a success. If a creature fails this saving throw by 5 or more, it is also stunned until the end of its next turn.

Warded Protection (1/Day). The sentinel designates one ally it can see within 30 feet of it as its protected ward. The warded protection lasts for 8 hours. For the duration, the sentinel has advantage on Wisdom (Insight and Perception) checks made to spot threats to the warded creature. In addition, while the sentinel is within 5 feet of the warded creature, if that creature is the target of an attack that the sentinel can see, the sentinel can use its reaction to become the target of the attack instead, interposing itself between the attacker and the warded creature.

The Steady Pilot

Pilots are versatile operators, proficient in engaging with all types of vehicles and machinery, from small, one-man mechanical constructs to gigantic, multi-crewed marvels.

Talented and Varied. Pilots come in all shapes and sizes, but each one represents years of training, practise and experience in their field of operational expertise. Often, pilots can be seen working alongside artificers, acting as testers and guinea pigs for all manner of new and experimental magical constructions.

Intelligent and Driven. It takes many years to become a pilot, and even more so to rise up the ranks and garner reputation and respect for their craft. The most achieved pilots are those that frequent research pages and reports, expanding their minds as quickly as their physical prowess.

Steady Pilot

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)
Hit Points 28 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	15 (+2)	16 (+3)	12 (+1)

Saving Throws Str +4, Int +4
Skills Athletics +6, History +6, Medicine +5, Perception +5, Survival +5
Senses passive Perception 15
Languages any two languages
Challenge 2 (450 XP)

Quick Reactions. If the pilot is subjected to an effect that allows it to make a Dexterity saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails

Actions

Multiattack. The pilot makes two attacks with its pistol.

Pistol. *Ranged Weapon Attack* +4 to hit, range 80/300 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage

Firebox Grenade (Recharge 4-6). The pilot throws an explosive charge towards a point it can see within 20 feet of it The charge lands and explodes in a 5 foot radius sphere centered on that point. Each creature in the area must succeed on a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much on a successful one

Greasemonkey Variant Rules

Below you can find a selection of variant specialist rules for the pilot you can incorporate into your games, should you also be using the *Greasemonkey's Handbook* supplement:

ATUM Pilot. The pilot is proficient with vehicles (ATUMs), knows the *mending* and *static bolt* cantrips, and belongs to one of the following groups, chosen from the list below:

Junker. The pilot has advantage on Charisma checks made when bartering, and has proficency in the Deception, Intimidation and Persuasion skills, and gains a +2 bonus to its Charisma score.

Nomad. The pilot has a +2 bonus to its Perception and Survival skills, and gains a +2 bonus to its Wisdom score.

Grey Wolf. The pilot is immune to the frightened condition, and gains a +2 bonus to its Dexterity and Strength scores.

Steamcaster

Medium humanoid (any race), any alignment

Armor Class 15 (steamcaster half plate)
Hit Points 72 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	15 (+2)	17 (+3)	14 (+2)	8 (-2)

Saving Throws Con +5, Int +6
Skills Arcana +6, Investigation +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 12
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Spellcasting. The steamcaster is a 3rd-level spellcaster Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The steamcaster has the following spells prepared

Cantrips (at will): *dancing lights, mending, shocking grasp*

1st level (4 slots): *cure wounds, detect magic, grease, shield of faith*

2nd level (2 slots): *enlarge/reduce, levitate*

Steamcaster Armor. The steamcaster wears a set of modified half plate, which draws power from nearby magical sources. While worn, this armor grants the steamcaster the following features:

- *Ablative Plates:* The steamcaster is resistant to bludgeoning, piercing and slashing damage from nonmagical weapons.
- *Arcane Injectors (3/Day):* The steamcaster can take the Dash action as a bonus action this turn.
- *Nightsight Goggles:* The steamcaster has darkvision out to a range of 60 feet.

Actions

Lightning Pulse Ejector. *Ranged Weapon Attack:* +6 to hit, range 60 ft , one target *Hit* 11 (2d10) lightning damage. If the steamcaster was hit by or took damage from a spell or magical effect during this round, has cast a spell on its previous turn, or has used its arcane injectors feature on its previous turn, this attack's damage increases by 11 (2d10).

Feedback Rebuke (Recharges after a Short or Long Rest). This action requires the steamcaster to have taken damage from at least three spells, magical weapons, or magical effects in the same round. The steamcaster's armor overloads, emitting a magical shockwave out from it in a 20-foot radius sphere. Each creature in the area must succeed on a DC 14 Dexterity saving throw, taking 28 (8d6) force damage on a failed save, or half as much on a successful one.

The Steamcaster

Mysterious artificers who wield a combination of technology and magic to overpower their enemies.

Scientists and Wizards. The steamcaster blurs the lines between magic and technology, designing clockwork components that react directly to the casting of spells, creating powerful and volatile weapons of destruction.

Bold and Brave. To step foot into a steamcaster's world is to embrace the chaotic nature of raw magic and wild experimentation. Where a wizard would spend many years perfecting a spell to ensure it always casts correctly, a steamcaster insists on rushing towards newer and greater creations with little regard for their stability. While this frequently results in unstable bursts of fragmented magic, once contained by the steamcaster's armored core these fragments become deadly projectiles capable of being launched over vast distances with explosive results.

The Surveyor

Skilled purveyors of ancient artifacts and rare creatures, outfitted with the latest detection technology.

Observant Explorers. Unlike other bounty hunters and rangers, surveyors are rarely involve themselves in combat engagements, acting more as archeologists and scholars than trained hunters. When an adventuring party would venture into unknown lands in search of rare fauna, flora or ancient ruins, a surveyor is usually hired to help with identification and research while out in the field.

Tomes of Knowledge and Experience. Becoming a surveyor takes many years of dedicated scholarly training. Three years of intense biology studies, followed by two more years of detailed archeological digs, is normally enough for a student to become qualified as a certified surveyor. However, most surveyors don't offer their services to outsiders for at least another five years, instead choosing to serve under further tutelage until their trainers until they see fit to recommend their talents to an outside client.

Surveyor

Medium humanoid (human), any alignment

Armor Class 14 (breastplate)
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	11 (+0)	14 (+2)	16 (+3)	12 (+1)

Skills Arcana +4, History +6, Investigation +6, Perception +5, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Goblin, plus one other language
Challenge 1/4 (50 XP)

Imprint Target (Recharges after a Short or Long Rest). As a bonus action, the surveyor can choose one creature it can see within 60 feet of it. The target is imprinted onto the surveyor's mind until it dies, or the surveyor uses this trait again. When the surveyor makes a Wisdom check to track the target and uses its Hunter's Intuition feature, the d4 result rolled is doubled. In addition, while the imprinted target is within 60 feet of the surveyor, it doesn't gain any benefits against the surveyor from being invisible or hidden.

Intuition. When the surveyor makes a Wisdom (Perception or Survival) check, it can roll 1d4, and add the number rolled to the ability check.

Nature's Voice The surveyor can cast *locate animals or plants* and *identify* at will, but only as a ritual.

Actions

Surveyor Staff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Technical Support Unit

Large construct, unaligned

Armor Class 14 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	16 (+3)	5 (-3)	10 (+0)	9 (-1)

Damage Immunities necrotic, poison
Condition Immunities charmed, deafened, exhaustion, paralyzed, petrified, poisoned
Senses passive Perception 10
Languages understands Common, but can't speak
Challenge 4 (1,100 XP)

Antimagic Susceptibility. The T S U is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the T S U must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute

Industrial Support Construct. The T.S.U. counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift, and its attacks deal critical damage to structures and vehicles.

Loyal Machine. The T.S.U. only responds to the instructions from creator. If a creature other than the T.S.U.'s creator gives a command and the creator is within 5 feet of the T.S.U., there is a 25 percent chance the T.S.U. will carry out the instruction. The T.S.U. can't be commanded by a creature hostile to it or its creator.

Actions

Multiattack. The T.S.U. makes two attacks: one with its left arm and one with its right arm

Left Arm. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage, and the target must succeed on a DC 13 Strength saving throw or be pushed 10 feet away from the T.S.U. in a straight line and knocked prone.

Right Arm. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be stunned until the end of its next turn.

The T.S.U.

The Technical Support Unit (T.S.U.) is a magical construct used by many industrial regions to assist millwrights with their work.

Simple but Powerful. T.S.U. are simple minded constructs, possessing an impressive augmented strength that makes them very useful for construction and transport.

Determined but Easily Panicked. These constructs are very defensive of their work area, rarely taking orders from anyone other than their owner. When forcibly moved or prevented from performing a task requested of them, a T.S.U. gets what can be interpreted as irritable or panicked. To an experienced T.S.U. support officer, this reaction is easily displaced by removing the T.S.U. instruction and giving them new orders. However, to the inexperienced, a T.S.U. can easily fly wildly out of control, shoving items or creatures out of its way in a desperate bid to complete its initial directive.

Fearsome Fury. If attacked, T.S.U. respond with unwavering aggression; using their massive industrial arms to beat their attacker to a bloody mess before continuing with their assigned duties, unaware of the chaos they may have wrought in the meantime.

