

Mr. Comcast (“The Archivist Mind”)

Medium Fey-touched Humanoid (Elf/Construct), Lawful Evil, CR 17

Armor Class 18 (Arcane-infused tailored suit) Hit Points 250 (phased: 150/75/25 triggers) Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	22 (+6)	18 (+4)	20 (+5)

Saving Throws: INT +11, CHA +10, WIS +9 Skills: Deception +15, Insight +9, Investigation +11, Persuasion +10, Arcana +11 Damage Resistances: Psychic; Bludgeoning, Piercing, Slashing from nonmagical weapons Condition Immunities: Charmed, Frightened, Exhaustion Senses: Darkvision 60 ft., passive Perception 14 Languages: Common, Elvish, telepathy 120 ft. Challenge: 17 (18,000 XP) Proficiency Bonus: +5

Traits & Special Abilities

Legendary Resistance (3/Day). If Mr. Comcast fails a saving throw, he can choose to succeed instead.

Magic Resistance. Advantage on saving throws vs. spells and magical effects.

Mind Network (UA Archivist Feature). Constant telepathic link with all in the car. At the start of each PC’s turn, they must succeed on a DC 19 INT save or have disadvantage on INT/WIS checks and saves this round (“information overload”).

Soul of Information. Whenever Mr. Comcast deals psychic damage to a creature with a spell/ability, half the damage chains to a second target within 10 ft.

Manifest Mind (UA Archivist Feature, Reskinned). His sentient spellbook projects as a Medium, holographic avatar (“buzzword speaker”) anywhere in the car. He can cast spells through this avatar, originating from its space, as a bonus action up to 60 ft away.

Bardic Cutting Words (3/Encounter, Reaction). When a visible creature makes an attack, damage, or ability check, Mr. Comcast subtracts 1d10 from it (no additional action). He taunts or gaslights their intent.

Bardic “Inspiration by Algorithm”. Once per short rest, Mr. Comcast can react to an ally or himself making an ability check, attack, or save, granting a d6 bonus.

Spellcasting

Spell Save DC: 19 Spell Attack: +11

Mr. Comcast is a 14th-level Artificer (Archivist) and 6th-level Bard (Lore). He counts as a 20th-level spellcaster with merged lists.

At Will (Cantrips)

Mage Hand, Minor Illusion, Vicious Mockery, Friends, Message

1st Level (4 slots)

Dissonant Whispers, Sleep, Tasha’s Hideous Laughter, Command, Detect Magic

2nd Level (3 slots)

Suggestion, Mirror Image, Detect Thoughts, Hold Person

3rd Level (3 slots)

Major Image, Dispel Magic, Counterspell, Hypnotic Pattern

4th Level (3 slots)

Greater Invisibility, Confusion, Dimension Door

5th Level (2 slots)

Synaptic Static (Deals psychic, DC 19 INT, 8d6 psychic), Wall of Force, Modify Memory

6th Level (1 slot, via Magical Secrets)

Mass Suggestion, True Seeing

All spells can be cast through Manifest Mind when the avatar is present.

Actions

Multiattack. Makes two Spell Attacks or one “Psychic Feedback” and casts one cantrip.

Psychic Feedback (Melee or Ranged Spell Attack): +11 to hit, Range 60 ft., one target.

Hit: 22 (4d8 + 6) psychic damage. If another enemy is within 10 ft, they take half as much.

Summon Media Drone (2/Encounter). Summons a Media Drone (use Flying Sword or Animated Armor base stats, but deals force/psychic, AC 15, 45 HP).

Reactions

Cutting Words. Subtract 1d10 from an attack roll, ability check, or damage roll.

Algorithmic Inspiration. Once/short rest, add +1d6 to a creature's roll.

Legendary Actions (3 per round)

Choose at end of any other creature's turn:

Cut the Feed: PC must repeat their previous turn in reverse (movement and action).

Overstimulate (Costs 2 Actions): DC 18 INT save; 15ft radius, 6d10 psychic damage and Stunned for 1 round on fail.

Misinformation Pulse (Costs 2 Actions): For 1 minute, all Concentration checks by PCs are at Disadvantage.

Cast Cantrip: Mr. Comcast casts an at-will spell.

Lair Actions (Initiative 20, if in digital-astral phase)

Deafen the Room: For 1 round, all verbal spells require a DC 19 CON save to cast; fail = spell lost.

Static Field: Random PC is teleported to a random position in the car.

Commercial Break: Freeze all action for 1 round unless someone takes psychic damage.

Legendary Resistances and Adjustments

For a hard fight against 5 level-10s, keep his three legendary resistances and pull lair actions as phase 3 begins. Adjust HP down for speed, or up for a longer set-piece battle.

Tactics & Phase Triggers

Phase 1 (250–151 HP): Mass Suggestion, illusions, psychic, Audience Poll every 2 rounds.

Phase 2 (150–76 HP): Summons Drones/Glitch Knight (use Animated Armor or Mindwitness stats), battlefield manipulation, rewinds/loops.

Phase 3 (75 HP and less): Fuses with avatar, gains lair actions, more legendary action use.

Quick-Ref: Media Drone Example

Name	AC	HP	Speed	Attack (+6, 1d8+3 force, 60 ft)	Specials
Media Drone	15	45	30 ft, fly 40	Force Bolt, Minor Illusion (at will)	Vicious Mockery