Mana Constructs

MANA CONSTRUCTS

Enchanted with living mana and bound to the will of powerful spellcasters, Mana Constructs are soulless automatons that neither speak nor feel. Often created to guard arcane secrets or deployed to hunt down rogue spellcasters. They move with unfeeling precision, each variant fulfilling a single-minded purpose of the arcane power that created them.

These towering beings are typically summoned by archmages, lich-kings, or forgotten orders to guard sacred relics, forbidden tomes, or the inner sanctums of magical strongholds. Each hulk is forged for a specific function and sealed with a binding sigil that tethers them to a master's will or location of power.

MANA CONSTRUCT LORE
- **Scourge Hulk.** These constructs act as wardens and pain engines, their flails are etched with runes that echo the shrieks of creatures they've struck. They often guard prison halls or magical containment vaults where threats must remain bound rather than dead.
- **Spire Hulk.** These swift-striking anti-thief constructs guard against stealth and subtlety. Created to root out infiltrators, thieves, and assassins, their gaze can pierce stealthy attempts and basic illusions, while their blades are honed for swift, silent kills.
- **Breaker Hulk.** These super-heavy constructs are less subtle. They act as seige breakers and specialize in taking down heavily fortified enemies. These are designed to hold choke points, or end a seige against a mage's tower. Breakers excel in brief, decisive violence.
- **Arbalest Scion.** Support Construct, Ranged Harrier. Built to snipe intruders with enchanted bolts–these constructs are often stationed atop tower parapets or deep gallery nests with overlapping lines of fire. Their range and reliability make them indispensable sentries.
- **Halberdier Scion.** Common infantry construct. These scions control space with their long polearms, and are deployed in corridors, temple gates, and narrow halls–anywhere they may face groups of enemies.
- **Bladed Scion.** Rabble-clearing infantry. These scions serve as the disciplined front line of any detachment. Swift and reactive, made for sudden bursts of lethal force against groups of tightly packed foes. They enter the battlefield when the Archmage faces overwhelming numbers.

ADVENTURE SEEDS:
- **Reliquary Heist.** A wealthy patron hires the heroes to infiltrate a ruined mage's tower and recover a magical artifact, a tome, a person, or even the secret to creating construsts themselves!
- **Bad Side of a Mage's Guild.** The heroes have gotten on the bad side of a Mage's Guild, until the guild is dealt with, they encounter increasingly powerful Mana Constructs hunting them whenever they travel.
- **Protect the Tower!** A Mage's constructs have been sabatoged, the heroes are needed to help defend against a seige until they are brought back online.

LOOT:
- **Mana Potion.** Action, recover 2d4+2 mana.
- **Greater Mana Potion.** Action, recover 3d4+3 mana.
- **Supreme Mana Potion.** Action, recover 4d4+4 mana.
- **Executor's Halberd.** 1d10+STR (Reach 2), advantage at Reach 2, disadvantage otherwise.

SCOURGE HULK

SPIRE HULK

ARBALEST SCION

✦ **Mana Charged.** *After mana is spent, the closest mana construct MUST attack a target within Range/Reach.*

SCOURGE HULK LVL 8, LARGE ▷ **8** M ♡ **75**
Punish. (Reach 2) 3d6, the highest die is the primary die. On crit: +20 damage & Prone.

> ***On Death.*** *An enemy gains 1 action.*

SCOURGE TITAN LVL 14, HUGE ▷ **10** M ♡ **150**
Punish. (Reach 3) 4d6, the highest die is the primary die. On crit: +30 damage & Prone.

> ***On Death.*** *2 enemies gain 1 action.*

SPIRE HULK LVL 8, LARGE ▷ **8** ♡ **70**
> ***Aegis.*** *Ignore damage from 1st attack each round.*

Swift Strike. (Reach 2) 1d6+20.
1d20+20 instead vs. Evasive targets (DEX>STR).

> ***On Death.*** *An enemy can move for free.*

SPIRE TITAN LVL 14, HUGE ▷ **10** ♡ **150**
> ***Aegis.*** *(1/round) Ignore ALL effects of 1 attack.*

Swift Strike. (Reach 3) 1d6+30.
1d20+30 instead vs. Evasive targets (DEX>STR).

> ***On Death.*** *2 enemies can move for free.*

BREAKER HULK

HALBERDIER SCION

ARBALEST SCION LVL 3   💛 40
- **Shoot.** (Range 8) 1d6+10 damage OR:
- **Finishing Move.** Deal 20 damage to an adjacent Prone enemy.

HALBERDIER SCION LVL 3   💛 50
Execute. (Reach 2) 1d20, advantage at Reach 2, disadvantage otherwise. On 18+: Prone.

BLADED SCION LVL 5   💛 60
Flurry. 3d6, also damages the next closest target within Reach.

On Death. 1 enemy gains advantage on their next attack.

BREAKER HULK LVL 8, LARGE   H   60
Crush. Moving through a Prone creature deals 20 damage.

Armor Breaker. 1d4+20. On Crit: Prone. Advantage 2 vs Tanky targets (STR>DEX).

On Death. An enemy gains 15 temp HP.

BREAKER TITAN LVL 14, HUGE   8   H   125
Crush. Moving through a Prone creature deals 30 damage.

Armor Breaker. (Reach 2) 1d4+30. On Crit: Prone. Advantage 3 vs Tanky targets (STR>DEX).

On Death. An enemy gains 30 temp HP.

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