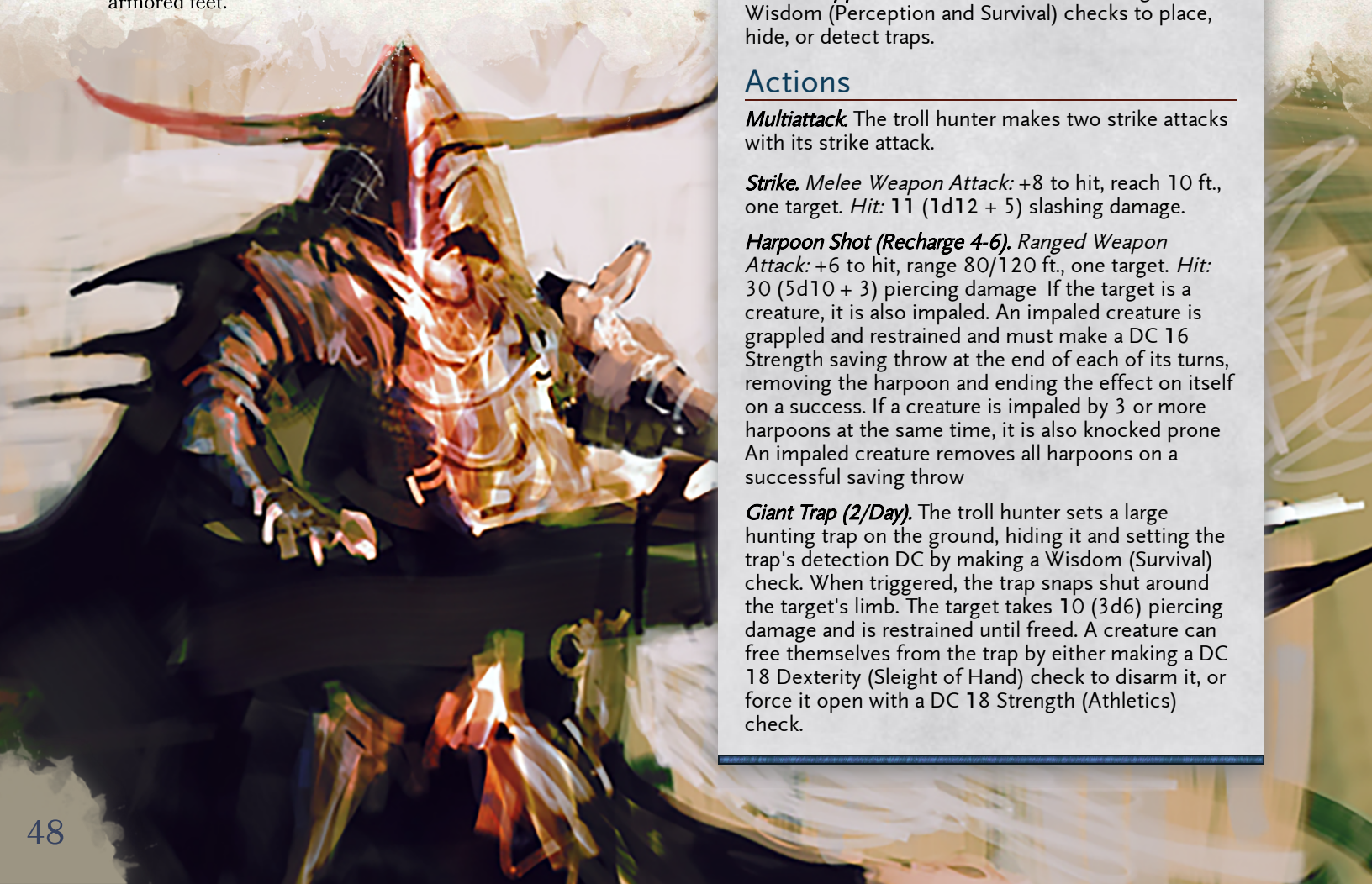
The Troll Hunter

Plate-clad warriors who wield vast harpoon cannons for hunting trolls, ogres, and giants.

Masters of Monstrous Weaponry. Troll hunters are imposing and fearsome humanoids who dedicate their lives to hunting the largest and fiercest of monsters. Wielding gigantic harpoon cannons fitted with all manner of close combat blades, troll hunters often hunt in small groups, using their exceptional tracking and trap-making abilities to corner their target before ambushing them with deadly precision.

Proud Nobles. Similar in stature and standing as knights, troll hunters are usually born into their roles, the largest and toughest nobles being raised from childhood to eventually take up the mantle of giant-killer, ogre-slayer, or troll-chaser. Due to their upbringing and disposable income, many troll hunters adorn their plate mail with golden sigils of their heritage, and sport menacing helmets and armor modifications to better distinguish themselves from others of their kind.

Savage Attackers. When hunting larger prey, troll hunters take their time to track it, setting up ambushes and ensuring they have the advantage when making the attack. Using their massive harpoon cannons, they fire as a single unit, impaling the legs of giants and ogres alike with heavy, diamond-tipped bolts. Dragging their prey's colossal bulk down towards the ground through a fusillade of fire, a troll hunter can only wait so long before swapping their attention to the massive under-slung steel blades adorning to each cannon. Once their target is successfully at ground level the troll hunters charge in, their cannons becoming fearsome halberds used to hack apart limbs and crack bones until the target lies dead at their armored feet.



Troll Hunter

Medium humanoid, any lawful alignment

Armor Class 18 (plate)
Hit Points 85 (13d8 + 26)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	15 (+2)	14 (+2)	15 (+2)	17 (+3)

Saving Throws Str +8, Wis +5
Skills Athletics +8, History +5, Perception +5 Persuasion +6, Survival +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 6 (2,300 XP)

Steel Plated Giant. The troll hunter stands 8 feet tall, and has been trained to endure the heaviest of blows It has advantage on Strength checks and saving throws to avoid being grappled or shoved.

Close Range Shooter. Being within 5 feet of a hostile creature doesn't impose disadvantage on the troll hunter's ranged attack rolls.

Brave. The troll hunter has advantage on saving throws to avoid being frightened.

Skilled Trapper. The troll hunter has advantage on Wisdom (Perception and Survival) checks to place, hide, or detect traps.

Actions

Multiattack. The troll hunter makes two strike attacks with its strike attack.

Strike. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

Harpoon Shot (Recharge 4-6). *Ranged Weapon Attack:* +6 to hit, range 80/120 ft., one target. *Hit:* 30 (5d10 + 3) piercing damage If the target is a creature, it is also impaled. An impaled creature is grappled and restrained and must make a DC 16 Strength saving throw at the end of each of its turns, removing the harpoon and ending the effect on itself on a success. If a creature is impaled by 3 or more harpoons at the same time, it is also knocked prone An impaled creature removes all harpoons on a successful saving throw

Giant Trap (2/Day). The troll hunter sets a large hunting trap on the ground, hiding it and setting the trap's detection DC by making a Wisdom (Survival) check. When triggered, the trap snaps shut around the target's limb. The target takes 10 (3d6) piercing damage and is restrained until freed. A creature can free themselves from the trap by either making a DC 18 Dexterity (Sleight of Hand) check to disarm it, or force it open with a DC 18 Strength (Athletics) check.

Vaudeville Assassin

Medium humanoid (any elf subrace), any alignment

Armor Class 16 (natural armor)
Hit Points 85 (13d8 + 26)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	15 (+2)	15 (+2)	20 (+5)	14 (+2)

Saving Throws Dex +8, Wis +8
Skills Acrobatics +8, Athletics +5, Perception +11, Performance +5, 5tealth +11
Senses darkvision 60 ft., passive Perception 21
Languages Common, Elvish, Sylvan
Challenge 5 (1,800 XP)

Fey Ancestry. The assassin has advantage on saving throws against being charmed, and magic can't put the assassin to sleep

Gift of Shadows (3/Day). When the assassin makes a Charisma (Performance) or Dexterity (Stealth) check, it can roll a d4 and add the number rolled to the ability check.

Showmanship. If the assassin is subjected to an effect that allows it to make a saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Slip into Shadow. The assassin can use the Hide action as a bonus action, even if it has no cover, or if the assassin is under observation

Actions

Multiattack. The assassin makes two melee attacks.

Spinning Slash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage. If the assassin has advantage on the attach roll and the attack hits, it deals an additional 17 (5d6) slashing damage.

Thrusting Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft , one target *Hit* 8 (1d6 +5) piercing damage. The assassin can move up to an additional 10 feet towards the target before making this attack In addition, if this attack hits, the assassin can use its reaction to make Heel Blade Kick action against the same target.

Heel Blade Kick. The assassin flips backwards, striking out at a target it can see within 5 feet of it with a bladed heel. The target must make a DC 16 Dexterity saving throw, taking 7 (1d4 + 5) slashing damage on a failed save, or half as much on a successful one. If the target fails this saving throw by 5 or more, it takes an additional 17 (5d6) slashing damage. The assassin then moves up to half its movement without provoking attacks of opportunity.

The Vaudeville Assassin

Fierce and efficient assassins, who possess a flair for the dramatic.

Wreathed in Shadow. Vaudeville assassins are known as some of the most deadly, but theatrical, assassins. These elvish, armor-clad warriors dance between their foes with a reality-warping grace, using acrobatics and stealth tactics to maneuver around the battlefield with ease. Operating where coin is abundant, these assassins excel at striking from shadows and killing their targets with a single, deathly blow.

Slayer of Monsters. Assassinations are not limited to mere humanoid targets. It is not uncommon to hear of a fearsome monster, such as a troll king, or ogre warlord mysteriously vanishing overnight after large sums of coin exchanged hands with an assassin's representative. When adventurers are unavailable or unwilling to accept a quest to slay such a beast - or if said adventurers would require assistance in completion of such a task - these dramaturgies are more than happy to offer them an elite alternative, for a hefty price.

Vaudeville Assassin Hire Table

Days Hired	Cost
1	500 gp + expenses
2	900 gp + expenses
3+	350 gp per day + expenses

The Vault Raider

Rogue bounty hunters often found raiding ancient ruins and dig sites.

