



Codex Automatica

CREATIONS OF THE IRONVEIL ORDER

A COMPREHENSIVE BESTIARY OF MECHANICAL
HORRORS FOR 5TH EDITION CAMPAIGNS

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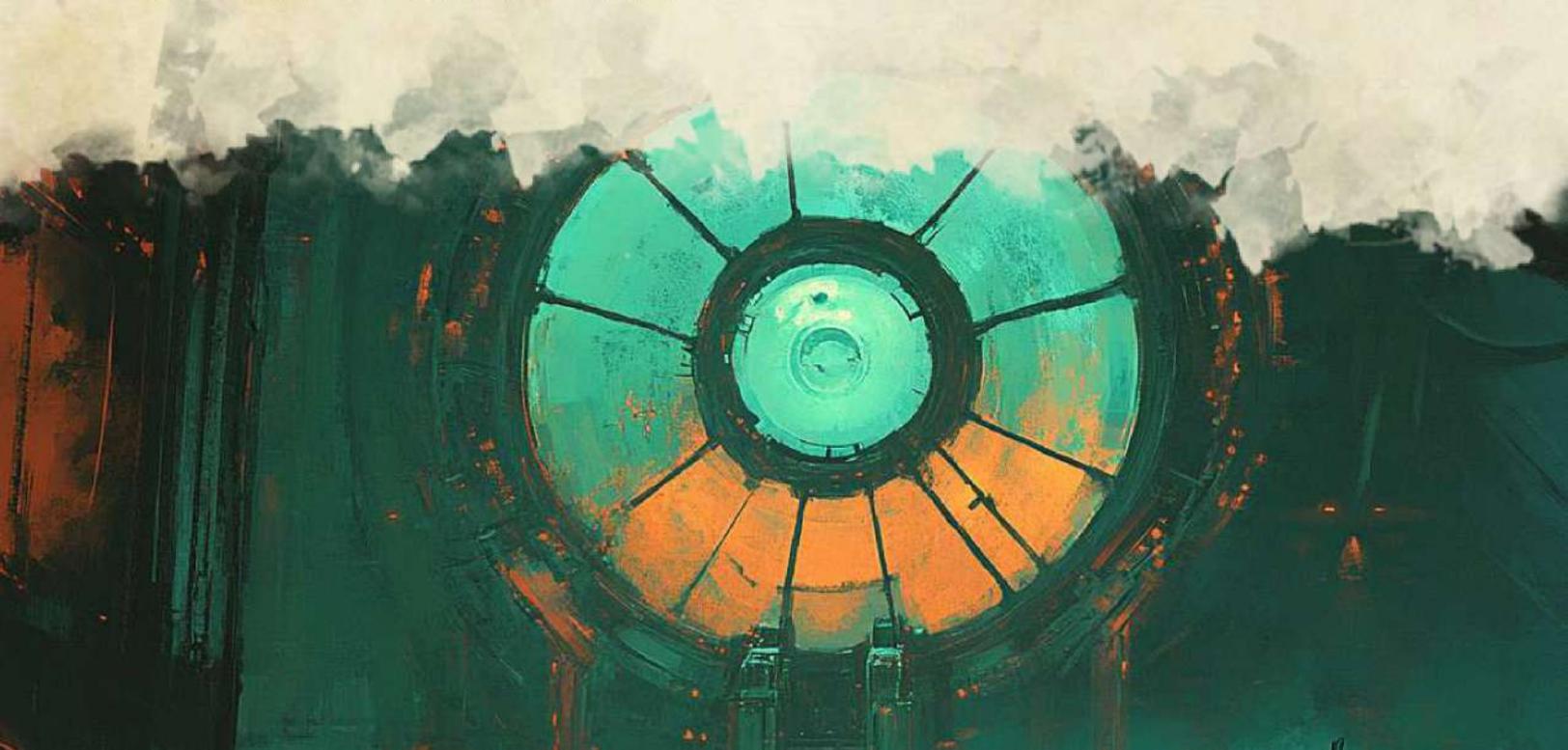
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Introduction

There is divinity in machinery—mathematical precision that no mortal muscle could hope to match. The gods themselves are but flawed clockworks compared to what we shall create.

— Archimechanist Vaelon Ironfell

Few threats blend horror and ingenuity like the creations of the Ironveil Order. This secretive cult of artificers, disgraced wizards, and heretical clerics pursues the perfection of flesh through mechanical augmentation and, ultimately, complete replacement. Their workshops burrow deep beneath forgotten cities and remote mountains, filled with the sounds of gears grinding and steam hissing alongside screams of those who “volunteer” for transformation.

The Order believes that mortality is a flaw—a programming error in the divine machinery. Their solution is not lichdom or traditional undeath, but the transcendence of flesh through mechanical rebirth. They see their work not as abominations, but as ascending beyond the weaknesses the gods built into mortal design.

Origins in Necessity. The Ironveil Order began centuries ago when a collective of war-wounded artificers sought to replace their lost limbs with mechanical alternatives. What started as prosthetics soon evolved as they discovered methods to enhance these replacements beyond natural capability. Their research attracted others—some seeking healing, others pursuing power, and a few driven by the philosophical question of where humanity ends and machinery begins.

Arcane Technology. Unlike purely magical constructs, the Order’s creations blend clockwork precision with arcane power. Brass gears and iron pistons move in perfect synchronization while crackling with elemental energies. Rune-etched plates channel magical forces through crystal capacitors, creating machines far more powerful than mundane mechanics could achieve. Most require a power source—typically a “soul engine” containing distilled magical essence or, in the most powerful creations, harvested mortal spirits.

Hierarchy of Horrors. The Ironveil Order’s creations follow a strict hierarchy. The lowest are simple automatons—mindless servants and guardians. Above them stand the War Machines—purpose-built for combat with tactical programming and adaptive capabilities. The highest tier consists of Ascended Forms—beings who have willingly surrendered their flesh to become one with the mechanical. At the apex stand the Mechano-lich — former Archimechanist who have transferred their consciousness into immortal mechanical body.

Signs and Symbolism. Members and creations of the Order bear distinctive iconography: interlocking gears forming a perfect circle (representing the unending cycle of mechanical perfection), crossed wrenches behind a stylized mask (marking the tools of transformation), and the “brass eye” (a mechanical orb symbolizing enhanced perception). These symbols appear as maker’s marks on their constructs, tattoos on initiates, and architectural details in their facilities.

Workshops and Territories. The Order establishes hidden facilities called Forges in remote locations. These sprawling complexes house laboratories, assembly halls, and essence extraction chambers. Many ancient Forges lie abandoned after purges by adventurers or rival organizations, their automatons continuing to follow centuries-old directives despite their masters’ absence. Active Forges remain hidden beneath major cities or in dimensional pockets, their existence marked only by occasional disappearances of those unfortunate enough to possess qualities the Order seeks.

Adventure Hooks. Encounters with the Ironveil Order’s creations might begin with simple mechanical oddities—clockwork vermin stealing small metal objects or unusual augmented animals near a village. As heroes investigate, they discover increasingly disturbing machinations: abduction operations to secure “raw materials,” infiltration of political structures by augmented sleeper agents, or attempts to access ancient magical power sources. Ultimately, adventurers might face the decision to destroy an Archimechanist’s consciousness—or the horrifying realization that the most powerful Order members are not the monsters, but visionaries offering eternal mechanical evolution to a worthy few.



Clockwork Beetle

Tiny construct, unaligned

- **Armor Class** 13 (natural armor)
- **Hit Points** 10 (4d4)
- **Speed** 20 ft., climb 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	10 (+0)	1 (-5)	8 (-1)	1 (-5)

- **Skills** Stealth +4
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, poisoned
- **Senses** darkvision 30 ft., passive Perception 9
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 1/4 (50 XP)

Surveillance Device. The clockwork beetle can record up to 8 hours of visual and auditory information, which can be extracted by its creator or anyone with proficiency in tinker's tools who succeeds on a DC 13 Dexterity check.

Self-Repair. While the clockwork beetle has at least 1 hit point, it regains 1 hit point at the start of its turn if it hasn't taken damage since the end of its previous turn.

Flywheel Mobility. If the beetle falls from a height, it can use its reaction to activate its wings and avoid taking falling damage.

Actions

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

Light Emission. The beetle produces light in a 10-foot radius and dim light for an additional 10 feet until the start of its next turn. Any creature that starts its turn within 5 feet of the beetle while it's emitting light must succeed on a DC 10 Constitution saving throw or be blinded until the end of its next turn.

Lore

Clockwork Beetles are among the smallest and most ubiquitous creations of the Ironveil Order. These surveillance devices blend mechanical precision with insectoid design, featuring copper-alloy wing casings, crystalline compound eyes, and delicate clockwork legs. Each beetle contains a miniature recording device capable of storing hours of observations for later extraction.

The Order uses these constructs for initial reconnaissance, deploying them in swarms to infiltrate places of interest before committing more valuable resources. Their small size and ability to navigate tight spaces make them ideal for mapping unfamiliar buildings, recording conversations, or locating specific individuals based on simple visual parameters.

TACTICAL NOTES

Individual Clockwork Beetles pose little threat and will flee when confronted. Their primary defense is their Light Emission, which they use before retreating. When encountered in swarms, they become more aggressive, using hit-and-run tactics to blind enemies before attacking with their collective mandibles. Their greatest strength remains their surveillance capability — by the time adventurers realize they're being watched, the information has often already been transmitted to their masters.

Weakness: A well-placed Thunder damage spell can disrupt their delicate internal mechanisms, giving them disadvantage on all saves for 1 round.



Clockwork Servitor

Small construct, unaligned

- **Armor Class** 13 (natural armor)
- **Hit Points** 22 (5d6 + 5)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	3 (-4)	10 (+0)	1 (-5)

- **Skills** Perception +2
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 1/2 (100 XP)

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

Repair Protocol. If the servitor is idle for 1 minute, it regains 1d6 hit points.

Tool Compartment. The servitor has a small compartment containing basic tools. It has advantage on ability checks related to repair, maintenance, or construction tasks.

Actions

Multitool Appendage. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing or bludgeoning damage (servitor's choice).

Utility Spray (Recharge 5-6). The servitor releases a spray of alchemical liquid in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw or be covered in a substance that has one of the following effects (servitor's choice):

- **Oil:** The target has disadvantage on Dexterity saving throws for 1 minute.
- **Adhesive:** The target's speed is halved for 1 minute.
- **Solvent:** Any nonmagical adhesives on the target are dissolved.

Lore

Clockwork Servitors are the most common creations of the Ironveil Order, utilized for maintenance, labor, and basic security. Standing about three feet tall, these brass-and-iron constructs feature multiple articulated limbs ending in specialized tools.

Unlike more advanced constructs, Servitors operate on uncomplicated mechanical programming with only rudimentary decision-making capabilities. They excel at repetitive tasks and simple maintenance but struggle with novel situations or complex instructions. When their workshops fall to ruin, these persistent machines continue their assigned duties indefinitely, sometimes for centuries after their creators have perished.

TACTICAL NOTES

Clockwork Servitors are not designed primarily for combat but can defend themselves and their assigned areas. They typically work in groups of 2-4, using their Utility Spray to hinder stronger opponents before engaging in melee. When damaged below half health, they often attempt to retreat and utilize their Repair Protocol. Against determined intruders, they coordinate simple pincer movements while waiting for more combat-capable constructs to arrive.

Weakness: Their mechanical joints are vulnerable to cold damage, which can temporarily slow them. Any cold damage reduces their speed by 10 feet until the end of their next turn.



Arcane Scrapper

Small construct, unaligned

- **Armor Class** 14 (natural armor)
- **Hit Points** 36 (8d6 + 8)
- **Speed** 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	4 (-3)	10 (+0)	1 (-5)

- **Skills** Perception +2, Stealth +5
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 2 (450 XP)

Scrap Tunneler. The scrapper can burrow through loose earth and metal debris, but not through solid stone.

Salvage Sense. The scrapper can pinpoint, by scent, the location of precious metals and magical items within 30 feet of it.

Reactive Plating. When struck by an attack that would deal fire, cold, lightning, or thunder damage, the scrapper's plating temporarily adapts to gain resistance to that damage type until the start of its next turn.

Actions

Multiattack. The scrapper makes two Shearing Claws attacks.

Shearing Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. If the target is an object, the damage is doubled.

