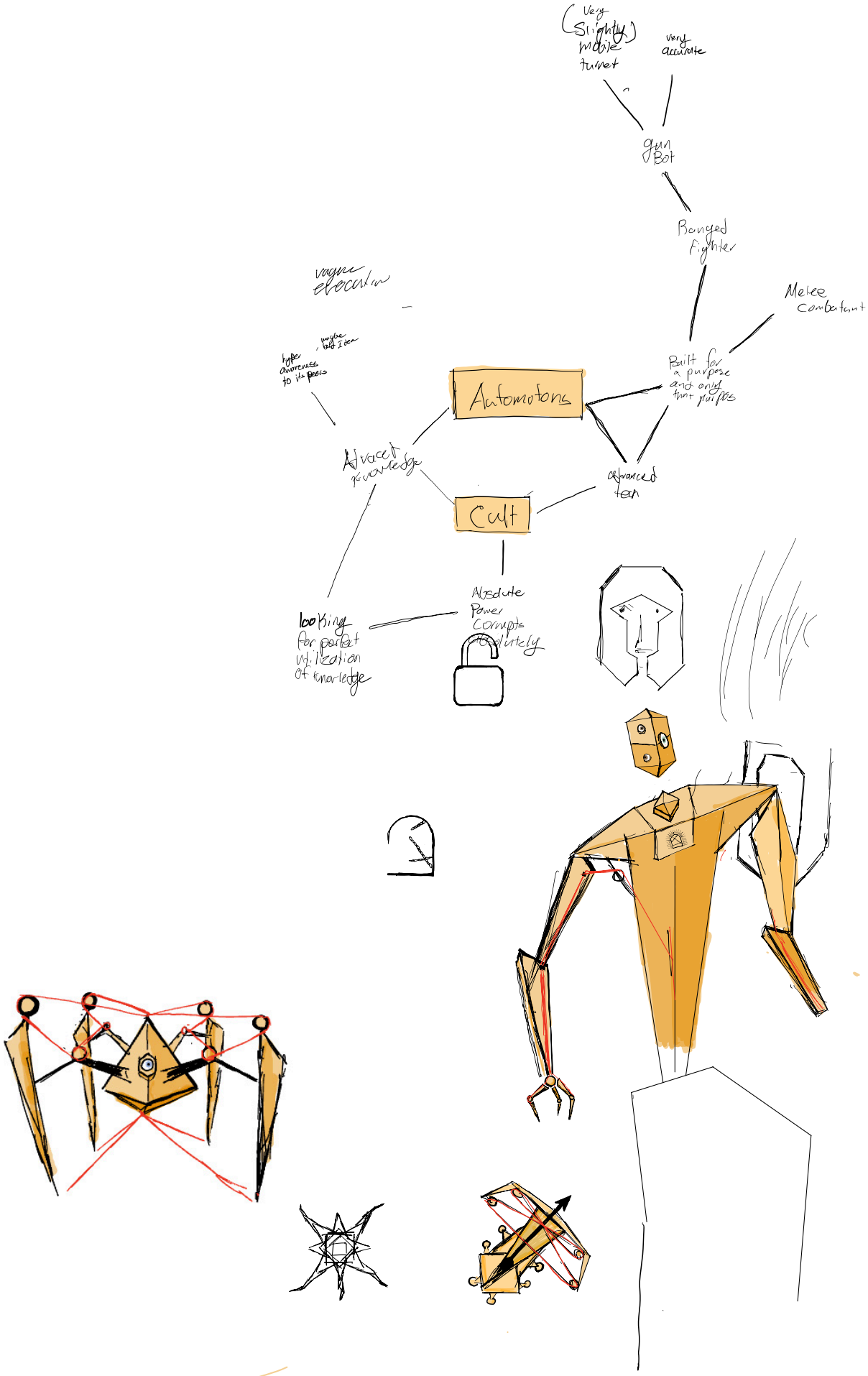
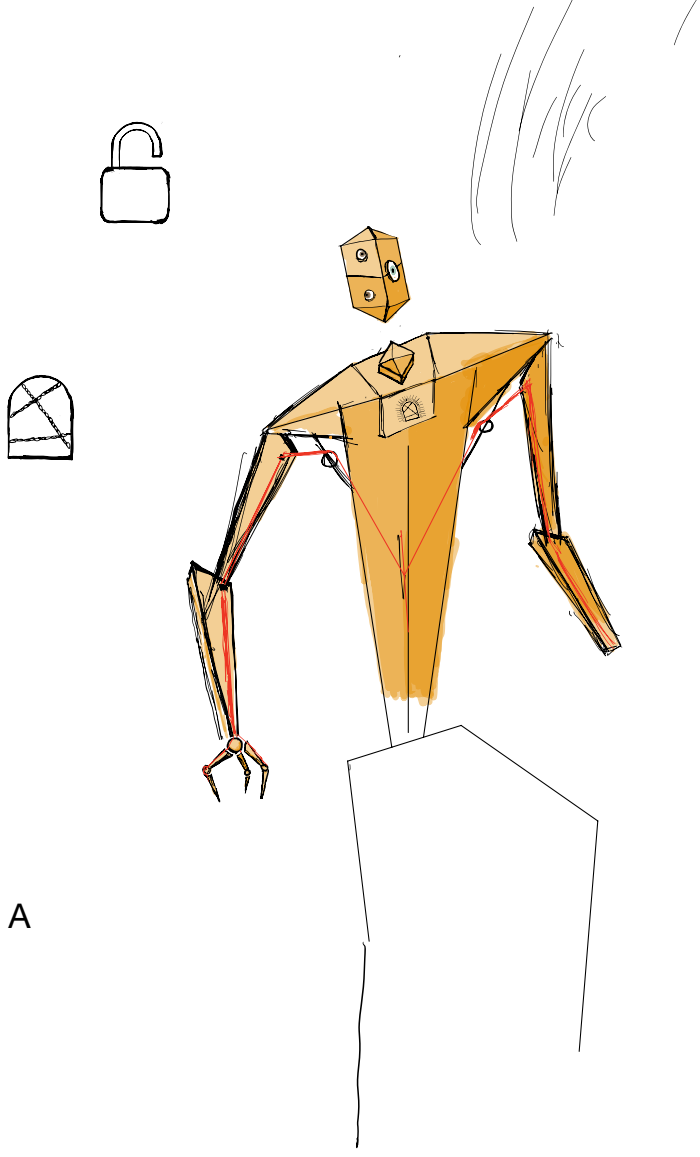