Aggressive Relic Thieves. Vault raiders spend their lives tracking various adventuring groups and explorers, following their exploits until they unearth a hidden relic or discover a forgotten ruin. Once the target group has spent their energy disarming traps and defeating any inhabitants or protectors in the area, the vault raider leaps out and strikes. Using its powerful augmented arcane weaponry and technology stolen from previous hunts, a vault raider is rarely outmatched by its opponents.

Focused and Disciplined. Once the vault raider strikes its targets, it rarely remains in an encounter for more than a few seconds, opting to use a combination of shock tactics and overwhelming firepower to assail its unsuspecting, tired targets before stealing whatever artifacts, magical items, or other valuables the explorers had risked their lives to collect. While vault raiders aren't shy when it comes to killing a problematic target, their goal first and foremost is always to steal as many valuables as possible before their prey has time to rally and regroup.

Patient and Cowardly. To many, vault raiders are seen as cowardly scum who roam the landscape looking for easy targets to intimidate and steal from. While such individuals operate alone, some do offer brief, short-lived alliances against larger and more powerful bounties; however, when their targets are defeated and the treasure theirs for the taking, such co-operation rarely survives a vault raider's gluttonous greed.

Vault Raider

Medium humanoid (any race), neutral evil

Armor Class 16 (natural armor)
Hit Points 135 (18d8 + 54)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	13 (+1)	15 (+2)	8 (-1)

Skills Athletics +5, Perception +4, Sleight of Hand +5, Stealth +5
Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 14
Languages Common plus one other language
Challenge 3 (700 XP)

Vault Raider Armor. The vault raider has a special set of armor, complete with integrated magical weapons and defences. This armor grants the following features:

- **Magical Darkvision.** Magical darkness doesn't impede the vault raider's darkvision.
- **Arcane Pulse Cannon.** A magical ranged weapon, built into the left hand of the armor.
- **Arcane Field Projector (3/Day).** The vault raider can innately cast the *shield* spell, without requiring components to do so.

Actions

Multiattack. The vault raider makes two ranged attacks.

Arcane Pulse Cannon. *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit:* 8 (1d10 + 3) force damage. If the target is Large or smaller, it must succeed on a DC 13 Strength saving throw or be pushed 10 feet back from the vault raider in a straight line, stopping early and taking an additional 3 (1d6) bludgeoning damage if the target creature would come into contact with a solid object, such as a wall or steel door.

Incapacitation Bomb (Recharge 6). The vault raider throws a small arcane device towards a point it can see within 30 feet of it. The device bounces once, then explodes in a 10-foot radius sphere. Each creature in the area must succeed on a DC 13 Constitution saving throw or fall unconscious for 1 minute. A creature remains unconscious until another creature uses its action to shake them awake, or they are awoken with a *lesser restoration* spell or similar magic. This has no effect on undead, constructs, or creatures that can't magically be put to sleep.

The Waste Diabla

A huge mechanical demon-construct manifested from the remains of a relic guardian.

Born of Sand and Fire. A waste diabla is created within the heart of the wastelands themselves, the apocalyptic environment provides a perfect spawning ground for the final stages of a relic guardian's grisly transformation. When a relic guardian's spiritual body becomes saturated with enough evil magic, it breaks away from its mechanical shell, shedding the heavy metal frame to reveal a monstrous demonic form beneath.

A Brutal Fighter. Though it lacks the metallic protection of its predecessor, fragments of the shredded metal melds to the waste diabla's tail, forming an impossibly sharp set of serrated blades which protrude from the tail tip like a spiked club. The demon wields this tail like a gigantic whip, flying across the scorched skies and severing or crushing the heads of its foes with frightening ease.

Crusher of Living Communities. The bloody wars that rage across scorched wastelands between the living settlements that remain typically draw the attention of a waste diabla like a moth to an open flame. Their mere presence transforms the landscape into a sprawling mass of fire and chaos, unleashed on all sides of the conflict, for they care little who wins. Their only goal is to sew chaos and destruction across the land in harmonic violence.

Waste Diabla

Huge fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	11 (+0)	14 (+2)	14 (+2)

Saving Throws Int +4, Wis +6, Cha +6
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Damage Immunities fire, poison
Condition Immunities charmed, frightened, poisoned
Senses truesight 60 ft., passive Perception 12
Languages Abyssal
Challenge 11 (5,900 XP)

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

Planar Vulnerability. The waste diabla is composed of a spirit manifested by the wastelands, and returns to the demonic plane when it is reduced to 0 hit points. If the waste diabla is subject to a spell that would force it to change planes of existence, such as the *banishment* spell, it doesn't gain the benefits of its Magic Resistance trait when making the saving throw.

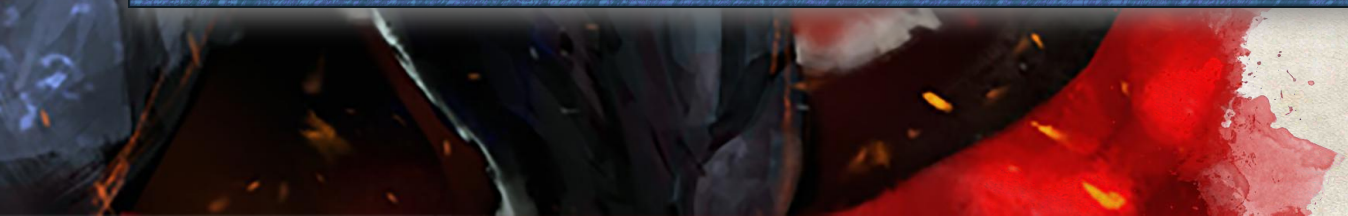
Severable Tail. The waste diabla's tail can be severed by a melee weapon that deals slashing damage. The tail has AC 20 and 50 hit points, and is immune to any other spell, attack, or effect. When severed, the blades of the tail retain their vorpal property for 1d4 days and can be forged by using an adamantine hammer and anvil. After the vorpal property fades, the blades no longer count as magical and become inert.

Actions

Multiattack. The waste diabla makes three attacks: two with its claws and one with its serrated tail.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (1d10 + 5) slashing damage.

Serrated Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage. If this attack hits a Large or smaller creature that has at least one head and the waste diabla rolls a 20 on the attack roll, it crushes, slices off, or otherwise destroys one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, or has the Legendary Actions feature. Such a creature takes an extra 27 (6d8) slashing damage from the hit instead.



The Weaponsmith

Possessing an aptitude for all types of manufacturing, from the magical to the mundane, weaponsmiths are the heavily credited for advancing technology.

Arbiters of Armament Construction. When a region, noble or individual requires arms, there is no one more sought after than a weaponsmith. Due to the necessity of weaponry in most facets of life, and the ingenuity required to turn base materials into quality armaments, highly skilled weaponsmiths have become the backbone for the construction and upkeep of thriving communities.

Breadth of Specialities. Following apocalyptic events that rip lands asunder, weaponsmiths take pride in their expansive knowledge to further the creation of all forms of weaponry. They view tools, gadgets, and firearms as vital instruments required to rebuild civilizations; items equally important as food and shelter.

Weaponsmith

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)
Hit Points 39 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	15 (+2)	14 (+2)	11 (+0)

Saving Throws Dex +4
Skills Athletics +4, History +4
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1 (200 XP)

Artisan's Intuition (Blacksmithing). When the weaponsmith makes an ability check with smith's tools, it rolls 1d4 and adds it to the result

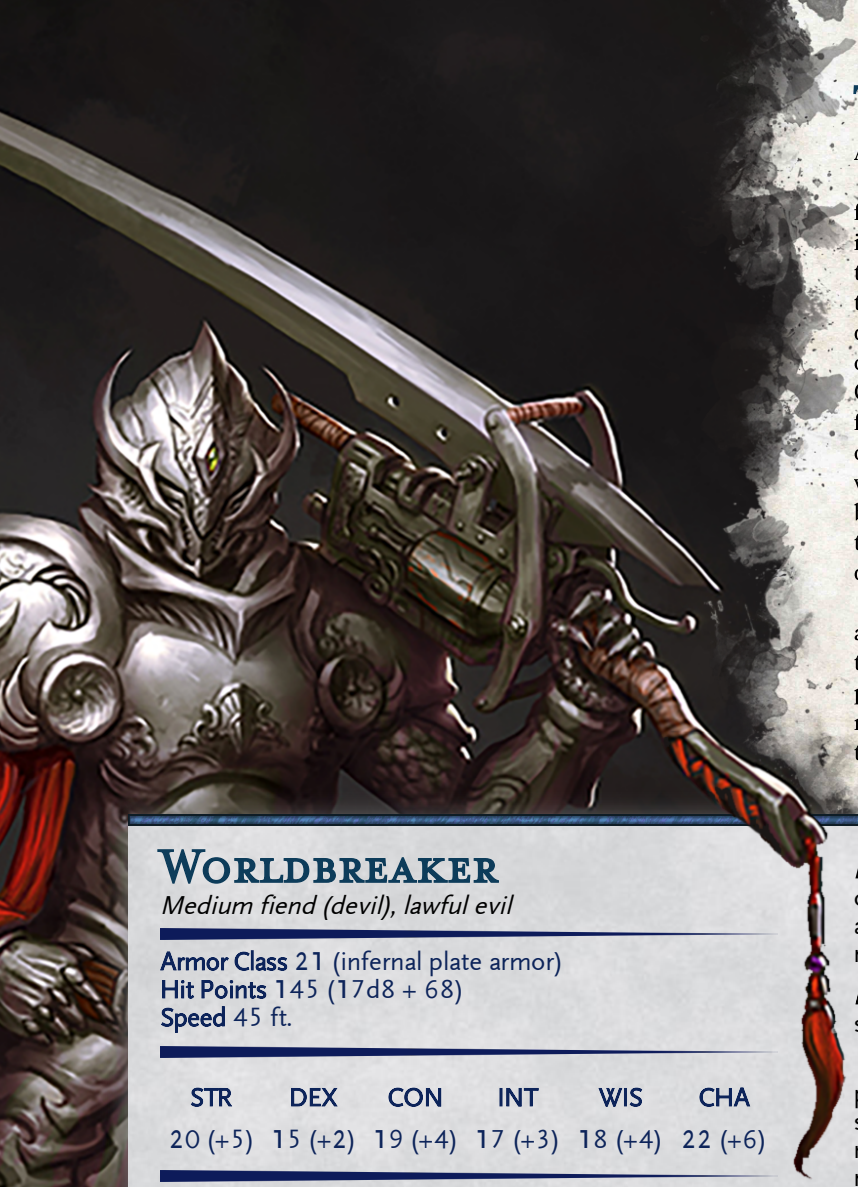
Maker's Gift. The weaponsmith knows the *mending* cantrip and has proficiency with smith's tools.

