

VEX

Every world, every being, must be made anew.

-Ikora Rey

The Vex are a collective intelligence of time-traveling (?) cybernetic war-machines.

ABILITY SCORES

Strength. 15

Dexterity. 5

Constitution. 10

Intelligence. 0

Wisdom. 0

Charisma. 0

TRAITS

Age. Vex do not age

Alignment. Lawful Evil

Size. Medium

Armor Class. 15 (Natural Armor)

Hit Points. 31 (6d6 + 10)

Speed. 30 feet

Collective. When they are in the same solar system as a Root Mind, their intelligence becomes 15.

Brass Plating. The Vex have a natural AC of 15, except for the radiolarian core, which has an AC of 5.

Volatile Exit. If a Vex is killed with a blow to their radiolarian core, they explode, covering anything in arms reach with radiolaria. Creatures covered in this fluid take 3 damage per turn for 5 turns, or until they wash themselves off.

Languages. Vex

Challenge. 1 (200 XP)

WEAPONRY

Vex Laser Rifle. The standard issue vex weapon. Fires a constant beam of energy for a few seconds at a time. Vex typically use these weapons to sweep across the field, rather than focus on a single target.

Expulsion When targets get close to a vex, it will redirect energy into a small module in its hand, creating a wave of force that sends the enemy backwards. Vex will try to keep a fair amount of distance between themselves and their target.

ACTIONS

Vex Laser Rifle. Ranged Weapon Attack: +1 to hit, Up to Three adjacent targets. Hit: (4d2) force damage.

Expulsion. Melee Weapon Attack: +3 to hit, One Target. Hit: (1d5) force damage. Pushes the target back 3d4 feet

