

## APPENDIX B: MONSTERS

This appendix details a few creatures that have roles to play in this adventure, and which can play an ongoing part in an Acquisitions Incorporated campaign.

### CHAOS QUADRAPOD

A cluster of four suckered tentacles with a pulsing mass of ethereal light as its central body, the chaos quadrapod is a creature of the Far Realm, and it channels the anarchic power of that plane as it destroys all in its path. The quadrapod ambulates by flinging its mucus-covered tentacles out and dragging itself along, creating a horrid slurping sound as it advances relentlessly toward its prey.

#### CHAOS QUADRAPOD

*Large aberration, chaotic evil*

**Armor Class** 14 (natural)

**Hit Points** 52 (7d10 + 14)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	6 (-2)	10 (+0)	4 (-3)

**Skills** Acrobatics +5, Perception +4

**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 14

**Languages** —

**Challenge** 4 (1,100 XP)

**Magic Resistance.** The chaos quadrapod has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Multiattack.** The chaos quadrapod makes up to two tentacle attacks.

**Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained. The chaos quadrapod can grapple no more than two targets at a time.

**Chaos Cloud (Recharges after a Short or Long Rest).** The chaos quadrapod shoots forth a knot of roiling ethereal light that explodes at a point it can see within 60 feet of it. Each creature in a 20-foot-radius sphere centered on that point must succeed on a DC 14 Charisma saving throw or be stunned until the end of its next turn.

### CLOCKWORK DRAGON

These intricately crafted constructs are typically made to reflect the forms of the metallic dragons. Plated in brass, bronze, copper, or faux gold and silver, they are often taken for fine draconic statues at first glance. A clockwork dragon makes a formidable guardian or defender, with its advanced intellect allowing it to be programmed with a wide range of orders, as well as being capable of wholly independent reactions to potential threats.

Though most clockwork dragons have a breath weapon that deals fire damage, some might be constructed to deal acid, cold, or lightning damage, depending on their makers' whims.

#### CLOCKWORK DRAGON

*Medium construct, neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	10 (+0)	11 (+0)	13 (+1)

**Skills** Acrobatics +2, Perception +4

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft., darkvision 60 ft., passive Perception 14

**Languages** Common, Draconic

**Challenge** 1 (200 XP)

**False Appearance.** While the clockwork dragon remains motionless, it is indistinguishable from a metal statue.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

**Fire Breath (Recharge 5–6).** The clockwork dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.