

## HOMUNCULI

A homunculus is a construct servant created for certain tasks. Artificers and wizards are responsible for most of the homunculi in existence.

Each kind of homunculus has a body constructed from different kinds of materials, including clay, iron, and bits of hair and feathers. The process that creates a homunculus sees those materials mixed with the creator's blood and animated through an extended magical ritual.

**Constructed Nature.** A homunculus doesn't require air, food, drink, or sleep.

### EXPEDITIOUS MESSENGER

An expeditious messenger is a speedy flier, designed to quickly carry messages for its creator. Their speedy and efficient attitude makes expeditious messengers quite chatty, and they natter on as fast as they move.

These messengers come in a variety of forms, often looking like mechanical birds or sprites.

### IRON DEFENDER

An iron defender fights for its creator. They come in many shapes and are often crafted in the form of animals. More creative artificers craft iron defenders in the shape of hybrid animals or other fantastical creatures.

### EXPEDITIOUS MESSENGER

*Tiny construct, neutral*

**Armor Class** 13

**Hit Points** 7 (2d4 + 2)

**Speed** 25 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	8 (-1)	12 (+1)	7 (-2)

**Skills** Acrobatics +5, Stealth +5

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** one language spoken by its creator

**Challenge** 1/8 (25 XP)

**Flyby.** The messenger doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Telepathic Bond.** While the messenger is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

**Hit:** 5 (1d4 + 3) piercing damage.



IRON  
DEFENDER

### IRON DEFENDER

*Medium construct, neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 30 (4d8 + 12)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	11 (+1)	7 (-2)

**Skills** Perception +3, Stealth +4

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** understands the languages of its creator but can't speak

**Challenge** 1 (200 XP)

**Keen Senses.** The defender has advantage on Wisdom (Perception) checks.

**Telepathic Bond.** While the defender is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

**Hit:** 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or take an extra 3 (1d6) piercing damage and be grappled (escape DC 13). The defender can have only one creature grappled in this way at a time.