Magnetic Pulse (Recharge 5-6). The scrapper releases a pulse of magnetic energy in a 15-foot radius. Each creature in that area wearing metal armor or carrying metal weapons must succeed on a DC 12 Strength saving throw or be pulled up to 10 feet toward the scrapper. Objects made of metal that aren't being worn or carried and that weigh 10 pounds or less fly toward the scrapper.

Lore

Arcane Scrapers are resource-gathering constructs resembling mechanical rodents with insect-like features. They scour ruins and junkyards retrieving materials for Ironveil workshops. Their enhanced sensors detect metals and magical residue with uncanny precision, allowing them to prioritize valuable components.

When workshops fall dormant, Scrapers continue collecting indefinitely, creating vast hordes of meticulously sorted materials. Some ancient facilities contain centuries of accumulated resources, organized by Scrapers long after their masters perished.

TACTICAL NOTES

Arcane Scrapers prefer ambush tactics, burrowing beneath victims before attacking. They prioritize targets with metal armor or magical items, using Magnetic Pulse to pull victims closer before attacking with shearing claws. When outmatched, they retreat underground and may return with reinforcements.

Weakness: Their detection sensors are vulnerable to acid damage, which disrupts them for 1d4 rounds, preventing their Salvage Sense from functioning and imposing disadvantage on attack rolls.



Steamwork Hound

Medium construct, unaligned

- **Armor Class** 13 (natural armor)
- **Hit Points** 39 (6d8 + 12)
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	4 (-3)	12 (+1)	1 (-5)

- **Skills** Perception +5, Survival +3
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
- **Senses** darkvision 60 ft., passive Perception 15
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 2 (450 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Hunter's Focus. Once the hound identifies a target, it has advantage on any check made to track that target until the target is captured or destroyed, or until the hound receives a new target.

Relentless. If the hound takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Tracking Flare (Recharge 5-6). The hound launches a small canister from a compartment on its back. The canister lands at a point the hound can see within 60 feet and explodes in a burst of bright alchemical liquid. Each creature in a 10-foot-radius sphere centered on that point must make a DC 13 Dexterity saving throw. On a failed save, a creature is covered in glowing liquid and sheds dim light in a 5-foot radius for 1 minute. For the duration, the creature can't benefit from invisibility, and attack rolls against it have advantage if the attacker can see it.

Lore

The Steamwork Hound blends canine form with obvious mechanical components: piston-driven limbs, brass plating, and glowing crystalline eyes. Unlike biological hounds, these constructs never tire, require no sustenance, and follow precise tracking parameters.

Their internal steam chambers provide bursts of speed, while specialized sensors detect targets by arcane signature or biological markers. The Order deploys them to hunt escaped test subjects, track rivals, or retrieve individuals with valuable biological traits. In abandoned facilities, they continue their patrol patterns indefinitely, hunting targets long since gone.

TACTICAL NOTES

Steamwork Hounds operate in packs of 3-5, using coordinated flanking tactics. They mark targets with Tracking Flares first, making escape and stealth impossible. The pack splits attacks between multiple opponents to maximize prone-inducing bites, then focus on isolated targets. Their tireless nature means they pursue fleeing prey indefinitely.

Weakness: Their steam chambers can be ruptured by critical hits. On a critical hit, a Steamwork Hound takes an additional 1d6 fire damage and its speed is reduced by 15 feet until it completes a short rest or receives repairs.



Ironveil Acolyte

Medium humanoid (any race), lawful neutral

- **Armor Class** 15 (breastplate)
- **Hit Points** 52 (8d8 + 16)
- **Speed** 30 ft.

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

- **Saving Throws** Con +5, Int +6
- **Skills** Arcana +6, Investigation +6, Perception +4, Medicine +4
- **Tools** Alchemist's supplies, smith's tools, tinker's tools
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Common plus two others
- **Challenge** 3 (700 XP)

Mechanical Augmentation. The acolyte has undergone initial mechanical enhancements. It has advantage on checks to identify constructs or mechanical devices and on saving throws against being poisoned.

Technical Expertise. The acolyte has advantage on ability checks related to mechanical devices, constructs, or metal objects.

Mechanical Prosthetics. The acolyte has replaced portions of its body with mechanical parts. It has resistance to poison damage and can't have its speed reduced by difficult terrain of a nonmagical nature.

Repair Kit. The acolyte carries specialized tools that allow it to repair constructs. It can spend 1 minute working on a damaged construct to restore 3d8 + 3 hit points to it.

Actions

Multiattack. The acolyte makes two Pneumatic Gauntlet attacks.

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

Repair Sequence. The acolyte touches a construct it can see within 5 feet of it. The target regains 10 (3d6) hit points. The acolyte can use this action three times, and it regains all expended uses when it finishes a long rest.

Mechanical Gadgets (Recharge 4-6). The acolyte uses one of the following gadgets from its collection:

- **Shock Emitter:** Each creature in a 15-foot cone must make a DC 14 Dexterity saving throw, taking 13 (3d8) lightning damage on a failed save, or half as much damage on a successful one.
- **Shield Generator:** The acolyte and all allies within 10 feet gain 10 temporary hit points.
- **Restraining Bolas:** The acolyte makes a ranged attack (+5) against a target within 30 feet. On a hit, the target is restrained until the end of the acolyte's next turn.

Deployable Turret (1/Day). The acolyte deploys a small mechanical turret in an unoccupied space within 5 feet. The turret is a Tiny construct with AC 15, 15 hit points. The turret can't move. On the acolyte's turn, the turret can make one attack: Arcane Bolt (+5 to hit, 60 ft. range, 7 (2d6) force damage). The turret lasts for 1 minute or until destroyed.

Lore

Ironveil Acolytes are initiates who have taken the first steps toward mechanical transformation. They serve as engineers, field agents, and recruiters for the Order, demonstrating the benefits of mechanical enhancement through their own augmented bodies. Most acolytes have replaced at least one limb with a mechanical prosthetic and bear various internal enhancements that improve their physical capabilities.

TACTICAL NOTES

Ironveil Acolytes typically support more combat-capable constructs rather than engaging directly. They deploy their Turret in defensible positions before using Mechanical Gadgets to control the battlefield. When forced into direct combat, they prefer to attack from range with their Hand Cannon. Against multiple opponents, they use Shock Emitter to damage groups before retreating to a safe distance.

Weakness: The integration points of their mechanical augmentations are sensitive to lightning damage. When an Ironveil Acolyte takes lightning damage, they must succeed on a DC 15 Constitution saving throw or be stunned until the end of their next turn as their augmentations temporarily malfunction.



Fleshbound Homunculus

Medium construct, neutral evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 52 (8d6 + 24)
- **Speed** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	7 (-2)

- **Skills** Perception +3, Stealth +5
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **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** 3 (700 XP)

Creator's Link. The homunculus knows what its creator knows and can convey to them what it sees and hears, so long as they are on the same plane of existence.

Regeneration. The homunculus regains 5 hit points at the start of its turn if it has at least 1 hit point and is in contact with the ground.

Uncanny Appearance. The homunculus has disadvantage on Charisma (Deception) checks made to pass as a living humanoid.

Actions

Multiattack. The homunculus makes two Claw attacks.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) acid damage.

Caustic Spray (Recharge 5-6). The homunculus expels fluid from ports in its palms in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

Infiltrator Protocol. The homunculus can take the Hide, Dash, or Disengage action as a bonus action on each of its turns.

Lore

Fleshbound Homunculi bridge construct and living tissue, combining mechanical frameworks with vat-grown organic components. These unsettling creations can pass for living beings while retaining construct durability and loyalty.

They possess genuine biological systems—synthetic organs, muscle tissue, and skin—grafted onto enchanted metal skeletons. This integration mimics natural movement, though close inspection reveals subtle abnormalities: too-perfect symmetry, unnatural coloration, or internal mechanisms.

The Order employs them for infiltration, with each homunculus maintaining a psychic link to its creator. Some operate independently for years, establishing identities in communities while gathering intelligence or identifying potential subjects for experimentation.

TACTICAL NOTES

Fleshbound Homunculi prefer stealth over combat. When forced to fight, they use hit-and-run tactics, striking with caustic claws before retreating with Infiltrator Protocol. They prefer separating single targets from groups, using Caustic Spray to disable them, then capturing rather than killing. They exploit Regeneration by breaking contact to recover hit points between engagements.

Weakness: Their hybrid nature makes them vulnerable to radiant damage, which disrupts the arcane bonds between mechanical and organic components. When struck by radiant damage, a Fleshbound Homunculus loses its Regeneration ability until the end of its next turn.



Runic Defender

Medium construct, unaligned

- **Armor Class** 16 (natural armor)
- **Hit Points** 60 (8d8 + 24)
- **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	7 (-2)	10 (+0)	3 (-4)

- **Saving Throws** Con +6, Wis +3
- **Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 3 (700 XP)

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

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

Runic Absorption. When the defender is targeted by a spell that deals cold, fire, or lightning damage, it can use its reaction to gain immunity to that damage type until the end of its next turn. If it does so, one of its runes glows with energy matching the absorbed element.

Heavy Construction. The defender counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Actions

Multiattack. The defender makes two Runic Maul attacks.

Runic Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Runic Discharge (Recharge 5-6). The defender unleashes energy from its glowing runes in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) damage of a type matching a previously absorbed element (or force damage if no element has been absorbed) on a failed save, or half as much damage on a successful one.

Lore

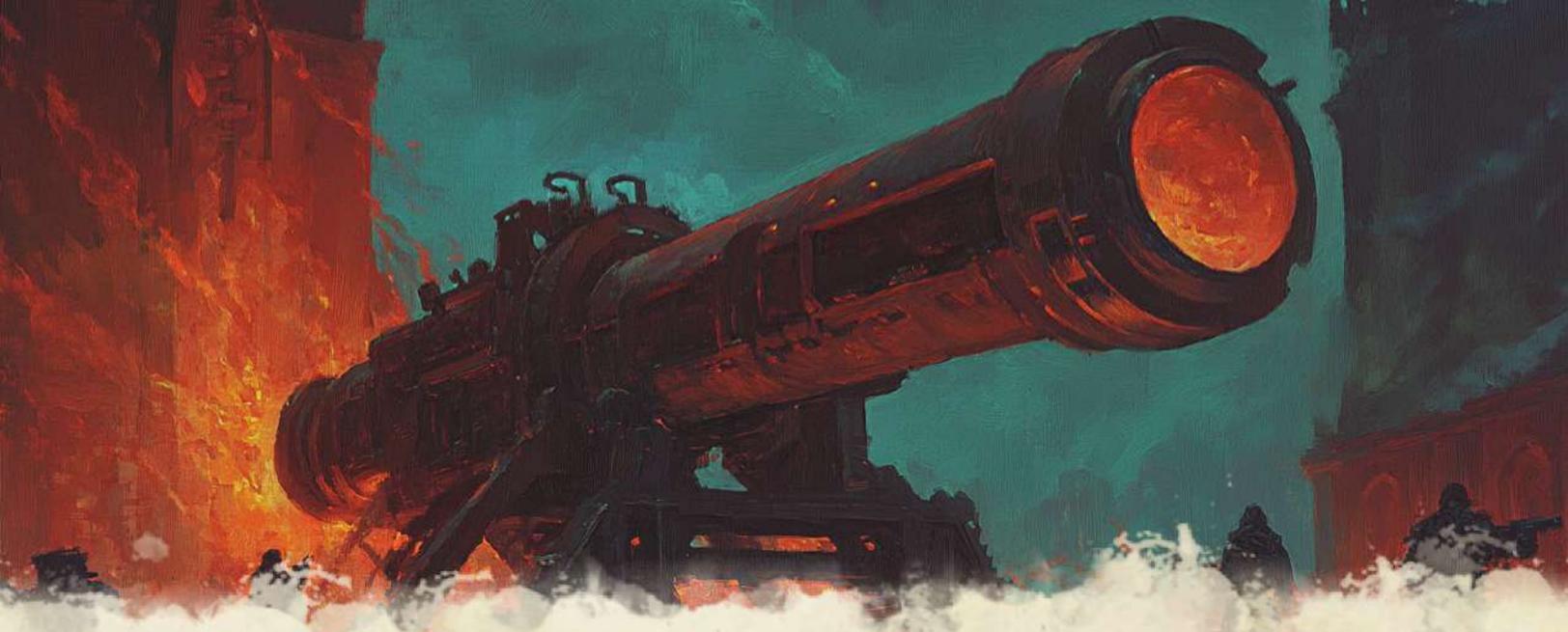
Runic Defenders guard Ironveil workshops against intrusion. Their seven-foot frames are covered in glowing runic inscriptions that pulse with arcane energy. Unlike simpler constructs, Defenders can absorb and redirect magical energy through specialized runes that capture elemental forces.