Spellsmith (2/Day). The weaponsmith can spend 1 minute to weave a temporary enchantment into a nonmagical Weapon For the next hour, the weapon becomes magical, gaining a +1 bonus to its attack and damage rolls The weaponsmith often offers this enchantment to adventurers at a cost of 2 gp per casting

Actions

Impact Wrench. *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit*: 9 (2d6 + 2) bludgeoning damage

Rifle (Shock Ammo). *Ranged Weapon Attack:* +4 to hit, range 120/300 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and 3 (1d6) lightning damage. The rifle can be fired three times. It must then be reloaded as an action before it can be fired again.



The Worldbreaker

A fiendish knight, hell-bent on planetary destruction.

A Prophetic Puppet. The worldbreaker was created as a fiendish knight of hell, and when released upon the world is said to wreak havoc and destruction enough to instigate the beginnings of a cataclysmic, world-ending event. Usually the worldbreaker begins by instigating a sudden natural disaster, such as an earthquake or vast forest fire, that common folk can attribute to a freak storm or other incident. Over time, such occurrences have become more and more frequent, all the while slowly charging the catalyst one step closer to its final, world shattering stage. While the worldbreaker knight might not necessarily deliver the killing blow to, it is almost always the catalyst of change that sets the wheels in motion for such monstrous planetary destruction.

Fearless and Unforgiving. In battle, the worldbreaker is a tireless and intimidating opponent. Standing over 8 feet tall and clad in infernal plate armor crafted from the lowest pits of hells, it fights with an unrelenting savagery, ensuring no creature prevents it from putting in motion the wheels that eventually lead to its chosen apocalyptic event.

Worldbreaker

Medium fiend (devil), lawful evil

Armor Class 21 (infernal plate armor)
Hit Points 145 (17d8 + 68)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	17 (+3)	18 (+4)	22 (+6)

Saving Throws Str +10, Int +8, Wis +9, Cha +11
Skills Arcana +7, Athletics +10, Deception +11, Intimidation +11, Persuasion +11, Religion +7
Damage Resistances cold, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Common, Abyssal, Infernal
Challenge 14 (11,500 XP)

Doombringer. The worldbreaker exudes an aura of dread and doom in a 20-foot radius sphere. Each creature that starts its turn in the area or moves into the area for the first time on its turn must succeed on a DC 19 Wisdom saving throw or be frightened of the worldbreaker knight for 1 minute. While frightened, the creature is assailed with visions of the world's destruction, becoming incapacitated for the duration. A creature can attempt this saving throw again at the end of its subsequent turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the worldbreaker knight's Doombringer trait for the next 24 hours.

Infernal Knight. The worldbreaker is bound into armor crafted in the deepest pits of hell. This is a magical plate armor that has a +3 bonus to AC and grants the knight resistance to radiant damage.

Legendary Resistance (1/Day) If the worldbreaker fails a saving throw, it can choose to succeed instead.

Worldbreaker Greatsword. The worldbreaker wields the powerful worldbreaker greatsword, a magical artifact said to bring about the destruction of worlds. This is a magical weapon with a +3 bonus to attack and damage rolls, and deals an additional 10 (3d6) fire damage on a successful hit (included in the attack). If this weapon reduces a creature to 0 hit points, the creature explodes in a burst of fiery conflagration and is destroyed. Magical items it was wearing or carrying are unaffected.

Worldbreaker's Resistance. The worldbreaker has advantage on saving throws against spells and other magical effects, and can't be affected by spells of 3rd-level or lower unless it chooses to be.

Actions

Multiattack. The worldbreaker makes three attacks with its infernal greatsword

Worldbreaker Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 10 (3d6) fire damage.

Sundering Shockwave (Recharge 5-6) The worldbreaker emits a thunderous shockwave in a 60 foot cone in front if it. Creatures in the area must make a DC 19 Constitution saving throw. A creature takes 21 (6d6) bludgeoning damage and is knocked prone on a failed save, or takes half as much damage and isn't knocked prone on a successful one.

Pathways to Adventure

Sample Adventures

The following section of this supplement includes four battle maps that are included as an additional download with the purchase of this supplement. While these maps can be used in any manner, sample adventures have been included in this supplement, giving an additional resource to introduce many of the NPCs contained within this book.

Each sample adventure includes a map, adventure background information, a recommended level range, some room descriptions, and suggestions of Adaptable NPCs to include. These adventures have been designed to be used with minimal preparation, allowing them to be easily dropped into a grand campaign. To flesh them out further, contents of other 5th Edition publications are referenced.

Recommend Supplements:

- 5th Edition D&D Monster Manual
- 5th Edition D&D Dungeon Master's Guide
- 5th Edition DMsGuild Greasemonkey's Handbook

Classifying NPCs

Contained within the Pathways for Adventure are classifications of how the Adaptable NPCs are intended to interact with your players. However, the NPCs are *adaptable*, meaning that DMs can change their motivations to best fit into their campaign.

Quest Givers

These NPCs typically ask something of the players and offer a reward. They usually do not accompany the players on their quest, but could in times of dire need!

Examples: Imaginative Inventor, Item Trader, and Weaponsmith

Companions

These NPCs are designed to accompany the players on their quest. Typically, they should be controlled by the player in combat, but their motivations are governed by the DM.

Examples: Barren Guardian, Inquisitor, and Outrider

Helpers

These NPCs would like to help your players, but should typically remain under the control of the DM.

Examples: Steady Pilot, Plane Strider, and Surveyor

Hindrances

These NPCs usually work against the players, but it may not appear that way at first. Usually they befriend a group of adventurers with the promise of information or treasure, but then end up betraying their former allies.

Examples: Elapidae Assassin, Ironguard Protector, and Vault Raider

Foes

Actively working against the players, any Adaptable NPC whose motivations are in opposition can take on this role.

Examples: Dreamsnatcher, Hand of the Machine, Primordial Demon, and Relic Guardian

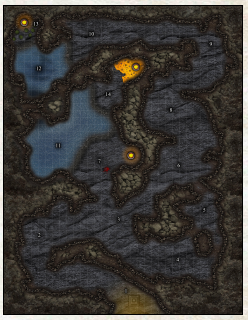
Battle Maps

Links to each Pathway to Adventure can be found below, along with a short description of the adventure and a recommended party level range. These adventures have been included as a means to get creative thoughts brewing; by no means do they need to be played as written.

Against the Clock

A worldbreaker has been released upon lands, and it is nearing the end of its sadistic plans to enact cataclysmic event! Can the adventurers stop the creature before it begins destroys the world?

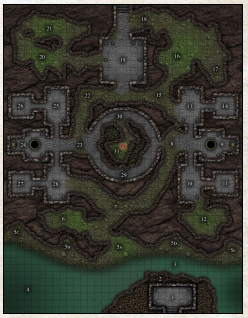
Recommended Party: 4 - 6 players of 9th level.



Broadbeard's Plunder

A mysterious airship that was last sighted heading east before exploding in a ball of fire. Some say the airship and its cargo were burnt to cinders in the sky that day, but others say his airship went down near a hidden cavern.

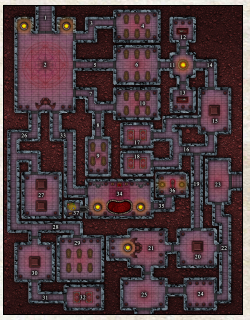
Recommended Party: 4 - 6 players of 4th level.



Cold Sun Ruins

Deep within the twisting mountain regions beyond a wasteland battlefield lies an ancient, forgotten ruin. Tales speak of the crumbling structure housing a myriad of mysterious artifacts, brimming with ancient power!

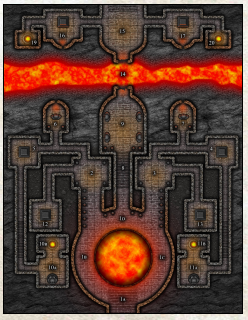
Recommended Party: 4 - 6 players of 5th level.



Great Plan

A cult to the Great Machine has been causing turmoil in the region, attacking trade caravans and inciting small riots and rebellions in nearby communities. What are their ultimate motivations in the area?

Recommended Party: 4 - 6 players of 7th level.



Hunt for Lost Researchers

An expedition research team has gone missing while exploring a mysterious ruin. A brave group of barren guardians have volunteered to set out towards the expedition's last known location, in hopes of finding their brethren.

Recommended Party: 4 - 6 players of 3th level.