(Very Slightly) mobile turret
very accurate
gun Bot
Ranged fighter
Melee combatant
Built for a purpose and only that purpose
vague execution
hyper awareness to its peers
Automatons
Advanced knowledge
advanced tech
Cult
looking for perfect utilization of knowledge
Absolute Power corrupts absolutely



A

Beefy Automaton

Medium humanoid, neutral evil

AC 16
HP 22
speed 30ft walking

14(+2)	10(+0)	16(+3)	13(+1)	8(-1)	10(+0)

resistance: non magical slashing and piercing
senses: passive preception.
Languages: common
challenge: 1/2 (100xp)
mechanical: automatons do not need to eat or drink. Draws sustenance through its link with the plane of mechanus

Scimitar: Melee weapon Attack: + 3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) Slashing damage.
Hand Cannon: (recharges after a short or long rest). the automaton fires a Pitted ball of steel within loft of it. the creature must make a DC11 Dex saving throw. Taking 9(2d8) on a failed save, or half as much damage on a successful one.

Firenewt Warrior

Medium humanoid (firenewt), neutral evil

Armor Class 16 (Chain Shirt, Shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	7 (-2)	11 (+0)	8 (-1)

Damage Immunities Fire
Senses Passive Perception 10
Languages Draconic, Ignan
Challenge 1/2 (100 XP)

Amphibious. The firenewt can breathe air and water.

Actions

Multiattack. The firenewt makes two attacks with its scimitar.