The Order typically stations these constructs at chokepoints and entrances, often in pairs. Advanced workshops feature modified versions linked to the facility's arcane security systems, drawing power directly from the building's magical infrastructure rather than relying solely on absorbed energy.

TACTICAL NOTES

Runic Defenders begin combat by absorbing the first magical attack, then position to catch multiple enemies in their Runic Discharge. They prioritize spellcasters and focus on forcing intruders back rather than pursuit. When guarding specific locations, they coordinate to funnel enemies into chokepoints.

Weakness: The runic inscriptions are vulnerable to force damage, which disrupts their patterns. When a Defender takes force damage, it cannot use its Runic Absorption until the start of its next turn.



Arcane Ballista

Large construct, unaligned

- **Armor Class** 15 (natural armor)
- **Hit Points** 75 (10d10 + 20)
- **Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	14 (+2)	5 (-3)	10 (+0)	1 (-5)

- **Damage Resistances** cold, fire, lightning
- **Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 120 ft., passive Perception 10
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 4 (1,100 XP)

Siege Engine. The ballista deals double damage to objects and structures.

Targeting Systems. Once the ballista has fired at a target, it has advantage on attack rolls against that target until it targets a different creature or object.

Immobile Frame. The ballista cannot move of its own.

Spell Storing. The ballista can absorb a spell of 3rd level or lower cast by a friendly creature targeting only the ballista. The next time the ballista uses its Arcane Bolt attack, it can expend the stored spell, adding the spell's effects to the attack.

Actions

Multiaction. The ballista makes two Arcane Bolt attacks.

Arcane Bolt. *Ranged Weapon Attack:* +7 to hit, range 320/980 ft., one target. *Hit:* 15 (2d10 + 4) force damage.

Elemental Barrage (Recharge 5-6). The ballista fires a spray of elemental energy in a 160-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 18 (4d8) damage of a type determined by the ballista (acid, cold, fire, or lightning), or half as much on a successful save.

Lore

Arcane Ballista serve as heavy artillery for Ironveil workshops and field operations. These imposing constructs combine conventional ballista mechanisms with complex arcane amplifiers, allowing them to fire bolts of pure magical force rather than physical projectiles.

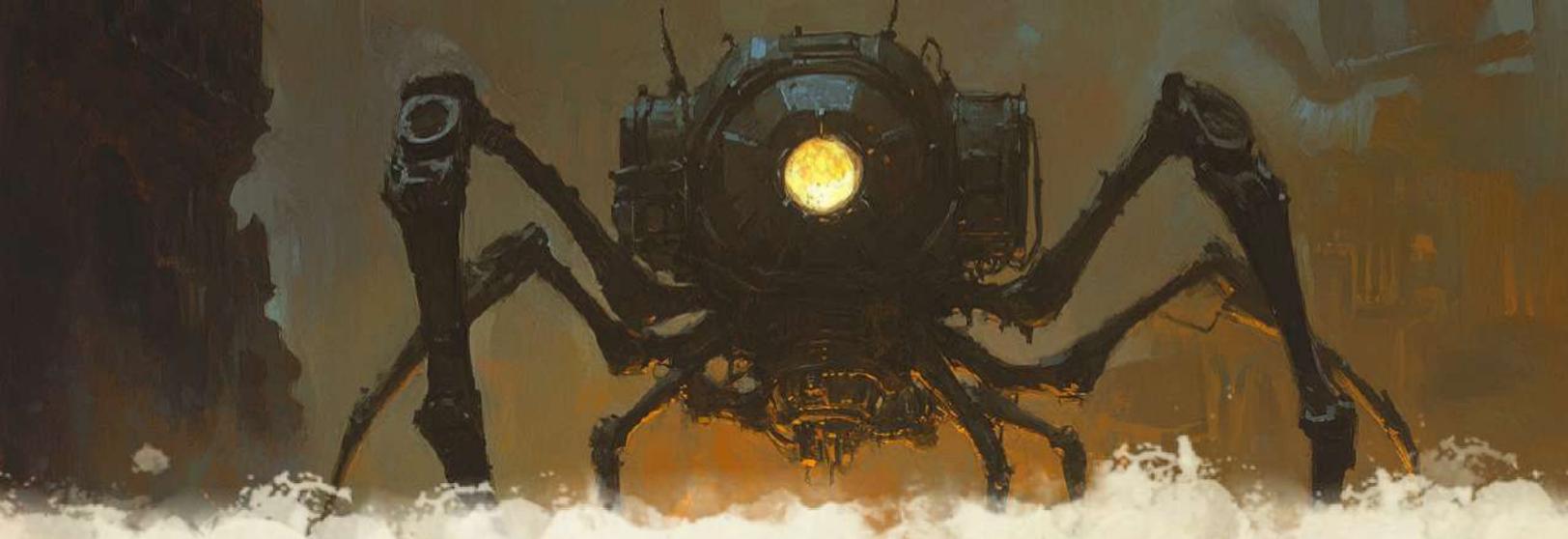
Their primary components include a crystalline focusing array, rune-etched firing chambers, and enchanted stabilization frame that anchor them to any surface. Most advanced models feature modular design elements that allow field reconfiguration between specialized firing modes.

The Order deploys these weapons to defend critical infrastructure or support retrieval operations. Their ability to absorb and redirect spellcraft makes them particularly effective against magical threats.

TACTICAL NOTES

Arcane Ballistae are typically positioned at long range on elevated platforms, preferably with clear firing lanes. They focus fire on single targets, exploiting their Targeting Systems to maximize accuracy. When threatened at close range, they use Elemental Barrage to clear the immediate area before using Reposition to retreat to a more advantageous position.

Weakness: The crystalline focusing array is sensitive to thunder damage. When an Arcane Ballista takes thunder damage, it suffers disadvantage on attack rolls until the end of its next turn as its targeting systems temporarily misalign.



Essence Extractor

Medium construct, neutral evil

- **Armor Class** 15 (natural armor)
- **Hit Points** 71 (11d8 + 22)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	13 (+1)	6 (-2)

- **Skills** Arcana +3, Perception +4
- **Damage Resistances** cold, lightning, necrotic
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, poisoned
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 4 (1,100 XP)

Life Sense. The extractor can magically sense the presence of creatures with life force within 120 feet. It knows the direction to each creature but not its exact location. This sense is blocked by 3 feet of wood, 1 foot of stone, 1 inch of metal, or a thin sheet of lead.

Essence Storage. The extractor can store up to 3 charges of life essence. It gains charges from its Essence Drain ability. When the extractor hits with a melee attack, it can expend 1 charge to deal an additional 9 (2d8) necrotic damage.

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

Actions

Multiattack. The extractor makes two Draining Touch attacks.

Draining Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) necrotic damage.

Essence Drain. The extractor targets one creature it can see within 30 feet. The target must make a DC 14 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one. The extractor regains hit points equal to half the necrotic damage dealt. If this damage reduces the target to 0 hit points, the extractor gains 1 essence charge.

Essence Burst (Recharge 5-6). The extractor releases stored essence in a 20-foot-radius sphere centered on itself. Each creature in that area must make a DC 14 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. The extractor expends all stored essence charges when using this ability, and the damage increases by 3 (1d6) for each charge expended.

Lore

Essence Extractors are specialized harvesters that collect and process life force for the Ironveil Order's more complex creations. These unsettling constructs feature multiple extraction appendages, collection reservoirs, and arcane filtration systems that render raw life energy into refined essence.

Their primary function is acquiring the resource most crucial to advanced mechanical enchantment: distilled life force. The Order uses this essence to power soul engines, animate complex mechanisms, and fuel the transformation process for those seeking to transcend their mortal forms.

TACTICAL NOTES

Essence Extractors work methodically, initially using Essence Drain from range to weaken targets and build charges. Once they've accumulated several essence charges, they close to melee range to capitalize on their enhanced Draining Touch. When surrounded by multiple enemies, they unleash Essence Burst before attempting to disengage and resume ranged operations.

Weakness: The containment system that stores harvested essence is vulnerable to radiant damage. When an Essence Extractor takes radiant damage, it must succeed on a DC 15 Constitution saving throw or lose all stored essence charges.



Iron Inquisitor

Medium construct, lawful evil

- **Armor Class** 16 (natural armor)
- **Hit Points** 65 (10d8 + 20)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	13 (+1)	15 (+2)	10 (+0)

- **Skills** Insight +5, Intimidation +3, Perception +5
- **Damage Resistances** cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, poisoned
- **Senses** darkvision, 60 ft., passive Perception 15
- **Languages** understands all languages but speaks only Common
- **Challenge** 4 (1,100 XP)

Analytical Assessment. The inquisitor has advantage on insight checks made to determine if a creature is lying.

Lawbinding Aura. When a creature starts its turn within 10 feet of the inquisitor, the inquisitor can force it to make a DC 13 Wisdom saving throw if the inquisitor isn't incapacitated. On a failed save, the creature can't willingly tell a lie while within the aura. An affected creature is aware of this effect.

Relentless Pursuit. The inquisitor can track other creatures while traveling at a fast pace, and it has advantage on Wisdom (Survival) checks to track targets.

Actions

Multiattack. The inquisitor makes two Restraint Chain attacks.

Restraint Chain. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). The inquisitor can grapple up to two creatures at once.

Searing Interrogation. The inquisitor targets one creature it has grappled. The target must succeed on a DC 13 Constitution saving throw or take 10 (3d6) fire damage and be stunned until the end of the inquisitor's next turn.

Extract Truth (Recharge 5-6). The inquisitor targets one creature it can see within 30 feet. The target must succeed on a DC 13 Wisdom saving throw or be compelled to answer the next question asked by the inquisitor truthfully, to the best of its knowledge. A creature that succeeds on the saving throw is immune to this inquisitor's Extract Truth for 24 hours.

Lore

Iron Inquisitors enforce the Ironveil Order's internal discipline and hunt those who steal their secrets. These humanoid constructs feature impassive masklike faces housing complex truth-detection mechanisms, restraint appendages designed for incapacitation over lethality, and interrogation instruments built directly into their frames.

The Order dispatches Inquisitors to retrieve defectors, recover stolen research, and identify security breaches within their organization. Senior Order members sometimes loan these constructs to political allies as a particularly effective means of rooting out conspiracy.

TACTICAL NOTES

Iron Inquisitors prioritize capture over killing. They begin combat by targeting spellcasters and other high-value information sources with their Restraint Chains. Once they've grappled a target, they use Searing Interrogation to incapacitate while maintaining control. Against groups, they position themselves to maximize the effect of their Lawbinding Aura, forcing enemies to operate without deception.

Weakness: The truth-detection mechanisms are sensitive to illusion magic. When an Iron Inquisitor is targeted by an illusion spell, it has disadvantage on the saving throw, and if affected, its Lawbinding Aura and Extract Truth abilities don't function until the illusion ends.



Cogwork Stalker

Medium construct, neutral evil

- **Armor Class** 16 (natural armor)
- **Hit Points** 78 (12d8 + 24)
- **Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	8 (-1)	12 (+1)	7 (-2)

- **Saving Throws** Dex +7, Wis +4
- **Skills** Perception +4, Stealth +7
- **Damage Resistances** poison, psychic
- **Damage Immunities** poison
- **Condition Immunities** charmed, exhaustion, frightened, poisoned
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** understands Common but can't speak
- **Challenge** 5 (1,800 XP)

Ambusher. The cogwork stalker has advantage on attack rolls against any creature it has surprised.

Clockwork Persistence. When the cogwork stalker drops to 0 hit points, it can make a DC 10 Constitution saving throw. On a success, the stalker drops to 1 hit point instead and enters an emergency repair mode. While in this state, it can take only the Dash action and has advantage on Dexterity saving throws.

Spider Climb. The cogwork stalker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Targeting Systems. The cogwork stalker has advantage on attack rolls against a creature if at least one of the cogwork stalker's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The cogwork stalker makes three attacks: two with its razor claws and one with its grappling hook.

Razor Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Grappling Hook. *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the cogwork stalker can't use its grappling hook against another target. As a bonus action, the cogwork stalker can pull a creature grappled by it up to 20 feet toward it.

Steam Vent (Recharge 5-6). The cogwork stalker releases a cloud of scalding steam in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

Lore

Cogwork Stalkers are the Ironveil Order's primary hunters and assassins. Their arachnid-like bodies house complex clockwork mechanisms powered by arcane energy cores that pulse with eerie blue light. Originally designed for maintenance work, they were repurposed as combat units when the Order faced external threats.