Against the Clock

The worldbreaker has been released and is closing in on the final stages of its cataclysmic ritual, leaving a trail of bodies in its wake. Can the adventurers stop the creature before it begins the steps towards a cataclysmic event?

Adventure Background

A fiendish deity has released a **Worldbreaker** *(pg.53)*, and given it instruction to bring about a cataclysmic event that will sow the seeds for total planetary annihilation. It is down to the adventurers, accompanied by a lone **Inquisitor** *(pg.22)*, to fight their way into the lair of the worldbreaker's and send the creature back to hell before it's too late.

Recommended Party: 4-6 players of 9th level.

Battle Map NPCs

Ultimately, Dungeon Masters may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this Pathway to Adventure are the following Adaptable NPCs:

- The Inquisitor (Helper)
- The Worldbreaker (Foe)

NPCs included from other sources:

- Spined Devil *(MM pg.78)*
- Barbed Devil *(MM pg.70)*
- Imp *(MM, pg.76)*

Running The Scenario

The worldbreaker has established a lair within an old mineshaft, which it has repurposed for its nefarious plan. The mineshaft is filled with various magical traps and demonic guardians, and at its centre **(area 15)** lies a pulsing whirlpool of energy, slowly boring deep into the ground. The whirlpool acts as the clock for this adventure. If the countdown reaches zero, it explodes, triggering a vast earthquake and setting in motion a series of cataclysmic natural events across the region which take place over the course of one year, eventually resulting in total planetary destruction.

Out Of Time

As soon as the characters enter the mineshaft, have them roll initiative and conduct the scenario following the rules for combat encounters, regardless of whether the characters are currently in combat or not. ***The players have 25 rounds before the whirlpool triggers a cataclysm.*** On initiative count 20 on each round (losing all ties), the whirlpool emits a small shockwave. Any creature in the mineshaft that is on the ground or climbing walls and isn't a fiend must succeed on a DC 14 Dexterity saving throw or take 3 (1d6) bludgeoning damage and be knocked prone. Once the whirlpool reaches its final 5 rounds, this damage increases to 7 (2d6), and arcane bolts of energy can be seen arcing across the crumbling walls and ground.

If the worldbreaker isn't defeated and the whirlpool not stopped by the initiative count 20 on the 26th round, the quest fails, and the cataclysmic events begin.

The characters can stop the whirlpool's magic by defeating the worldbreaker and throwing its remains into the whirlpool (DC 18 Intelligence (History) check to deduce). If done, the whirlpool dissipates and worldbreaker is banished back to its original Plane of Existence, where it regrows a new body over the course of 300 years.

Battle Map Layout

Areas 1, 2 and 3: This is the entrance to the mineshaft. The braziers in areas 2 and 3 both flicker with small embers, lighting up the bloody corpses of dwarven guards scattered across the ground.

Area 4: This is the old guard post for the mineshaft, which now lies destroyed.

Areas 5 and 6: Hidden in these areas are 2 (1d4) explosive runes. The rune can be detected with a DC 16 Wisdom (Perception) check and disarmed with a DC 20 Intelligence (Arcana) check. When triggered, the runes explode out in a 10-foot radius sphere, dealing 10 (3d6) fire damage to all creatures in the area.

Areas 7 and 8: There are two spheres of energy in these areas. Each sphere emits a dim green light in a 20-foot radius sphere. When a creature first steps within the light's radius, the sphere summons forth 1d4 **Spined Devils** *(MM, pg.78)* or 1d3 **Barbed Devils** *(MM, pg.70)*, which appear in unoccupied spaces within 20 feet of the sphere and attack the characters.

Areas 9, 10A and 10B: Another glowing sphere sits in this area. If activated, it summons 2d4 **Imps** *(MM, pg.76)*, which begin to flee towards area 13 to alert the worldbreaker of the character's arrival. Two explosive runes are located in both areas 10A and 10B. The runes can be detected with a DC 16 Wisdom (Perception) check and disarmed with a DC 20 Intelligence (Arcana) check. When triggered, a rune explodes out in a 10-foot radius sphere, dealing 10 (3d6) fire damage to all creatures in the area.

Areas 11 and 12: Two more spheres sit in these areas. The spheres don't summon creatures, but instead emit bursts of magical energy towards any non-fiends that come within 20 feet of it, preventing passage. The spheres have an AC of 20 and 30 hit points. If a sphere is reduced to 0 hit points, it shatters into dust, and is destroyed.

Area 13, 14 and 15: The worldbreaker resides in area 13, and guards area 14's sphere from intruders. It ia hostile to the characters, and ensures its target is dead before moving onto a new one, focusing its efforts on characters attacking the sphere. Area 15 is protected by a magical barrier of force, powered by the sphere. The barrier prevents any creature from moving within 10 feet of the whirlpool, but can be dispelled by shattering the sphere. The sphere has AC 20 and 60 hit points, and is immune to spells of 1st-level or lower, revealed with a successful DC 15 Intelligence (Arcana) check.

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Broadbeard's Plunder

The characters hear a rumour circulating the nearby taverns of a mysterious airship that was last sighted heading east before exploding in a ball of fire. Some say the airship and its cargo were burnt to cinders in the sky that day, but others believe this airship to have gone down near a hidden cave the infamous Captain Broadbeard filled with all the riches he'd amassed over his decades of skyship piracy.

Adventure Background

The adventurers hear of a rumour that the cave of Captain Broadbeard has finally been unearthed, following his untimely demise aboard the mysterious sky ship sighted exploding on the horizon a week earlier. The characters are hired by an **Item Trader** *(pg.25)* to investigate the rumour, and uncover the secrets of Broadbeard's lost cave. Upon reaching the cave system, the adventurers discover it to be guarded by the last remaining member of Broadbeard's crew: a black market **Ironguard Protector** *(pg.24)*, which patrols the cave system and attacks anything it encounters.

Recommended Party: 4-6 players of 4th level.

Battle Map NPCs

Ultimately, Dungeon Masters may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this Pathway to Adventure are the following Adaptable NPCs:

- The Item Trader (Quest Giver)
- The Ironguard Protector (Foe)

NPCs included from other sources:

- Ochre Jelly *(MM pg.243)*
- Giant Octopus *(MM pg.326)*

Running The Scenario

The cave system has little-to-no light, and adventurers require torches or a magical light source in order to see effectively. The item trader accompanies the characters to the cave entrance, but goes no further inside, and can offer small pockets of information and suggestions, should the characters require it.

Consider how the ochre jellies interact with the environment - are they lying in wait in cracks in the walls, ready to lunge at the characters? Or perhaps instead they stalk the characters, taking their time and choosing the perfect time to strike?

Battle Map Layout

Area 1: The characters arrive at the entrance to the cave network here. Evidence of other failed attempts to navigate the cave can be seen here. Blood stains the walls, and shattered weapons sit in the dirt, trodden in by gigantic footprints.

Areas 2, and 3: These areas have no natural light at all. Area 3 contains three separate paths, leading to areas 7, 4, and 6. Sloshing water can be heard coming from the north, while stagnant air drifts from areas 4 and 6.

Areas 4, 5 and 6: These areas are covered in rotting plant-life and the skeletal remains of Broadbeard's crew, their bones picked clean. Two **Ochre Jellies** prowl these areas in search of fresh prey. If they spot the characters, they attack; targeting unarmored creatures with the most exposed skin first.

Areas 8, 9, and 10: These areas are covered in a magical darkness, making navigation extremely difficult. Barbed plants line the walls, and the floor is covered in a pale, soft moss. A creature that touches the barbed plants must succeed on a DC 15 Constitution saving throw, taking 10 (3d6) poison damage and becoming poisoned for 1 minute on a failed save, or taking half as much damage on a successful one.

Areas 12 and 13: A chest is nestled into the back wall of this area, near a lit torch. The torch is magically enchanted to remain lit for as long as the chest resides beneath it. The chest is locked (DC 20 to open). It contains the following items:

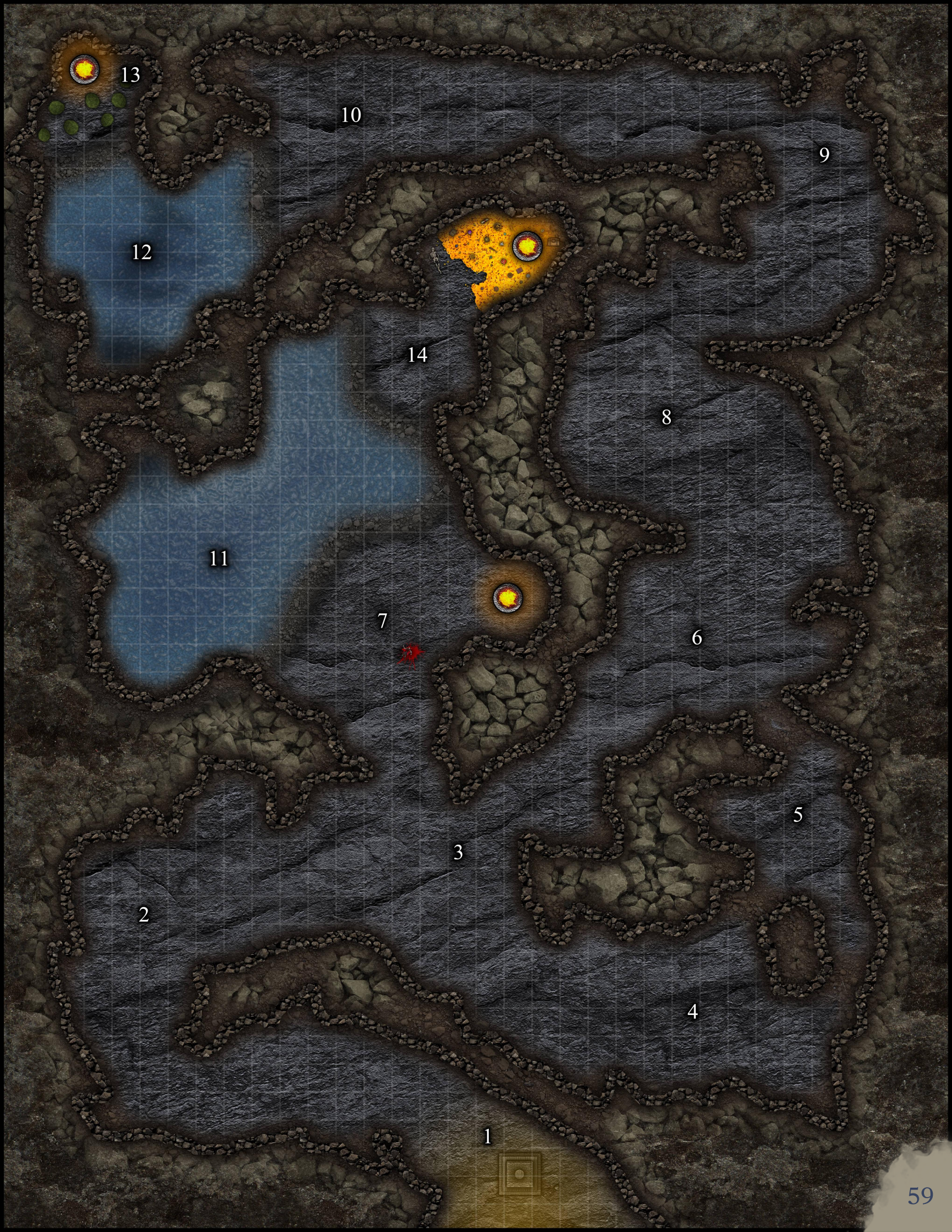
- 200gp
- An old chess piece, carved from brass
- A golden pipe (worth 10gp)
- A fan that, while unfolded, shows a sleeping cat.
- A black pirate flag, adorned with a dragon's skull and crossbones
- A purple handkerchief embroidered with the name of a powerful archmage

A **Giant Octopus** also resides in this area. Swimming across the water causes the octopus to attack, targeting characters with its tentacles and attempting to drown them underwater. This underwater area connects areas 11 and 12 together via an underwater tunnel. The octopus can move between these areas as an action on its turn.

Areas 7, 11, and 14: These areas are dimly lit by an enchanted torch nestled on the wall. There is a 50 percent chance for area 11 to contain the giant octopus. If so, the octopus doesn't attack unless characters throw items into, step in, or otherwise disturb the water.

Area 14 contains a vast pile of gold, jewels, fine art and clothes, and other trinkets amassed by Captain Broadbeard. It is guarded by an **Ironguard Protector**, which attacks the characters on sight.

There is around 5,000 gp worth of value in the pile. The pile weighs a total of 600 lbs. Informing the item trader of this find completes the quest, and rewards the characters with 500 gp to share amongst themselves.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Cold Sun Ruins

Deep within the twisting mountain regions beyond a wasteland battlefield lies an ancient, forgotten ruin. Tales speak of the crumbling structure housing a myriad of mysterious artifacts, brimming with ancient power, though none who have ventured into its mysterious walls have ever been seen again.

Adventure Background

A rich noble has requested a group of adventurers travel to the edges of an ancient battleground and recover a mysterious artifact, known as the Crown of Sundering. The noble knows little of what lies within the mountains bordering this battleground, but provides the adventuring party with a **Scavenger** *(pg.42)* to assist them in their quest.

The Crown of Sundering has no magical properties, but is highly valued by the noble, and the party is expected to be paid a handsome 2,200gp for its return.

The ruins are tainted with the presence of demonic evil. Strange creatures reside inside the ancient structure, and it is guarded by a fearsome **Relic Guardian** *(pg.40)*. The guardian moves throughout the ruins at random intervals and can be avoided, should the characters decide not to engage it. When a character picks up the Crown of Sundering, the relic guardian is alerted to its removal, and pursues the characters until it obtains the crown, the characters escape the ruins, or the relic guardian is defeated.

Recommended Party: 4-6 players of 4th level.

Battle Map NPCs

Ultimately, Dungeon Masters may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this Pathway to Adventure are the following Adaptable NPCs:

- The Scavenger (Helper)
- The Relic Guardian (Foe)

NPCs included from other sources:

- Shadow Demon *(MM pg.64)*
- Quasit *(MM pg.63)*
- Manes *(MM pg.60)*

Running The Scenario

The ruins are the remains of an ancient worshipping site to a mysterious demon overlord (DM's choice) and borders the edges of a bloody battleground. Dark magic seeps and settles into the ancient stonework, and the area has become a nesting ground for various demonic entities. Consider how these entities might interact with one another. Do the quasits worship the relic guardian, following it around the ruins like a devoted priest? Or do the inhabitants of the ruins cower in fear at the guardian's approach?

Battle Map Layout

Areas 1 & 2: The characters arrive at the entrance to the ruins here. A river, polluted with poisonous magic seeping from demonic Planes separate these areas from the rest of the ruins (area 3 and 4). Characters must cross the river safely; should a character fall or land in the water, they must succeed on a DC 18 Constitution saving throw or become **poisoned** for 1 hour. A *lesser restoration* spell cast within the first ten minutes of the affliction removes this effect.

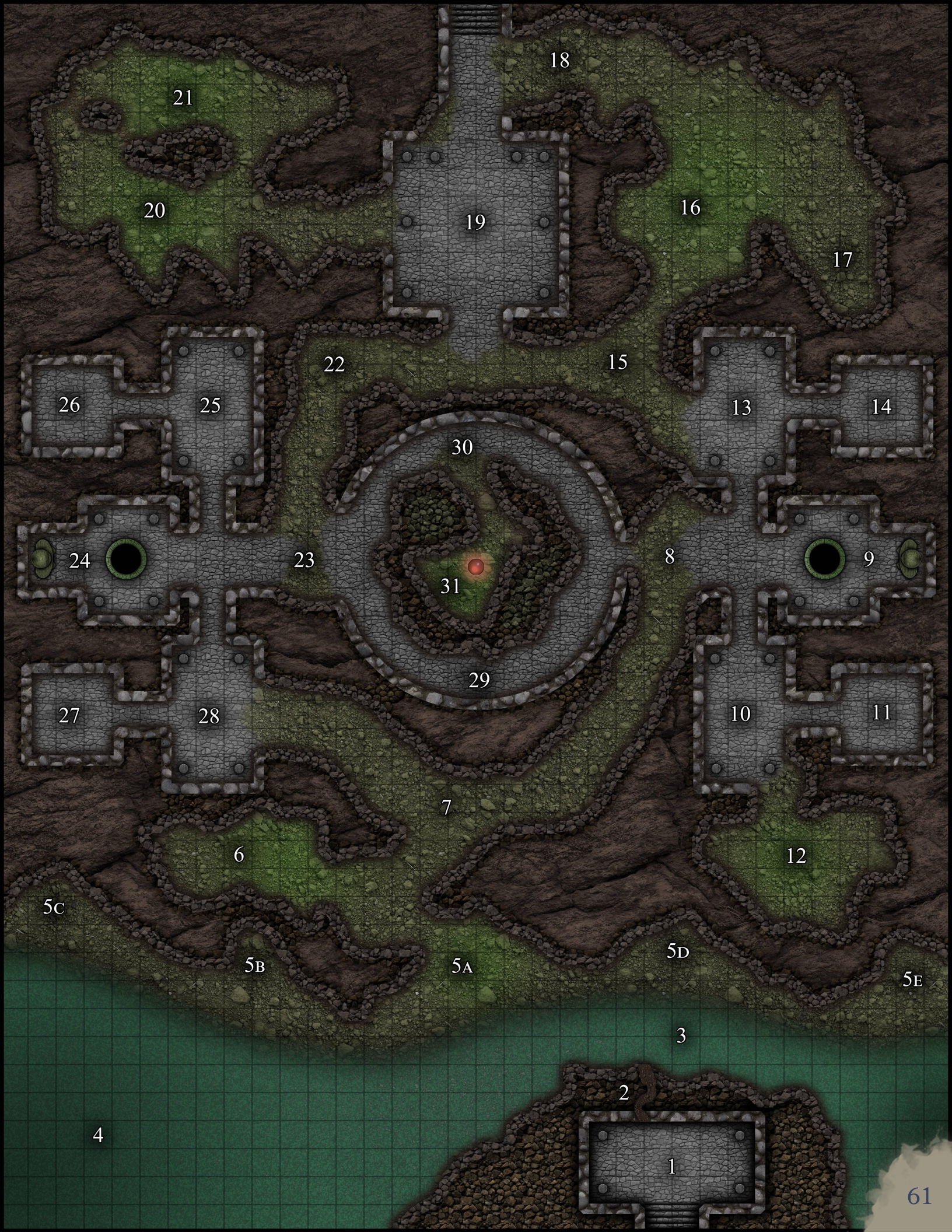
Areas 5A, 5B, 5C, 5D, 5E, 6, 7, 8, 12 15, 16, 17, 18, 20, 21, 22 & 23: These areas are overgrown gardens within the grounds of the ruins. The ground is black; charred with ash and warm to the touch. 3d4 **Quasits** wander through these areas at random intervals. They remain in an area for 10 minutes before moving to a different area, randomly determined by the Dungeon Master. The quasits don't attack the characters unless interacted with, or unless one or more characters pass by them who worship a divine being of lawful, chaotic, or neutral good alignment. There is a 50% chance for the quasits to be found arguing or fighting over one or more **strange trinkets** (PHB, pg.160).

