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| **Name** | **Type** | **Size** | **XP Rating** |
| Reborn of Atom | Human | Medium | 15 (230 XP) |

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| **Strength** | 12 (+7) |  | **Armor Class** | 18 (natural) | | **Action Points** | 10 |
| **Perception** | 12 (+7) |  | **Avg. Hit Points** | 220 | | **Hit Dice** | 20d8 + 140 |
| **Endurance** | 12 (+7) |  |  | |  | | |
| **Charisma** | 10 (+5) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 5 (+0) |  | **Damage Resistances** | | Acid, Cold, Fire, Lightning | | |
| **Agility** | 10 (+5) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Charmed, Frightened, Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Atom's Aura.** Creatures take 3d8 radiation damage whenever they start their turn within 10 feet of the Child or move within 10 feet of the Child on their turn.  **Atom's Bulwark.** When the Child would take radiation damage, it instead regains hit points equal to the damage dealt. Excess hit points past their maximum become temporary hit points.  **Atom's Sight.** The Child ignores the *invisible* condition. Its eyes emit bright green light in a 60-foot-cone.  **Atom's Wrath.** Melee, thrown, and unarmed attacks made by the Child deal an additional 3d8 radiation damage.  **Leadership.** Through presence and charisma, whenever a nonhostile creature within 30 feet of the Child makes an attack roll or saving throw they have advantage, provided they can hear and understand the Child. This effect ends if the Child is *incapacitated*.  **Powerful Build.** The Child counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift. | **Attack (3 AP).** One target of the Child’s choosing within 60 feet must make a DC 12 Endurance saving throw and take 5d8 radiation damage, or half as much on a success.  **Enervate (4 AP).** One target of the Child’s choosing within 60 feet must succeed a DC 12 Endurance saving throw or lose 3 AP at the start of their next turn.  **Frighten (2 AP).** All creatures of the Child’s choice that can see it must succeed a DC 10 Charisma saving throw or be *frightened* of the Child for 1 minute. A *frightened* creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature succeeds the saving throw or the effect ends for it, the target is immune to this ability for the next 24 hours.  **Rad-Lightning (3 AP).** One target of the Child’s choosing within 120 feet must make a DC 10 Agility saving throw and take 3d8 lightning and 3d8 radiation damage, or half as much on a success. |
| **Legendary Actions** | |
| The Child 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 Child regains spent legendary actions at the start of its turn.  **Attack.** The Child uses its Attack action.  **Resurrect.** The Child targets one dead human or ghoul and resurrects them as a Feral Ghoul (5 XP) friendly to the Child and which acts on its own initiative.  **Rad-Wave (Costs 2 Actions).** The Child increases the radius of its Atom’s Aura trait to 40 feet until the start of its next turn. | |
| **Lair Actions** | |
| If inside a Rad Storm, on initiative count 20 (losing initiative ties), the Child takes a lair action to cause one of the following effects; the Child can’t use the same effect two rounds in a row:   * The Child makes up to 1d4 Rad-Lightning attacks against creatures within range. Each individual creature can only be targeted by one such attack. * The Child uses its Resurrect ability on up to 1d4 targets.   A Reborn of Atom fought inside a Rad Storm has an experience rating of 17 (260 XP). | |

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| **Monster Description** |
| The Church of the Children of Atom (truncated as the Children of Atom) is a religious cult built around the worship of radiation – “his glow” – and nuclear annihilation as vehicles of creation and life. Derisively called “rad eaters” by outsiders, they are fanatical in their devotion and constantly battle with their neighbors, believing death by radiation is in fact a means of salvation. That they are helping through their destruction. Inversely, they also believe the unworthy are destroyed by radiation; a contradiction skeptics often point out.  Entering the cult is extremely dangerous. Though they gladly accept converts, the process to become a Child revolves around weeks of intensive radiation exposure therapy until one has gained a resistance or even immunity to the power of the atom. Unsurprisingly, most do not survive this trial. Beyond a simple resiliency however, this radiation…changes them. Makes them something more.  To the Children, this is merely the blessing of Atom in physical form. To everyone else, it is a frightening power in the hands of madmen. |