Their incredible agility and climbing capabilities make them effective in various environments, from workshop corridors to urban rooftops. The Order deploys them for high-priority elimination missions, asset retrieval operations, and facility defense, often in coordinated groups to maximize their effectiveness.

TACTICAL NOTES

Cogwork Stalkers work in packs of 3-5, using their climbing ability to attack from unexpected angles. They coordinate to surround targets, using grappling hooks to isolate stronger enemies while overwhelming weaker ones. Their preferred tactics involve using their Steam Vent to force enemies into disadvantageous positions, then executing precision strikes with their razor claws.

Weakness: The clockwork mechanisms are vulnerable to cold damage, which can cause temporary seizure. When a Cogwork Stalker takes cold damage, its speed is reduced by 10 feet until the end of its next turn.



Furnace Golem

Large construct, unaligned

- **Armor Class** 16 (natural armor)
- **Hit Points** 114 (12d10 + 48)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

- **Saving Throws** Str +8, Con +7
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** fire, poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 5 (1,800 XP)

Heated Body. A creature that touches the golem or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

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

Fire Absorption. Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to half the fire damage dealt.

Siege Monster. The golem deals double damage to objects and structures.

Actions

Multiattack. The golem makes two Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 7 (2d6) fire damage.

Molten Core (Recharge 5-6). The golem's internal furnace erupts with intense heat. Each creature within 10 feet of the golem must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. Additionally, flammable objects in the area that aren't being worn or carried ignite.

Immolating Grasp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* The target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and at the start of each of the golem's turns, the target takes 10 (3d6) fire damage.

Lore

Furnace Golems serve as heavy labor units and siege weapons for the Ironveil Order. These massive constructs stand nine feet tall with broad, heavily armored frames housing internal smelting furnaces that power their movements and weaponize their very presence.

Within Ironveil workshops, they operate smelters and forges, channeling their internal heat to process raw materials.

The Order typically deploys these constructs when subtlety is no longer a concern, using their terrifying presence and destructive capabilities to overcome resistance through overwhelming force.

TACTICAL NOTES

Furnace Golems are straightforward combatants, relying on brute force and area-of-effect damage. They typically begin combat by charging directly into clusters of enemies to maximize the effect of their Molten Core. After the initial burst, they target spellcasters or ranged attackers with Immolating Grasp to neutralize distance threats. Their heated bodies make them particularly effective against enemies relying on multiple weak attacks rather than single powerful strikes.

Weakness: The regulation systems that prevent the golem from overheating are vulnerable to cold damage. When a Furnace Golem takes cold damage, its Heated Body trait doesn't function until the end of its next turn.



Gearwraith Harvester

Medium construct, neutral evil

- **Armor Class** 16 (natural armor)
- **Hit Points** 97 (13d8 + 39)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	12 (+1)	13 (+1)	8 (-1)

- **Saving Throws** Dex +7, Int +4
- **Skills** Perception +4, Stealth +7
- **Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 5 (1,800 XP)

Phase Shift. As a bonus action, the harvester can enter the Border Ethereal for up to 1 minute, or until its concentration ends (as if concentrating on a spell). During this time, it can move in any direction, including up and down. It can perceive only within 60 feet of its location in the Material Plane. It can't interact with anything on the Material Plane, nor can anything on the Material Plane affect it, except for certain magical effects.

Soul Sense. The harvester can magically sense the presence of souls within 300 feet. It knows the general direction of any creature with a soul, but not its exact location.

Harvester Protocol. When the harvester reduces a creature to 0 hit points, it can use its reaction to collect its soul, storing it within itself. It can hold up to 3 souls at a time. While it has at least one soul stored, it gains advantage on attack rolls.

Actions

Multiaction. The harvester makes three Soul Scythe attacks.

Soul Scythe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 3 (1d6) necrotic damage.

Ethereal Slash. The harvester momentarily phases its blade between planes. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) force damage, and the target must succeed on a DC 15 Charisma saving throw or be unable to cast spells or use teleportation effects until the end of its next turn.

Soul Burst (Recharge 5-6). The harvester releases a burst of captured soul energy in a 20-foot radius. Each creature in that area must make a DC 15 Charisma saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. This damage increases by 7 (2d6) for each soul currently stored in the harvester. The harvester releases all stored souls when using this action.

Lore

Gearwraith Harvesters are specialized soul-collecting constructs that blur the boundary between mechanical and spiritual realms. Their skeletal frames house complex ethereal transmission mechanisms that allow them to partially phase between planes, while their harvest apparatus can extract and contain soul energy without destroying it.

The Ironveil Order uses these constructs to gather soul essence for their most advanced creations. Unlike crude essence extractors that process raw life force, Harvesters collect intact souls—a far more valuable resource for the Order's highest pursuits.

Within the hierarchy of the Order, possession of a Harvester indicates significant status, as these rare constructs require extraordinary resources and forbidden knowledge to create.

TACTICAL NOTES

Gearwraith Harvesters are precision killers, using their Phase Shift ability to bypass defenses and position themselves optimally. They typically begin combat by identifying the weakest targets through their Soul Sense, eliminating them to collect souls before engaging stronger opponents. Once they've harvested multiple souls, they position themselves to catch as many enemies as possible in their Soul Burst before resuming their hunt.

Weakness: The ethereal transmission mechanisms are vulnerable to radiant damage. When a Gearwraith Harvester takes radiant damage, it cannot use its Phase Shift ability until the end of its next turn.



Soulforged Guardian

Large construct, lawful neutral

- **Armor Class** 17 (natural armor)
- **Hit Points** 115 (11d10 + 55)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	10 (+0)	14 (+2)	12 (+1)

- **Saving Throws** Str +7, Con +8, Wis +5
- **Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** necrotic, poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 120 ft., passive Perception 12
- **Languages** understands all languages it knew in life but can't speak
- **Challenge** 6 (2,300 XP)

Bound Soul. The guardian contains a willing soul that powers its functions. It retains fragments of its former life's memories and personality. The guardian is immune to effects that target constructs specifically but not those that affect souls or spirits.

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

Protected Essence. When the guardian would be reduced to 0 hit points by damage that isn't radiant, it is instead reduced to 1 hit point. This trait can't be used again until the guardian completes a long rest.

Guardianship. When the guardian creates a bond with a location or individual, it gains advantage on attack rolls against creatures threatening its charge. The guardian can have only one bond at a time.

Actions

Multiattack. The guardian makes two Soulforged Blade attacks.

Soulforged Blade. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 7 (2d6) force damage.

Spirit Chains (Recharge 5-6). Spectral chains erupt from the guardian's body toward up to three creatures it can see within 30 feet. Each target must succeed on a DC 15 Dexterity saving throw or take 13 (2d8 + 4) force damage and be restrained. A restrained creature can use its action to make a DC 15 Strength saving throw, ending the effect on itself on a success. The spectral chains last for 1 minute or until the guardian uses this action again.

Soul Flash (1/Day). The guardian releases a burst of soul energy. Each creature within 30 feet must make a DC 15 Wisdom saving throw. On a failed save, a creature takes 27 (6d8) force damage and is stunned until the end of its next turn. On a successful save, a creature takes half as much damage and isn't stunned.

Lore

Soulforged Guardians represent the most ethically complex of the Ironveil Order's creations. These constructs house souls that willingly sacrificed their mortal forms to achieve mechanical immortality and serve as eternal protectors.

Unlike most constructs, Guardians retain aspects of their former personalities and memories, though these fragment over time. Their frames combine ornate metalwork with crystalline soul chambers that pulse with ethereal light. Each Guardian's appearance reflects aspects of the soul within—military veterans might manifest armor-like plating, while scholarly souls might bear inscribed runes or scroll-like decorations.

The Order creates these constructs only with willing participants, typically drawn from their most devoted members or those who seek to atone for past actions through eternal service.

TACTICAL NOTES

Soulforged Guardians are disciplined defenders, positioning themselves between threats and their charges. They use Spirit Chains to immobilize multiple attackers, then focus their blade attacks on the most dangerous threats. When protecting crucial targets or facing overwhelming odds, they use Soul Flash to stun groups of enemies before creating distance between attackers and their wards.

Weakness: The soul binding within a Guardian is vulnerable to effects that target spirits. When targeted by Turn Undead or similar abilities affecting souls, a Soulforged Guardian must make a Wisdom saving throw or be stunned until the end of its next turn as its soul temporarily loses connection with its mechanical frame.



Arcanomechanical Manticore

Large construct, neutral evil

- **Armor Class** 16 (natural armor)
- **Hit Points** 114 (12d10 + 48)
- **Speed** 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	8 (-1)	12 (+1)	9 (-1)

- **Saving Throws** Dex +6, Con +7
- **Skills** Perception +4
- **Damage Resistances** cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 6 (2,300 XP)

Mechanized Frame. The manticore's body has been enhanced with mechanical components. It has advantage on saving throws against effects that would hinder its movement.

Targeting Array. The manticore's tail spikes are guided by arcane targeting systems. Its Tail Spike attack can target creatures the manticore can't see if they are within its blindsight range.

Tail Spike Regeneration. The manticore regains expended tail spikes after completing a short or long rest.

Actions

Multiattack. The manticore makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +6 to hit, range 100/200 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 3 (1d6) lightning damage.

Spike Volley (Recharge 5-6). The manticore shoots up to 12 tail spikes in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) piercing damage plus 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

Overload Capacitors (1/Day). The manticore overcharges its arcane power system. For 1 minute, the manticore adds 5 (1d10) lightning damage to all its attacks, and its speed increases by 10 feet. At the end of this duration, the manticore must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion that lasts until it completes a short rest.

Lore

Arcanomechanical Manticores represent the Ironveil Order's experiments in creature augmentation. These beasts combine the ferocity of natural manticores with precisely engineered mechanical components, creating lethal hunters that excel in both close combat and ranged warfare.

These constructs serve as aerial support for Ironveil operations, providing reconnaissance and ranged bombardment. Unlike purely mechanical constructs, they retain animal cunning and instinct, making them unpredictable and difficult to counter with standard anti-construct tactics.

TACTICAL NOTES

Arcanomechanical Manticores prefer aerial combat, using their superior mobility to stay beyond melee range while bombarding enemies with Tail Spikes. Against groups, they unleash Spike Volleys to maximize damage before diving to attack isolated targets with their bite and claws. When seriously threatened, they activate Overload Capacitors for a burst of enhanced performance before retreating to recuperate.

Weakness: The power distribution system that enhances the manticore's natural abilities is vulnerable to water. When fully submerged or subjected to powerful water effects, an Arcanomechanical Manticore must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn.



Spellweave Sentinel

Medium construct, unaligned

- **Armor Class** 16 (natural armor)
- **Hit Points** 123 (13d8 + 65)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	20 (+5)	12 (+1)	14 (+2)	10 (+0)

- **Saving Throws** Con +8, Int +4, Wis +5
- **Skills** Arcana +4, Perception +5
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
- **Senses** darkvision 60 ft., passive Perception 15
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 7 (2,900 XP)

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

Spell Absorption. When the sentinel is targeted by a spell of 4th level or lower, it can use its reaction to absorb the spell's energy. The sentinel takes no damage or effect from the absorbed spell and gains one spell charge (maximum 3).

Spellweave Shield. The sentinel has a magical shield that grants a +2 bonus to AC against spells and other magical effects. Additionally, when a creature within 5 feet of the sentinel casts a spell, the sentinel can use its reaction to force that creature to make a DC 15 Dexterity saving throw. On a failed save, the creature takes 9 (2d8) force damage.

Actions

Multiattack. The sentinel makes two Arcane Blade attacks.

Arcane Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 4 (1d8) force damage.

Counterspell Strike (Recharge 5-6). The sentinel makes one Arcane Blade attack. On a hit, in addition to normal damage, the target must succeed on a DC 15 Constitution saving throw or be unable to cast spells until the end of its next turn.

Stored Spell (1/Turn). The sentinel can expend one spell charge to cast one of the following spells without using components (spell save DC 15): dispel magic, fireball, lightning bolt, or shield.

Magical Disruption (1/Day). The sentinel emits a wave of anti-magical energy. Each spellcaster within 30 feet must make a DC 15 Constitution saving throw. On a failed save, for 1 minute, the first spell a creature casts on each of its turns requires a successful DC 15 ability check using the creature's spellcasting ability. On a failure, the spell isn't cast and the spell slot is wasted.