Areas 9, 10, 11, 13 and 14: This is the eastern wing of the ruins. Area **9** contains an overgrown well caked in poisonous moss, and large vine-covered statue, representing the likeness of the demon lord. Two **Shadow Demons** lurk in the corners of areas 10 and 11. A lurking shadow demon can be detected with a DC 17 Wisdom (Perception) check. If revealed, the shadow demon attacks the character holding the brightest source of light first. The shadow demons don't attack together unless all sources of shadow in their respective rooms are extinguished.

Areas 24, 25, 26, 27 & 28: This is the western wing of the ruins. Area 24 contains the same overgrown well and poisonous moss and vine covered statue as in area **9**, but a DC 16 Intelligence (Investigation) check reveals the statue to be cracked at its base. Examining this crack further reveals it to be a fake stone panel, hiding a wooden strong box. The box is locked and can be picked with a DC 18 Dexterity (Sleight of Hand) check. Alternatively, the lock can be broken apart with a DC 20 Strength (Athletics) check. The strong box has AC 18 and 30 hit points. The box contains The Crown of Sundering. Once opened, the relic guardian is immediately alerted to the character's presence.

Area 19: The relic guardian begins in this room, facing towards the northern exit. It moves between the eastern wing, western wing, and the central courtyard, remaining in the area for 1d3 x 10 minutes before moving. The stairs leading away from this room are collapsed and covered in red hot rubble. A DC 15 Intelligence (Nature) check reveals this to have been a natural rockslide, due to the ruin's location beneath the mountain range. Characters attempting to climb through the rubble are met with a large pool of bubbling lava, which had been blocked previously by the fallen debris.

Areas 29, 30 & 31: These areas make up what was once the central courtyard. A glowing brass orb sits in its center, surrounded by 3d6 + 6 **Manes**. The manes chatter and screech amongst themselves, swarming to attack the characters should they come within 20 feet of the orb.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Great Plan

A cult to the Great Machine has been causing chaos in the region, attacking trade caravans and inciting small riots and rebellions in nearby cities. While some see the cult as nothing more than a disturbance and annoyance, others believe there is much more at stake than most realize...

Adventure Background

A cult to the Great Machine has established themselves in a region located near a number of factories owned by private military officials. The cultists have been raiding the factories and inciting rebellions in the region, causing severe financial and technological losses the officials have deemed unacceptable. Characters have been hired to work alongside a hired strike force to root out and destroy the cult before they can complete their 'Great Plan'. The strike group consists of the following creatures:

- An **Inquisitor** *(pg.22)*
- An **Affray Alchemist** *(pg.4)*
- 10 **Industrial Cadavars** *(pg.21)*
- 2 **Weaponsmiths** *(pg.52)*
- A **C.A.S** *(pg.8)*

Recommended Party: 4-6 players of 7th level.

Battle Map NPCs

Ultimately, Dungeon Masters may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this Pathway to Adventure are the following Adaptable NPCs:

- The Inquisitor (Helper)
- The Affray Alchemist (Helper)
- The Industrial Cadaver (Helper)
- The Weaponsmith (Helper)
- The C.A.S (Helper)
- The Machine Fanatic (Foe)
- The Machine Faithful (Foe)
- The Hand of The Machine (Foe)
- The Mouth Of The Machine (Foe)

Running The Scenario

The cultist lair is filled with various enemies, beginning with low-challenge rating fanatics, and culminating in an encounter with the cultist leader. It is advised to break up the NPCs into teams, and either allow a few of them to be controlled by your players, or simply keep them in the background as a cinematic element to the story; roll percentile dice each round to see how well each side is faring as the main characters push through towards the cultist leader. For example, on a 51 - 100, an enemy fanatic might perish, but on the roll of a 1 - 50, an industrial cadaver might be defeated instead.

The C.A.S can be piloted by either a member of the party, or by an NPC pilot hired as part of the strike force. The C.A.S has the potential to turn encounters heavily in the favour of the players, so consider how the cultists would react to seeing such a large construct forcing its way down the tight corridors of the lair. The C.A.S can't activate doors or use weapons while in the corridors, and also blocks access for allies. Will it remain in the forefront of combat? Or would it instead be left with the main force while the characters press on to combat the cult leader alone?

Battle Map Layout

Areas 1 and 2: The characters arrive at the entrance to the lair here. 2d6 **Fanatics** are in this room, and attack or alert the cult to the character's presence on sight.

Areas 3, 4, 5, 6, 7, 8, 9, 10, 17 and 18: These are corridors leading to resting chambers for the cultists. Each corridor and room is blocked by a locked door (AC 18, 30 hit points, DC 20 to unlock), and contain **1d4 +1 Fanatics**, or 1d3 **Fanatics** and one **Faithful**.

Areas 11, 12, 13, 14, and 15: These are smaller rooms of worship connected by corridors. Each corridor is blocked by a locked door (AC 18, 30 hit points, DC 20 to unlock). The rooms contain no enemies, but have a plethora of gruesome and grotesque trinkets, often melded with mechanical components, scattered across various wooden tables.

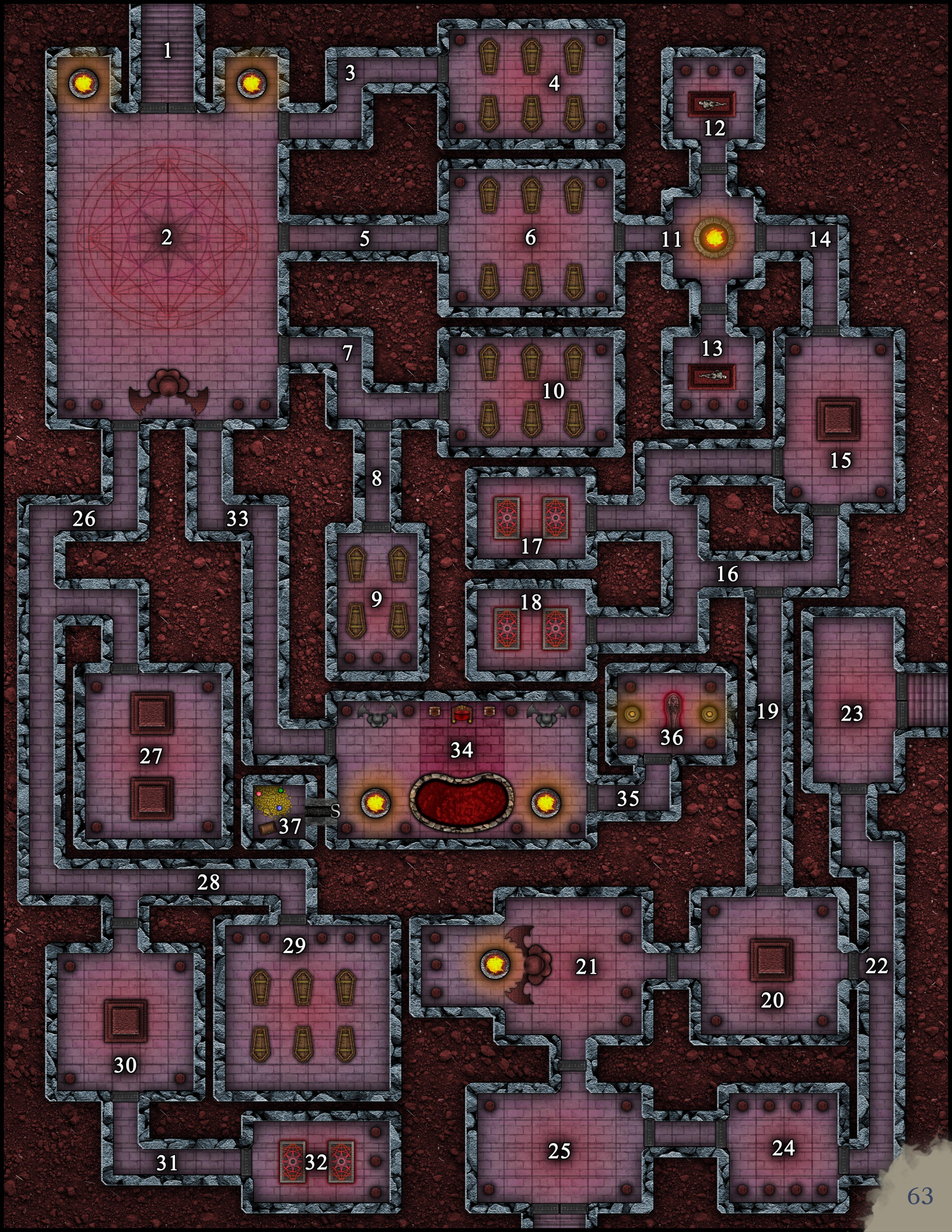
Areas 16, 19, 22, 26, 28, 30, 31,and 33: These are all corridors or access points connecting various rooms around the lair. Each corridor is adorned with various ancient scriptures, paintings and trinkets of religious significance. All doors are locked (AC 18, 30 hit points, DC 20 to unlock).

Areas 20, 23, 24, 25, 34, 35, 36 and 37: These rooms each contain 1d3 **Fanatics**. Area 37 is sealed by an arcane warded steel door. The door cannot be picked. It is immune to all nonmagical damage, and can be dispelled with *dispel magic* or a DC 20 Intelligence (Arcana) check. The room contains 1,500 gp in various trinkets, artifacts and arcane scriptures.