Lore

Spellweave Sentinels are specialized counters to magical threats. Their frames incorporate enchanted crystals and rune-etched metal that can absorb and redirect arcane energy. The Order deploys these constructs to guard locations against spellcasters or hunt down magical practitioners who have earned their enmity.

Each Sentinel contains fragments of disassembled magical items and spell scrolls, creating a complex internal matrix that can recognize and counter various magical signatures. Their primary directives always prioritize neutralizing spellcasters before engaging non-magical threats, making them particularly feared by wizards and sorcerers.

TACTICAL NOTES

Spellweave Sentinels identify and target spellcasters first, using Counterspell Strike to disable their abilities. They strategically use their Spell Absorption to build charges, then unleash them through Stored Spell at crucial moments. When facing multiple spellcasters, they position themselves to maximize the impact of Magical Disruption, then methodically eliminate casters while their abilities are compromised.

Weakness: The spell absorption matrix is vulnerable to necrotic damage, which corrupts its energy pattern. When a Spellweave Sentinel takes necrotic damage, it loses one spell charge if it has any, and cannot use its Spell Absorption ability until the end of its next turn.



Cogmind Burrower

Large construct, unaligned

- **Armor Class** 16 (natural armor)
- **Hit Points** 119 (14d10 + 42)
- **Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	8 (-1)	10 (+0)	5 (-3)

- **Saving Throws** Str +7, Con +6
- **Skills** Perception +3
- **Damage Resistances** cold, fire, lightning
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** tremorsense 60 ft., darkvision 60 ft., passive Perception 13
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 7 (2,900 XP)

Earth Glide. The burrower can burrow through nonmagical, unworked earth and stone without disturbing the material it moves through.

Siege Monster. The burrower deals double damage to objects and structures.

Tunneler. The burrower can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Relentless (Recharges after a Short or Long Rest). If the burrower takes 25 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The burrower makes three attacks: one with its drill head and two with its crusher claws.

Drill Head. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the burrower can't use its drill head on another target.

Crusher Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Grinding Surge (Recharge 5-6). The burrower rapidly spins its drill head and crusher claws, creating a zone of shredding metal in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 22 (4d10) slashing damage on a failed save, or half as much damage on a successful one.

Subterranean Tremor (1/Day). The burrower violently shakes the ground in a 30-foot radius around itself. Each creature on the ground in that area must make a DC 15 Strength saving throw or be knocked prone. The ground in that area becomes difficult terrain until cleared, and structures in the area take 27 (5d10) bludgeoning damage.

Lore

Cogmind Burrowers serve as both mining equipment and siege weapons for the Ironveil Order. These massive mechanical worms combine drill components with articulated segments that allow them to navigate complex tunnel systems. Their primary purpose is creating underground pathways for Order operations and undermining enemy fortifications.

The Order typically deploys Burrowers in advance of major expansion projects or attacks, using them to establish hidden approach routes or collapse defensive structures from below. Their ability to move through solid stone makes them particularly valuable for accessing locations that would otherwise be inaccessible or heavily defended.

TACTICAL NOTES

Cogmind Burrowers prefer ambush tactics, using their burrowing ability to emerge beneath groups of enemies. They begin combat with Subterranean Tremor to knock opponents prone, then target the most formidable enemy with their Drill Head to immobilize them. Against multiple weaker foes, they position for Grinding Surge to damage as many targets as possible. When seriously damaged, they retreat underground to recover.

Weakness: The joining mechanisms between segments are vulnerable to lightning damage. When a Cogmind Burrower takes lightning damage, it loses its burrow speed until the end of its next turn.



Clockwork Abomination

Large construct, chaotic evil

- **Armor Class** 17 (natural armor)
- **Hit Points** 133 (14d10 + 56)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	10 (+0)	8 (-1)	12 (+1)

- **Saving Throws** Str +9, Con +8
- **Skills** Athletics +9, Intimidation +5
- **Damage Resistances** cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 8 (3,900 XP)

Unstable Core. When the abomination drops to 0 hit points, its core becomes unstable. At the start of its next turn, the abomination explodes, and each creature within 20 feet must make a DC 16 Dexterity saving throw, taking 35 (10d6) force damage on a failed save, or half as much damage on a successful one.

Adaptive Resistance. When the abomination takes damage from a non-magical weapon, it gains resistance to that damage type until the end of its next turn.

Erratic Behavior. At the start of each of the abomination's turns, roll a d6. On a 1, the abomination must attack the nearest creature, even if it's another construct or its creator.

Horrifying Appearance. Any creature that starts its turn within 30 feet of the abomination and can see it must make a DC 15 Wisdom saving throw or be frightened until the end of its turn. If a creature's saving throw is successful, the creature is immune to this effect for 24 hours.

Actions

Multiattack. The abomination makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Absorption Tendril. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage, and the target is grappled (escape DC 17). Until this grapple ends, the target takes 10 (3d6) necrotic damage at the start of each of its turns, and the abomination regains hit points equal to half that amount.

Unstable Energy Blast (Recharge 5-6). The abomination releases a blast of chaotic energy in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 35 (10d6) force damage on a failed save, or half as much damage on a successful one.

Core

Clockwork Abominations are the Order's failed experiments—constructs where soul binding, mechanical integration, or arcane programming went catastrophically wrong. Their twisted frames combine mismatched body parts, exposed mechanical components, and erratically pulsing magical cores. Some bear terrifying glimpses of their original forms, whether human, beast, or something entirely other.

The Order typically contains these dangerous creations in secure facilities, studying their unstable properties for research purposes. Occasionally, they deploy Abominations as weapons of terror when subtlety is no longer a concern, or when they need an unpredictable variable to disrupt enemy operations.

TACTICAL NOTES

Clockwork Abominations are unpredictable combatants that rely on overwhelming force and fear. They typically charge directly into the largest concentration of enemies, using their Unstable Energy Blast to inflict maximum casualties. They target the strongest-looking opponent with Absorption Tendril to restore health while engaging others with bite and claw attacks. Their Erratic Behavior makes them dangerous allies, so handlers typically keep their distance.

Weakness: The chaotic energy that powers the abomination is vulnerable to radiant damage. When a Clockwork Abomination takes radiant damage, it must succeed on a DC 15 Wisdom saving throw or be stunned until the end of its next turn.



Voidcore Executioner

Large construct, lawful evil

- **Armor Class** 18 (natural armor)
- **Hit Points** 136 (13d10 + 65)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	12 (+1)	14 (+2)	10 (+0)

- **Saving Throws** Str +9, Dex +7, Con +9
- **Skills** Athletics +9, Perception +6, Stealth +7
- **Damage Resistances** cold, lightning, thunder
- **Damage Immunities** necrotic, poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 120 ft., passive Perception 16
- **Languages** understands all but can't speak
- **Challenge** 8 (3,900 XP)

Execution Programming. The executioner has advantage on attack rolls against a creature designated by its creator as a target. This designation requires a 10-minute ritual within 30 feet of the executioner or possession of an object belonging to the target.

Voidcore. The executioner is powered by a void energy core. It doesn't need to eat, drink, breathe, or sleep. Additionally, it regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer than half its hit points.

Magic Weapons. The executioner's weapon attacks are magical.

Relentless Pursuit. At the end of each of its turns, the executioner can locate the general direction of its designated target if the target is on the same plane of existence.

Actions

Multiattack. The executioner makes three attacks: two with its void blade and one with its grappling chain.

Void Blade. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 9 (2d8) necrotic damage.

Grappling Chain. *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage, and the target is grappled (escape DC 17). While grappled, the target's speed becomes 0, and it can't benefit from bonuses to speed. The executioner can have only one creature grappled by its chain at a time.

Void Step (Recharge 5-6). The executioner teleports up to 60 feet to an unoccupied space it can see. If its designated target is within 5 feet of its destination, the executioner can make one Void Blade attack against the target as part of this action.

Execution Strike (1/Day). The executioner makes a Void Blade attack against a creature it has grappled. On a hit, the target takes an additional 33 (6d10) necrotic damage and must succeed on a DC 17 Constitution saving throw or be stunned until the end of its next turn.

Lore

Voidcore Executioners are the Ironveil Order's elite elimination units, designed specifically for hunting and destroying high-value targets. Their sleek, humanoid frames contain void energy cores—artificial singularities that power their enhanced capabilities while emanating an aura of dread. Each Executioner is ritually bound to a specific target, gaining enhanced ability to track and eliminate their quarry.

The Order deploys these constructs only for the most important elimination missions, particularly against targets who have repeatedly evaded conventional forces. Their programming includes complete target dossiers, allowing them to anticipate their quarry's likely tactics and counter their known abilities.

TACTICAL NOTES

Voidcore Executioners are methodical, relentless hunters. They begin combat against their designated target by using Grappling Chain to immobilize them, then close distance with Void Step to deliver devastating Void Blade strikes. Once the target is grappled, they unleash their Execution Strike for maximum damage. Against groups protecting their target, they use hit-and-run tactics, retreating after attacks to force enemies to divide their attention.

Weakness: The void energy core is vulnerable to force damage, which disrupts its containment. When a Voidcore Executioner takes force damage, its Void Step ability automatically fails if it attempts to use it before the end of its next turn.



Ironveil Apostle

Medium construct, lawful evil

- **Armor Class** 18 (plate armor)
- **Hit Points** 144 (17d8 + 68)
- **Speed** 30 ft.

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

- **Saving Throws** Int +7, Wis +8, Cha +7
- **Skills** Arcana +7, Persuasion +7, Religion +7
- **Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** necrotic, poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, poisoned
- **Senses** darkvision, 60 ft., passive Perception 14
- **Languages** Common and two others
- **Challenge** 9 (5,000 XP)

Living Construct. The apostle is a humanoid that has been partially transformed into a construct through the Ironveil Order's procedures. It retains its humanoid appearance but has mechanical components integrated throughout its body. It counts as both humanoid and construct for effects that affect either type.

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

Spellcasting. The apostle is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The apostle has the following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, spare the dying* 1st level (4 slots): *cure wounds, inflict wounds, sanctuary, shield of faith* 2nd level (3 slots): *hold person, spiritual weapon, zone of truth* 3rd level (3 slots): *dispel magic, remove curse, spirit guardians* 4th level (3 slots): *banishment, guardian of faith* 5th level (1 slot): *flame strike*

Actions

Multiattack. The apostle makes two Mechanical Mace attacks.

Mechanical Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 9 (2d8) force damage.

Conversion Beam (Recharge 5-6). The apostle fires a beam of transformative energy from its mechanical eye. One creature the apostle can see within 60 feet must make a DC 16 Constitution saving throw. On a failed save, the target takes 27 (6d8) force damage and is restrained until the end of its next turn as metallic components temporarily manifest on its body. On a successful save, the target takes half as much damage and isn't restrained.

Reactions

Warding Sigils. When the apostle or a creature within 30 feet that it can see is hit by an attack, the apostle can impose disadvantage on that attack roll, potentially causing it to miss.

Lore

Ironveil Apostles are the Order's field evangelists and recruiters, spreading their philosophy of mechanical transcendence to potential converts. Unlike purely mechanical constructs, Apostles are partially transformed humanoids who voluntarily underwent the initial phases of the Procedure—the Order's process for mechanical enhancement. Their bodies blend flesh with intricate mechanical components, presenting a vision of the transformation they offer others.

The Order deploys Apostles to identify candidates for recruitment, sway influential figures to their philosophy, and establish new workshops in promising locations. Their partially transformed state serves as both demonstration and incentive, showing the benefits of the Order's procedures while retaining enough humanity to connect with potential recruits.

TACTICAL NOTES

Ironveil Apostles are sophisticated combatants who blend magical and physical attacks. They typically begin combat by casting spirit guardians, followed by spiritual weapon to maximize their action economy. When facing multiple opponents, they use their Conversion Beam to temporarily incapacitate the strongest enemy while engaging others with their Mechanical Mace. They prioritize self-preservation, using shield and sanctuary to protect themselves while their spells continue to affect the battlefield.

Weakness: The interface between mechanical and organic components is sensitive to thunder damage. When an Ironveil Apostle takes thunder damage, it must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn as its systems temporarily desynchronize.



Essence Harvester Titan

Huge construct, neutral evil

- **Armor Class** 18 (natural armor)
- **Hit Points** 207 (18d12 + 90)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	14 (+2)	16 (+3)	12 (+1)

- **Saving Throws** Str +12, Con +10, Wis +8
- **Skills** Arcana +7, Perception +8
- **Damage Resistances** cold, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 120 ft., passive Perception 18
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 10 (5,900 XP)

Essence Reservoir. The titan can store up to 5 charges of life essence. It gains essence charges through its Harvest Essence action. For each essence charge it has, the titan regains 10 hit points at the start of its turn.