Area 27: This room contains a chained **Hand of the Machine**. Upon seeing the characters or hostile creatures, it immediately breaks free of its chains and attacks; targeting the largest of the characters first. If the **C.A.S** would discover the hand of the machine, the hand flees, ensuring the **C.A.S** can't target it reliably, and attacks vulnerable characters.

Areas 29 and 32: These rooms contain worshiping and sleeping areas for 1d4-1 **Faithful**. There is a 50 percent chance for the faithful to either be in the worshiping room (area 32) or resting in area 29. The faithful attack relentlessly, targeting spellcasters first.

Area 21: The Mouth of the Machine resides here, attempting to complete some strange arcane ritual atop a brass pedestal. The mouth is flanked by 2d3+1 **Fanatics**, who attack the characters on sight until they either flee or are defeated. The mouth continues its ritual until the fanatics are defeated, or it is attacked, at which point it attacks the characters, targeting healing spellcasters first, while moving between rooms to draw more fanatics to its aid.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Hunt for Lost Researchers

An expedition research team has gone missing while exploring a mysterious ruin. A brave group of barren guardians have volunteered to set out towards the expedition's last known location but are looking for able-bodied adventurers to help them in their journey.

Adventure Background

An expedition team, consisting of three **Imaginative Inventors** *(pg.20)* and a **Sentinel** *(pg.43)* have gone missing after setting out to perform research into the a mysterious lost ruin. A trio of barren guardians set out to locate the expedition team, but were attacked by a group of **Vault Raiders** *(pg.50)*, who have been raiding and pillaging the nearby tribes for resources. The adventurers must help the barren guardians by finding and extracting the expedition team from the remnants of a fiery underground fortress, while the guardians distract the prowling vault raiders on the surface.

Recommended Party: 4-6 players of 3rd level.

Battle Map NPCs

Ultimately, Dungeon Masters may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this Pathway to Adventure are the following Adaptable NPCs:

- The Imaginative Inventor (Helper)
- The Sentinel (Helper)
- The Vault Raider (Foe)

NPCs included from other sources:

- Fire Elemental (*MM pg.125*, leaves behind a crystalized primordial heart on death)
- Gargoyle (*MM pg.140*, drops gargoyle claws on death)
- Magmin *(MM pg.212)*

Running The Scenario

The fortress was once a vast network of winding tunnels and grand halls but has since fallen into ruin and disrepair. Molten lava floods the underground caves, the searing heat ensuring the large braziers and huge pit within the fortress remain red and stoked. The fortress has become home to various elementals and heat-loving creatures, all of which must be carefully navigated, should the adventurers wish to return the bedraggled expedition party to the surface alive. While the inventors are mostly non-combatants, consider how the sentinel could be used to assist the party, both in and out of combat. Will it feel comfortable with the party's choice of actions? Could it provide inside knowledge on denizens the expedition has already faced?

Later in this adventure, characters are ambushed by a vault raider that has managed to sneak past the barren guardians protecting the outside of the cavern network. What tactics would this vault raider use against the party? What valuable items would it attempt to steal from them?

Battle Map Layout

Area 15: The characters arrive at the entrance to the fortress here. The bridge connecting the entrance to the rest of the fortress is covered in a waterfall of lava (area 14). Characters must find a way to stop the flow of lava from the cave roof in order to pass over the hidden bridge.

Areas 16, 17, 19 and 20: These areas are the east and west wing of the gatehouse defending the fortress. Steps lead up to areas 19 and 20, where a flaming brazier can be seen, emitting a torrent of fire out towards the roof of the fortress cavern. 1d3 **Magmins** are located in each brazier, causing them to erupt and remain aflame. Defeating the magmin douses these massive flames, causing the roof of the cave to rapidly cool; diverting the lava waterfall and allowing the characters to cross the bridge.

Areas 8 and 9: This room features a staircase leading down into the lower levels of the fortress. A pressure plate on the 5th step down causes a large boulder to be dropped at the top of the stairwell, rolling down towards the pool of lava in area 1D. The trap can be spotted with a DC 15 Wisdom (Perception) check and disarmed with a DC 15 Dexterity (Sleight of Hand) check. If triggered, any creatures caught on the stairs must succeed on a DC 14 Dexterity saving throw or be crushed by the boulder, taking 14 (4d6) bludgeoning damage.

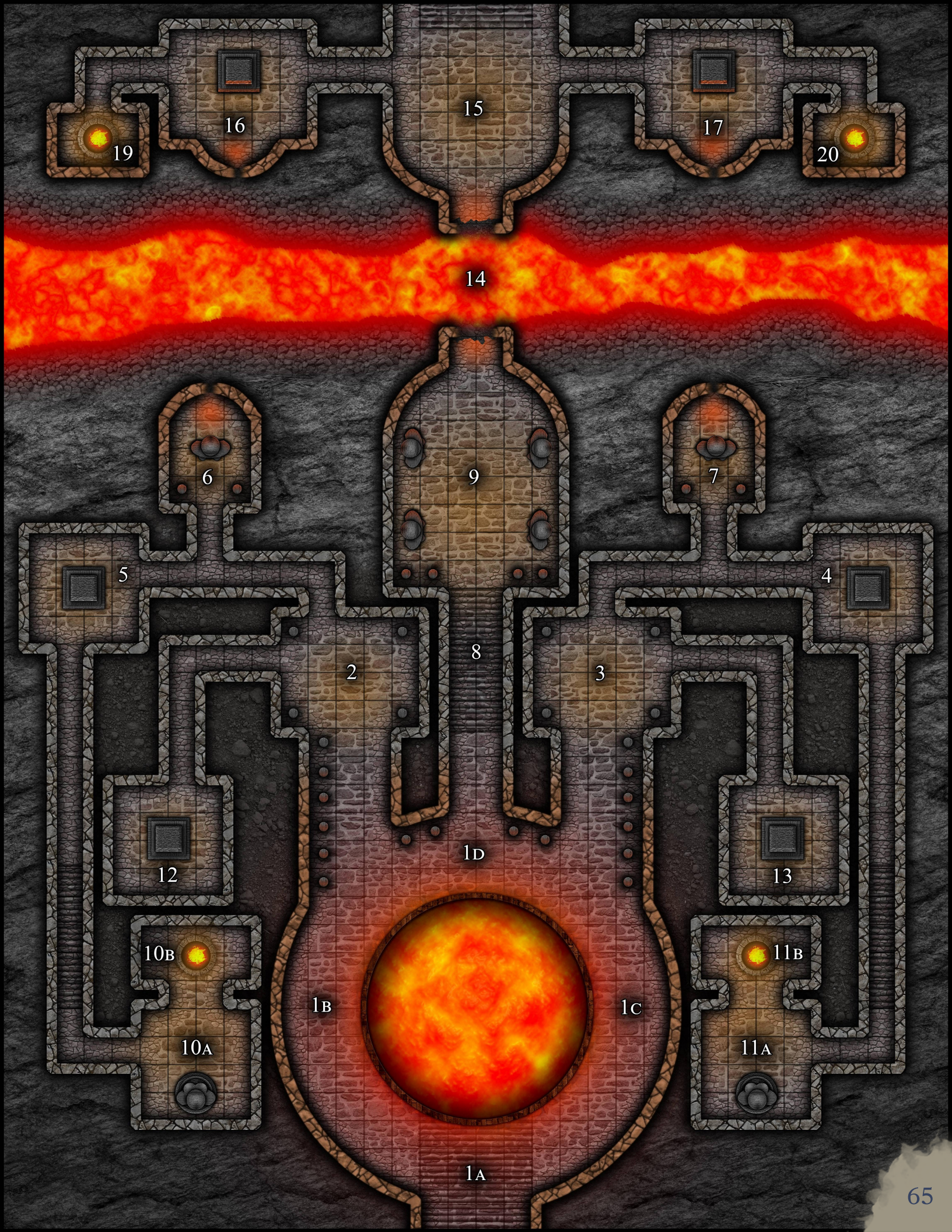
Areas 1A, 1B, 1D, and 1C: This is the central room in the fortress. A **Fire Elemental** resides in the lava pool in the middle of the chamber. It attacks if the boulder trap in area 8 is triggered, or if any character gets within 5 feet of the pool.

Areas 3, 4, 7, and 13: This is the eastern wing of the fortress. The statue in area 7 is a **Gargoyle**, and attacks when the characters have their backs turned to it.

Areas 2, 5, 6 and 12: This is the western wing of the fortress. The statue in area 6 is a destroyed gargoyle. The characters discover the expedition team wounded and trapped in area 5. The sentinel is crushed underneath the central pillar in the room, which fell during the gargoyle attack. The sentinel and other members of the expedition team request the character's help in removing the stone, which requires 5 individuals (including the expedition team of 4) to lift. The sentinel is badly wounded from the fight and has a total of 34 hit points remaining.

Areas 10A, 10B, 11A and 11B: These rooms each have 1d3 **Magmins** residing in the respective flame pits (areas 10B and 11B). Defeating both groups of magmins drains the lava pool in area 1D, causing the fire elemental to roam the chamber and attack the party on sight.

Ambush Encounter: Once the party retrieves the expedition team and reaches area 9 again, they are attacked by a **Vault Raider**, who attempts to steal valuable items before fleeing.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NPC Compendium

Adaptable NPCs: Calamity Edition features forty-one non-playable characters ready for Dungeon Masters to drop on unsuspecting players to populate post-apocalyptic settings! Additionally, 5 short adventures with amazing battle maps have been included for your dungeon-mastering pleasure!

If you are in need of even more adaptable Non-Player Characters, check out the original *Adaptable NPCs*, available for sale on the DMs Guild right now!

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