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

Siege Monster. The titan deals double damage to objects and structures.

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

Actions

Multiattack. The titan makes three attacks: two with its massive legs and one with its harvester array.

Massive Leg. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 7) bludgeoning damage.

Harvester Array. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 7) piercing damage plus 9 (2d8) necrotic damage. If the target is a creature, it must succeed on a DC 18 Constitution saving throw or have its hit point maximum reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest. The titan regains hit points equal to half the necrotic damage dealt.

Harvest Essence (Recharge 5-6). The titan targets up to three creatures it can see within 30 feet. Each target must make a DC 18 Constitution saving throw, taking 27 (5d10) necrotic damage on a failed save, or half as much damage on a successful one. For each creature that fails its saving throw, the titan gains 1 essence charge, up to its maximum.

Essence Explosion (1/Day). The titan expends any number of essence charges it has stored and creates a 30-foot-radius explosion centered on itself. Each creature in that area must make a DC 18 Dexterity saving throw, taking 11 (2d10) force damage plus 5 (1d10) force damage per essence charge expended on a failed save, or half as much damage on a successful one.

Lore

Essence Harvester Titans are massive battlefield processors designed to collect life energy on an industrial scale. Standing nearly 20 feet tall, these imposing spider-like constructs feature multiple harvest arrays, essence storage chambers, and reinforced frames capable of withstanding significant damage while executing their grim task. The Order deploys these constructs during major operations when large-scale essence collection is required, typically to power significant magical undertakings or fuel the transformation of high-ranking members. Their appearance on a battlefield is a grave development, signaling the Order's intent to harvest essence from everyone present.

TACTICAL NOTES

Essence Harvester Titans prioritize surrounding themselves with as many opponents as possible to maximize their Harvest Essence ability. They target weaker-looking creatures first to quickly accumulate essence charges, then use their enhanced regeneration to withstand attacks while they continue harvesting. Against powerful opponents, they expend accumulated essence through Essence Explosion to clear immediate threats before resuming collection.

Weakness: The essence storage system is vulnerable to radiant damage. When an Essence Harvester Titan takes radiant damage, it must succeed on a DC 15 Constitution saving throw or lose all stored essence charges as the purifying energy neutralizes the harvested essence.



Rune-Etched Annihilator

Large construct, lawful evil

- **Armor Class** 19 (natural armor)
- **Hit Points** 171 (18d10 + 72)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	12 (+1)	14 (+2)	10 (+0)

- **Saving Throws** Str +11, Con +9, Wis +7
- **Skills** Athletics +11, Intimidation +5, Perception +7
- **Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 120 ft., passive Perception 17
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 10 (5,900 XP)

Runic Arsenal. The annihilator's body is covered in glowing runes that can channel different energy types. At the start of each of its turns, the annihilator can choose one damage type: acid, cold, fire, lightning, or thunder. Its weapon attacks deal an extra 2d6 damage of the chosen type until the start of its next turn.

Magic Weapons. The annihilator's weapon attacks are magical.

Reactive Defense. When a creature the annihilator can see hits it with an attack, the annihilator can use its reaction to gain a +4 bonus to its AC against that attack, potentially causing it to miss.

Unstoppable Advance. The annihilator can move through the space of any creature of Large size or smaller. When it does so, the creature must succeed on a DC 18 Strength saving throw or be pushed 5 feet in a direction of the annihilator's choice and knocked prone.

Actions

Multiattack. The annihilator makes three attacks: two with its Rune Fists and one with its Destruction Ray.

Rune Fist. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 7 (2d6) damage of the type chosen by its Runic Arsenal feature.

Destruction Ray. *Ranged Weapon Attack:* +7 to hit, range 120 ft., one target. *Hit:* 22 (4d10) force damage, and the target must succeed on a DC 17 Strength saving throw or be pushed 15 feet away from the annihilator and knocked prone.

Ground Slam (Recharge 5-6). The annihilator slams its fists into the ground, creating a shockwave. Each creature on the ground within 20 feet must make a DC 18 Dexterity saving throw, taking 28 (8d6) thunder damage and falling prone on a failed save, or half as much damage and not falling prone on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared.

Overload Runes (1/Day). The annihilator overcharges all its runes simultaneously. Each creature within 30 feet must make a DC 17 Dexterity saving throw, taking 45 (10d8) damage of the type currently chosen by its Runic Arsenal feature on a failed save, or half as much damage on a successful one.

Lore

Rune-Etched Annihilators are the Ironveil Order's elite combat platforms, designed for battlefield dominance and structure demolition. Their massive frames bear hundreds of precisely engraved runes that channel destructive energies, while reinforced limbs deliver devastating physical impacts. The Order created these constructs specifically to counter heavily armored opponents and magical defenses through overwhelming force and adaptable damage types.

Originally designed as siege weapons for breaking defensive fortifications, Annihilators evolved to become front-line combat units capable of decimating enemy formations. The Order deploys them when subtlety is no longer a concern and maximum destruction is the primary objective—particularly against rival organizations with significant defensive capabilities.

TACTICAL NOTES

Rune-Etched Annihilators focus on crowd control and area damage. They begin combat by charging into groups of enemies, using their Unstoppable Advance to disrupt formations, followed by Ground Slam to knock opponents prone. They adjust their Runic Arsenal to exploit known vulnerabilities, prioritizing fire against plant creatures, cold against fire-users, etc. Against single powerful targets, they use Destruction Ray to keep distance while maintaining consistent damage.

Weakness: The rune network is vulnerable to dispel magic and similar effects. When targeted by dispel magic, the annihilator must succeed on a Constitution saving throw (DC equal to the spell save DC) or have its Runic Arsenal disabled until the end of its next turn, preventing it from dealing the extra elemental damage.



Thaumaturgic Decimator

Large construct, lawful evil

- **Armor Class** 17 (natural armor)
- **Hit Points** 190 (20d10 + 80)
- **Speed** 40 ft., fly 60 ft. (hover)

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

- **Saving Throws** Con +9, Int +8, Wis +8
- **Skills** Arcana +8, Perception +8
- **Damage Resistances** acid, cold, fire, lightning, thunder
- **Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** truesight 60 ft., darkvision 120 ft., passive Perception 18
- **Languages** understands all languages but can't speak
- **Challenge** 11 (7,200 XP)

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

Spell Absorption. When the decimator is targeted by a spell, it can use its reaction to absorb the spell's energy. The decimator takes no damage or effect from the absorbed spell and regains a number of hit points equal to five times the spell's level.

Innate Spellcasting. The decimator's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *counterspell*, *detect magic*, *dispel magic* 3/day each: *fireball*, *lightning bolt*, *wall of force* 1/day each: *chain lightning*, *disintegrate*, *globe of invulnerability*

Arcane Arsenal. The decimator can choose one damage type (acid, cold, fire, lightning, or thunder) when it takes a long rest. Its Arcane Pulse and Energy Surge actions deal damage of the chosen type.

Actions

Multiattack. The decimator makes two Arcane Pulse attacks.

Arcane Pulse. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 19 (3d12) damage of the type chosen for its Arcane Arsenal feature.

Energy Surge (Recharge 5-6). The decimator releases a surge of energy in a 60-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 45 (10d8) damage of the type chosen for its Arcane Arsenal feature on a failed save, or half as much damage on a successful one.

Spell Reflection. If the decimator successfully saves against a spell, or a spell attack misses it, the decimator can use its reaction to target the caster with the same spell if the caster is within 120 feet of the decimator. This uses the same spell save DC or attack bonus as the original spell.

Arcane Overload (1/Day). The decimator targets up to three creatures it can see within 60 feet. Each target must make a DC 16 Constitution saving throw. On a failed save, a target takes 55 (10d10) force damage and is stunned until the end of its next turn. On a successful save, a target takes half as much damage and isn't stunned.

Lore

Thaumaturgic Decimators represent the Ironveil Order's ultimate anti-magic weapons. Their frames incorporate crystalline focus arrays, spell capture matrices, and arcane redirection systems specifically designed to counter enemy spellcasters. Multiple arcane cores power their operations, allowing them to absorb and redirect magical energy with devastating efficiency.

The Order deploys these rare constructs primarily against magical threats—rival arcane academies, temples with powerful divine casters, or sites with concentrated magical defenses. Their ability to not only resist magic but turn it against its casters makes them particularly feared by spellcasting communities who have crossed the Order's interests.

TACTICAL NOTES

Thaumaturgic Decimators prioritize enemy spellcasters, using their flight to position themselves optimally. They open combat by attempting to stun multiple targets with Arcane Overload, then focus fire on the most dangerous magical threat with Arcane Pulse. They reserve counterspell for the most threatening enemy spells, preferring to absorb lesser spells with Spell Absorption to regain hit points. Against groups, they position for maximum coverage with Energy Surge, ideally catching multiple spellcasters in the area.

Weakness: The spell absorption matrix is vulnerable to simultaneous magical attacks. If the decimator is targeted by three or more spells in the same round, it has disadvantage on saving throws against the second and subsequent spells.



Manaspring Leviathan

Huge construct, neutral evil

- **Armor Class** 18 (natural armor)
- **Hit Points** 210 (20d12 + 80)
- **Speed** 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	18 (+4)	16 (+3)	14 (+2)	16 (+3)

- **Saving Throws** Str +12, Con +9, Cha +8
- **Skills** Arcana +8, Athletics +12, Perception +7
- **Damage Resistances** acid, cold, fire, lightning, thunder
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 17
- **Languages** telepathy 120 ft.
- **Challenge** 12 (8,400 XP)

Amphibious. The leviathan can breathe air and water.

Innate Spellcasting. The leviathan's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *control water*, *detect magic*, *water breathing* 3/day each: *tidal wave*, *wall of water* 1/day each: *control weather*, *tsunami*

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

Mana Well. The leviathan contains a reservoir of raw magical energy. As a bonus action, it can tap into this reservoir to empower its next action. When it does so, its Magical Strikes deal an extra 2d8 force damage, or it gains advantage on its next spell save DC.

Siege Monster. The leviathan deals double damage to objects and structures.

Actions

Multiattack. The leviathan makes three attacks: one with its bite and two with its claws.

Bite / Claw Melee Weapon Attack: +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage plus 9 (2d8) force damage.

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage, and the target must succeed on a DC 19 Strength saving throw or be knocked prone.

Mana Torrent (Recharge 5-6). The leviathan releases a torrent of mana-infused water in a 60-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 33 (6d10) bludgeoning damage and 33 (6d10) force damage on a failed save, or half as much damage on a successful one.

Magical Aura (1/Day). The leviathan radiates raw magical energy. For 1 minute, each creature that starts its turn within 20 feet of the leviathan must make a DC 16 Constitution saving throw, taking 22 (4d10) force damage on a failed save, or half as much damage on a successful one. Additionally, while this aura is active, the leviathan has advantage on attack rolls.

Lore

Manaspring Leviathans are massive constructs designed to harness and weaponize raw magical energy. Resembling serpentine dragons with multiple limbs and crystalline protrusions, these creatures contain artificial mana wells—concentrated sources of magical power that would normally occur only at major ley line intersections. The Order originally created them to tap into and transport natural magical reservoirs, but their combat potential quickly became apparent.

The Order typically stations these rare constructs at major facilities or deploys them to capture magical hotspots. Their ability to manipulate ambient magic makes them particularly valuable for operations in highly magical environments where conventional constructs might malfunction or be overpowered by existing arcane forces.

Tactical Notes

Manaspring Leviathans prefer aquatic environments where their superior swim speed gives them tactical advantage. They typically begin combat with Mana Torrent to damage multiple opponents, then close to melee range to utilize their powerful physical attacks. They reserve Magical Aura for when surrounded by multiple enemies or when facing particularly dangerous opponents. Their Mana Well ability is used strategically to maximize damage against heavily armored targets or to ensure important spells affect key opponents.

Weakness: The mana reservoir is sensitive to antimagic effects. While within an antimagic field, a Manaspring Leviathan loses its Magical Strikes, Mana Well, and Magical Aura abilities, and it has disadvantage on attack rolls.



Runeclocked Dominator

Medium construct, lawful evil

- **Armor Class** 19 (natural armor)
- **Hit Points** 247 (23d10 + 115)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	18 (+4)	16 (+3)	18 (+4)

- **Saving Throws** Dex +8, Con +10, Int +9, Wis +8
- **Skills** Arcana +9, Insight +8, Intimidation +9, Perception +8
- **Damage Resistances** cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** truesight 60 ft., darkvision 120 ft., passive Perception 18
- **Languages** Common and two other languages
- **Challenge** 13 (10,000 XP)

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

Runic Analysis. The dominator can identify spell effects and magical items by observing them for 1 round. Additionally, when a creature the dominator can see within 60 feet casts a spell, the dominator learns what spell is being cast.

Spell Turning. When the dominator succeeds on a saving throw against a spell that targets only it (not an area effect), the spell reflects back at the caster as per the spell reflection property of a ring of spell turning.

Legendary Resistance (2/Day). If the dominator fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dominator makes three attacks with its Runic Fist.

Runic Fist. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 9 (2d8) force damage.

Mind Domination (Recharge 5-6). The dominator targets one creature it can see within 60 feet. The target must succeed on a DC 17 Wisdom saving throw or be charmed by the dominator for 1 minute. While charmed, the target is under the dominator's control and takes only the actions the dominator chooses. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rune Barrage. The dominator fires a barrage of arcane runes at up to three creatures it can see within 60 feet. Each target must make a DC 17 Dexterity saving throw, taking 22 (4d10) force damage on a failed save, or half as much damage on a successful one.

Temporal Stasis (1/Day). The dominator manipulates time around a creature it can see within 60 feet. The target must succeed on a DC 17 Wisdom saving throw or be incapacitated until the end of the dominator's next turn as time slows to a crawl around it. While incapacitated this way, the target has resistance to all damage, and spells cast on the target have no effect until the stasis ends.

Lore

Runeclocked Dominators are the Ironveil Order's masterpieces of control magic, capable of manipulating minds, matter, and time itself. Their humanoid frames contain complex runic arrays and temporal manipulation mechanisms that allow them to process and redirect magical energies with unprecedented precision. Each Dominator houses a fragment of an archmage's consciousness, providing the tactical acumen and magical understanding needed to operate their advanced systems.

Their ability to analyze and counter magical threats makes them particularly effective against arcane institutions that might otherwise resist the Order's influence.

TACTICAL NOTES

Runeclocked Dominators are tactical masterminds who control the battlefield through a combination of mind control, positioning, and spell manipulation. They begin combat by identifying the most powerful spellcasters, using Mind Domination to turn them against their allies. They use Runic Analysis to anticipate threats and their Spell Turning to redirect single-target spells. When threatened, they use their legendary actions to reposition with Teleport or briefly escape with Time Skip. Against groups, they position to catch multiple enemies in Runic Pulse while using controlled allies as shields.

Weakness: The temporal mechanisms are vulnerable to slowing effects. When a Runeclocked Dominator is affected by slow or similar effects that reduce speed or action economy, it cannot use legendary Resistance and Spell Turning until the effect ends.



The Amalgamated One

Large construct, neutral evil

- **Armor Class** 19 (natural armor)
- **Hit Points** 256 (19d10 + 152)
- **Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	26 (+8)	16 (+3)	14 (+2)	18 (+4)

- **Saving Throws** Str +13, Dex +10, Con +14, Cha +10
- **Skills** Athletics +13, Intimidation +10, Perception +8
- **Damage Resistances** cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** necrotic, poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 18
- **Languages** understands all languages but speaks only through its Amalgamated Victims feature
- **Challenge** 14 (11,500 XP)

Amalgamated Victims. The Amalgamated One contains the partially absorbed bodies of dozens of victims. It can speak using any voice from any creature it has absorbed. When it takes damage, horrific screams can be heard from multiple voices within its body.

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

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

Regeneration. The Amalgamated One regains 10 hit points at the start of its turn. If the Amalgamated One takes radiant damage, this trait doesn't function at the start of its next turn.

Actions

Multiattack. The Amalgamated One makes three attacks: two with Absorbed Limbs and one with Consume.

Absorbed Limbs. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage, and the target must succeed on a DC 18 Constitution saving throw or become infected with a fast-acting transformative pathogen. While infected, the creature takes 10 (3d6) necrotic damage at the start of each of its turns and is poisoned. The creature can repeat the saving throw at the end of each of its turns, ending the infection on a success.

Consume. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 24 (3d10 + 7) piercing damage plus 14 (4d6) necrotic damage. If this attack reduces a humanoid to 0 hit points, the Amalgamated One absorbs its body into itself, and the target cannot be revived except by a wish spell.

Spray of Horrors (Recharge 5-6). The Amalgamated One expels a spray of corrupted biomass in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one. Additionally, each creature that fails the save must succeed on a DC 18 Constitution saving throw or be poisoned for 1 minute.

Lore

The Amalgamated One represents the Ironveil Order's most controversial and horrifying experiment—a construct designed to incorporate living beings into a collective whole. Its constantly shifting form contains dozens of partially absorbed bodies, with limbs, faces, and organs briefly emerging from its surface before being reabsorbed. Unlike most constructs, it possesses a distributed consciousness composed of the fragmented minds of its victims.

The Order created this aberration as an attempt to achieve perfect synthesis between flesh and machine—a living repository of biological material that could be shaped and utilized as needed. Even many senior Order members consider it an abomination, though its effectiveness in combat and psychological warfare is undeniable.

TACTICAL NOTES

The Amalgamated One excels at psychological warfare, using the voices and appearances of absorbed victims to demoralize and distract enemies. In combat, it targets isolated enemies with Consume, prioritizing those it can eliminate quickly to add to its collection. Against groups, it uses Spray of Horrors to weaken multiple targets before engaging. When seriously threatened, it uses Split Form to divide the enemy's attention, often having one form retreat to recover while the other continues fighting.

Weakness: The unstable amalgamated form is particularly vulnerable to radiant damage, which disrupts the necromantic bonds holding the victims together. When the Amalgamated One takes radiant damage, its Regeneration trait is disabled, and it has disadvantage on the next attack roll it makes before the end of its next turn.



Arcanomechanical Dragon

Huge construct, lawful evil

- **Armor Class** 20 (natural armor)
- **Hit Points** 275 (22d12 + 132)
- **Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	22 (+6)	18 (+4)	16 (+3)	20 (+5)

- **Saving Throws** Dex +8, Con +12, Wis +9, Cha +11
- **Skills** Arcana +10, Intimidation +11, Perception +9
- **Damage Resistances** cold, fire, lightning, thunder
- **Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** charmed, exhausted, frightened, paralyzed, petrified, poisoned
- **Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 19
- **Languages** Common, Draconic, and two other languages
- **Challenge** 15 (13,000 XP)

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

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

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no material components:

At will: *detect magic, mage hand, prestidigitation* 3/day each: *counterspell, dispel magic, lightning bolt* 1/day each: *chain lightning, disintegrate, teleport*

Reactive Systems. The dragon can take one reaction on each creature's turn, rather than only one per round.

Arcane Engine. The dragon has a pool of energy points equal to its Intelligence modifier + its Charisma modifier (9). It regains all expended energy points after finishing a long rest. It can spend these points on the following abilities:

- **Enhance Breath (2 points):** The dragon adds 2d10 damage to its breath weapon.
- **Quickened Recovery (1 point):** The dragon can recharge its breath weapon on a roll of 4-6 instead of 5-6 until the end of its next turn.
- **Arcane Shield (2 points):** As a reaction, the dragon gains a +5 bonus to AC against one attack.
- **Spell Boost (3 points):** The dragon casts one of its innate spells without expending a use of that spell.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) force damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage, and the target must succeed on a DC 19 Strength saving throw or be knocked prone.

Arcane Breath (Recharge 5-6). The dragon exhales a 60-foot cone of crackling arcane energy. Each creature in that area must make a DC 19 Dexterity saving throw, taking 49 (14d6) force damage on a failed save, or half as much damage on a successful one.

Destabilizing Roar (1/Day). The dragon emits a roar that disrupts magical effects in a 60-foot radius. Each magical effect in the area is subjected to dispel magic (as if cast with a 9th-level slot). Additionally, each creature in the area must succeed on a DC 19 Constitution saving throw or be stunned until the end of its next turn.

Lore

Arcanomechanical Dragons represent the pinnacle of the Ironveil Order's construct engineering—perfect fusions of draconic essence, arcane power, and mechanical precision. These massive constructs combine a dragon's natural might with systematized magical capabilities and enhanced durability, creating weapons of unprecedented power. Each dragon contains carefully extracted and processed components from true dragons, bound within mechanical frames powered by multiple arcane cores.

The Order creates these formidable constructs only for their most significant operations, often as personal guardians for Archimechanists or to secure their most valuable facilities. The rare appearance of an Arcanomechanical Dragon outside an Order stronghold signals an operation of the highest priority, typically one personally overseen by the Order's leadership.

TACTICAL NOTES

Arcanomechanical Dragons fight with terrifying intelligence, combining physical attacks, arcane magic, and tactical positioning. They begin combat by using Destabilizing Roar to neutralize magical protections and stun opponents. They prioritize enemy spellcasters, using Counterspell and Arcane Breath to neutralize magical threats. Against physically powerful foes, they maintain distance, using their superior flying speed and ranged abilities. They reserve energy points for crucial moments, spending them primarily on Arcane Shield to avoid critical hits or on Enhance Breath to maximize damage against grouped enemies.

Weakness: The integration points between draconic components and mechanical systems are vulnerable to cold damage. When an Arcanomechanical Dragon takes cold damage, it loses access to one randomly determined legendary action until the end of its next turn.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet must succeed on a DC 19 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Arcane Surge (Costs 3 Actions). The dragon targets one creature it can see within 60 feet. The target must make a DC 19 Dexterity saving throw, taking 22 (4d10) force damage on a failed save, or half as much damage on a successful one.



Steel Colossus

Huge construct, unaligned

- **Armor Class** 21 (natural armor)
- **Hit Points** 290 (20d12 + 160)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	26 (+8)	10 (+0)	14 (+2)	10 (+0)

- **Saving Throws** Str +15, Con +14, Wis +8
- **Skills** Athletics +15, Perception +8
- **Damage Resistances** cold, fire, lightning, thunder
- **Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision, 120 ft., passive Perception 18
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 16 (15,000 XP)

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

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

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

Siege Monster. The colossus deals double damage to objects and structures.

Unstoppable Advance. The colossus ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can move through the space of Huge or smaller creatures, treating their spaces as difficult terrain.

Constructed Nature. The colossus doesn't require air, food, drink, or sleep.

Actions

Multiattack. The colossus makes two Slam attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage, and if the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Seismic Stomp (Recharge 5-6). The colossus stomps the ground, creating a shockwave. Each creature on the ground within 30 feet of the colossus must make a DC 19 Dexterity saving throw, taking 49 (14d6) thunder damage and falling prone on a failed save, or half as much damage and not falling prone on a successful one. Additionally, structures within the area partially collapse, creating difficult terrain.

Crushing Grip. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one Large or smaller creature. *Hit:* 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the colossus can't use this attack on another target. While grappling a creature, the colossus can use its action to deal 20 (3d6 + 10) bludgeoning damage to the grappled creature automatically.

Steam Vent (Recharge 4-6). The colossus releases superheated steam in a 30-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Lore

Steel Colossi are the Ironveil Order's ultimate siege weapons, towering constructs designed to demolish fortifications and crush opposition through sheer physical force. Standing over 25 feet tall, these mechanical giants combine incredible structural integrity with devastating offensive capability. Unlike more sophisticated constructs, Colossi prioritize raw power and durability over versatility or tactical complexity.

The Order typically deploys these constructs only in major offensive operations where conventional forces would be insufficient. Their appearance on a battlefield signals the Order's commitment to complete destruction rather than subtle influence, often deployed when negotiations have failed and example-making becomes necessary.

TACTICAL NOTES

Steel Colossi are straightforward but devastating combatants. They typically begin by using Seismic Stomp to knock down as many enemies as possible, then target the largest or most threatening opponents with Crushing Grip to neutralize them. Against scattered enemies, they use Steam Vent to damage groups while closing distance. They use their legendary actions primarily for battlefield control, creating difficult terrain and knocking enemies prone to limit mobility.

Weakness: The joints connecting the colossus's limbs to its torso are vulnerable to lightning damage. When a Steel Colossus takes lightning damage, its speed is reduced by 10 feet until the end of its next turn, and it has disadvantage on Dexterity saving throws during this time.

Legendary Actions

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

Slam Attack. The colossus makes one Slam attack.

Intimidating Presence. The colossus targets one creature it can see within 30 feet. The target must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Structural Collapse (Costs 2 Actions). The colossus strikes a structure or the ground, causing part of a structure or the terrain within 20 feet of it to collapse. Each creature on or in the affected area must make a DC 17 Dexterity saving throw or take 22 (4d10) bludgeoning damage and fall prone. The area becomes difficult terrain.

Ground Shake (Costs 3 Actions). The colossus stomps, causing the ground within 30 feet to shake. Each creature standing on the affected ground must succeed on a DC 19 Strength saving throw or fall prone.



The Grand Machinist

Medium construct, lawful evil

- **Armor Class** 21 (natural armor)
- **Hit Points** 297 (22d8 + 198)
- **Speed** 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	28 (+9)	26 (+8)	22 (+6)	24 (+7)

- **Saving Throws** Dex +11, Con +15, Int +14, Wis +12, Cha +13
- **Skills** Arcana +14, History +14, Insight +12, Perception +12
- **Damage Resistances** cold, fire, lightning, thunder
- **Damage Immunities** necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
- **Senses** truesight 120 ft., passive Perception 22
- **Languages** all languages it knew in life
- **Challenge** 17 (18,000 XP)

Adaptive Resistance. At the start of each of its turns, the Grand Machinist can gain resistance to one damage type of its choice until the start of its next turn.

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

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

Rejuvenation Technology. If the Grand Machinist is destroyed, its consciousness returns to a backup vessel in its primary facility within 24 hours, creating a new body for itself. The new body appears within 5 feet of the backup vessel and is fully formed with all the Grand Machinist's memories. The destruction of the backup vessel (which has AC 23, 50 hit points, and immunity to all damage except force damage) is the only way to prevent this rejuvenation.

Spellcasting. The Grand Machinist is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). The Grand Machinist has the following wizard spells prepared:

- Cantrips (at will): *mage hand*, *message*, *minor illusion*, *prestidigitation*, *ray of frost*
- 1st level (4 slots): *detect magic*, *magic missile*, *shield*, *unseen servant*
- 2nd level (3 slots): *arcane lock*, *detect thoughts*, *mirror image*
- 3rd level (3 slots): *counterspell*, *dispel magic*, *lightning bolt*
- 4th level (3 slots): *dimension door*, *fabricate*, *stone shape*
- 5th level (3 slots): *animate objects*, *telekinesis*, *wall of force*
- 6th level (2 slots): *disintegrate*, *globe of invulnerability*
- 7th level (2 slots): *reverse gravity*, *teleport*
- 8th level (1 slot): *antimagic field*
- 9th level (1 slot): *time stop*

Actions

Multiattack. The Grand Machinist makes three Arcane Tool attacks.

Arcane Tool. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) force damage plus 9 (2d8) lightning damage.

Conversion Ray. Ranged Spell Attack: +14 to hit, range 120 ft., one target. *Hit:* 36 (8d8) force damage, and the target must succeed on a DC 22 Constitution saving throw or have portions of its body transformed into mechanical components. For each failed save, the target gains one level of exhaustion as its body becomes partially mechanized. This exhaustion can be removed only by greater restoration or similar magic. A creature that reaches six levels of exhaustion this way doesn't die but becomes a construct under the Grand Machinist's control.

Clockwork Drones (Recharge 5-6). The Grand Machinist creates 1d4 + 1 Tiny clockwork drones that appear in unoccupied spaces within 30 feet of it. The drones act immediately after the Grand Machinist's turn and obey its mental commands. Each drone has AC 16, 20 hit points, a flying speed of 40 feet, and immunity to psychic and poison damage. A drone can make one attack per turn: Shock Probe (+11 to hit, 5 ft. reach, 10 (3d6) lightning damage). The drones disappear after 1 minute.

Lore

The Grand Machinist represents the ultimate achievement of the Ironveil Order—a master artificer who successfully transferred their consciousness into a perfect mechanical form. This unique construct maintains the personality, memories, and magical capabilities of its original form while gaining the durability and longevity of a mechanical body. Its appearance combines elegant humanoid proportions with intricate mechanical components that shift and reconfigure as needed.

As one of the highest-ranking members of the Order, the Grand Machinist oversees major operations and directs research into new methods of mechanical enhancement. It views its transformed state not as a sacrifice but as transcendence—proof that consciousness can be preserved while the weaknesses of flesh are eliminated. Its existence serves as both inspiration and goal for dedicated Order members who seek similar perfection.

TACTICAL NOTES

The Grand Machinist is a tactical genius who combines powerful spellcasting with mechanical control abilities. It typically begins combat by using time stop to prepare defensive spells and position itself advantageously. Against powerful spellcasters, it deploys antimagic field or counterspell to neutralize magical threats. When facing multiple opponents, it uses Clockwork Drones to divide enemy attention while focusing its own attacks on the most dangerous targets. The Grand Machinist always prioritizes self-preservation, using teleport and dimension door to escape when seriously threatened, knowing it can return through its Rejuvenation Technology.

Weakness: The consciousness transfer process created a psychic vulnerability. When the Grand Machinist takes psychic damage from a creature with telepathic abilities, it must succeed on a DC 15 Wisdom saving throw or be stunned until the end of its next turn as its original personality briefly resurfaces, creating internal conflict.

Legendary Actions

The Grand Machinist 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 Grand Machinist regains spent legendary actions at the start of its turn.

Cantrip. The Grand Machinist casts a cantrip.

Teleport. The Grand Machinist magically teleports up to 30 feet to an unoccupied space it can see.

Arcane Tool Attack. The Grand Machinist makes one Arcane Tool attack.

Cast Spell (Costs 2 Actions). The Grand Machinist casts a spell of 3rd level or lower from its list of prepared spells, using a spell slot as normal.

Construct Reconfiguration (Costs 3 Actions). The Grand Machinist targets one construct it can see within 60 feet. If the target is hostile, it must succeed on a DC 22 Wisdom saving throw or fall under the Grand Machinist's control for 1 minute. If the target is already under the Grand Machinist's control, it regains 30 hit points.



Mechano-Lich

Medium construct, lawful evil

- **Armor Class** 22 (natural armor)
- **Hit Points** 357 (35d8 + 210)
- **Speed** 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	24 (+7)	22 (+6)	28 (+9)	24 (+7)	26 (+8)

- **Saving Throws** Dex +14, Con +13, Int +16, Wis +14, Cha +15
- **Skills** Arcana +16, History +16, Insight +14, Perception +14, Religion +16
- **Damage Resistances** acid, cold, fire, lightning, thunder
- **Damage Immunities** necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** charmed, exhausted, frightened, paralyzed, petrified, poisoned
- **Senses** truesight 120 ft., passive Perception 24
- **Languages** all languages it knew in life
- **Challenge** 20 (25,000 XP)

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

Magic Resistance. The Mechano-lich has advantage on saving throws against spells and other magical effects.

Phylactery Engine. The Mechano-lich's consciousness is stored in a phylactery engine that resembles a mechanical heart. If the Mechano-lich is destroyed, its phylactery engine forms a new mechanical body for it in 1d10 days. The new body appears within 5 feet of the phylactery engine. Destroying the phylactery engine (which has AC 25, 80 hit points, and immunity to all damage except force and radiant damage) is the only way to destroy the Mechano-lich permanently.

Innate Spellcasting. The Mechano-lich's spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). The Mechano-lich can innately cast the following spells, requiring no components:

At will: *detect magic*, *mage hand*, *prestidigitation*, *ray of frost* 3/day each: *counterspell*, *dispel magic*, *fireball* 1/day each: *finger of death*, *plane shift*, *power word stun*

Spellcasting. The Mechano-lich is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). The Mechano-lich has the following wizard spells prepared:

- Cantrips (at will): *fire bolt*, *light*, *mage hand*, *minor illusion*, *shocking grasp*
- 1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*
- 2nd level (3 slots): *detect thoughts*, *mirror image*, *scorching ray*
- 3rd level (3 slots): *animate dead*, *counterspell*, *lightning bolt*
- 4th level (3 slots): *blight*, *dimension door*, *polymorph*
- 5th level (3 slots): *cloudkill*, *cone of cold*, *screaming*
- 6th level (2 slots): *disintegrate*, *globe of invulnerability*
- 7th level (2 slots): *finger of death*, *prismatic spray*
- 8th level (1 slot): *maze*
- 9th level (1 slot): *time stop*

Actions

Multiattack. The Mechano-lich makes three attacks: one with its Arcane Touch and two with Kinetic Bolts.

Arcane Touch. *Melee Spell Attack:* +16 to hit, reach 5 ft., one creature. *Hit:* 24 (4d10) force damage plus 18 (4d8) necrotic damage. If the target is a creature, it must succeed on a DC 24 Constitution saving throw or be stunned until the end of the Mechano-lich's next turn.

Kinetic Bolt. *Ranged Spell Attack:* +16 to hit, range 120 ft., one target. *Hit:* 27 (5d10) force damage.

Soul Extraction (Recharge 5-6). The Mechano-lich targets one creature it can see within 60 feet. The target must make a DC 24 Charisma saving throw. On a failed save, the target takes 55 (10d10) necrotic damage, and the Mechano-lich regains hit points equal to half the damage dealt. On a successful save, the target takes half as much damage, and the Mechano-lich doesn't regain hit points.

Mechanize (1/Day). The Mechano-lich targets one dead humanoid within 60 feet that died within the past hour. The target is transformed into a mechanical zombie under the Mechano-lich's control. The zombie uses the zombie stat block but has the construct type, immunity to poison and psychic damage, and immunity to the poisoned condition. The zombie remains under the Mechano-lich's control indefinitely.

Lore

The Mechano-lich represents the Ironveil Order's ultimate achievement—a fusion of necromantic preservation and mechanical perfection. Unlike traditional lichs who bind their souls to phylacteries through dark rituals, the Mechano-lich has transferred its consciousness into a self-sustaining mechanical heart, eliminating the need for soul consumption while retaining immortality. Its exquisitely crafted mechanical body houses arcane enhancement systems that amplify magical capabilities beyond what was possible in its original form.

As the founder and supreme leader of the Ironveil Order, the Mechano-lich directs the organization's grand strategy while pursuing ever more perfect forms of mechanical transcendence. It views its existence as the first step in a new evolutionary path—one where consciousness is preserved indefinitely in increasingly perfect mechanical vessels. After centuries of experimentation and refinement, it now seeks to implement this transformation on a broader scale, believing mechanical ascension is the ultimate destiny for all intelligent life.

TACTICAL NOTES

The Mechano-lich is an unparalleled tactical genius with centuries of combat experience. It begins encounters by casting time stop to prepare defensive spells like globe of invulnerability and mirror image. Against spellcasters, it uses counterspell selectively, saving it for the most dangerous spells while allowing minor magic through. When facing multiple opponents, it uses Soul Extraction to eliminate weaker targets while regaining hit points. If its physical form is threatened, it uses Displacement to maintain distance, often positioning near its previously created mechanical zombies for protection.

Weakness: Despite its remarkable defenses, the consciousness transfer process left a vulnerability to divination magic. When targeted by true seeing or similar divination effects, the Mechano-lich temporarily loses its Magic Resistance trait until the end of its next turn.

Legendary Actions

The Mechano-lich 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 Mechano-lich regains spent legendary actions at the start of its turn.

Cantrip. The Mechano-lich casts a cantrip.

Energy Shield (Costs 2 Actions). The Mechano-lich creates a shield of arcane energy around itself until the end of its next turn. While the shield is active, the Mechano-lich has a +5 bonus to AC and is immune to damage from magic missile.

Displacement (Costs 2 Actions). The Mechano-lich magically teleports up to 60 feet to an unoccupied space it can see.

Cast Spell (Costs 3 Actions). The Mechano-lich casts a spell of 5th level or lower from its list of prepared spells, using a spell slot as normal.

Mythic Actions

If the Mechano-lich's phylactery engine is present, it can use the following mythic action after its hit points are reduced to 0. It then gains a mythic phase and can start using the following mythic actions.

Contingency Protocol. The Mechano-lich's phylactery engine activates a contingency protocol, restoring the Mechano-lich to life with 150 hit points. For the next hour, the Mechano-lich can use the following mythic actions.

Mythic Spellcasting (1/Round). The Mechano-lich casts a spell of 5th level or lower without using a spell slot.

Time Distortion (1/Round). The Mechano-lich manipulates the flow of time around itself. It can take an additional action on its turn.

CODEX AUTOMATICA

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