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Spit Fire (Recharges after a Short or Long Rest). The firenewt spits fire at a creature within 10 feet of it. The creature must make a DC 11 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

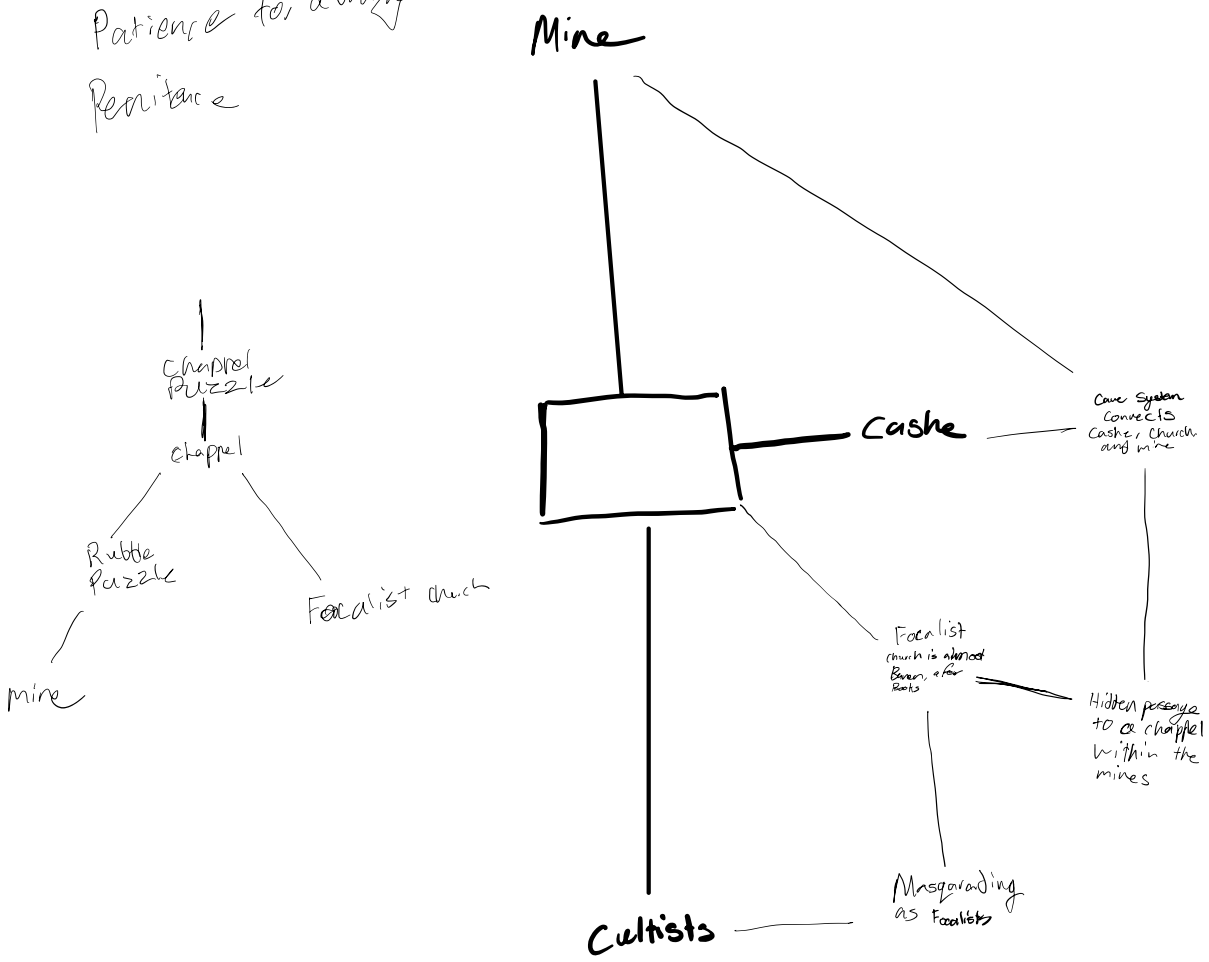
P1

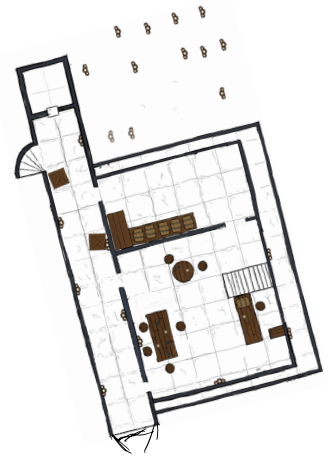
Aura of MECHANICS
- 10 ft
- Reinforced AC
- Fights w/ shield

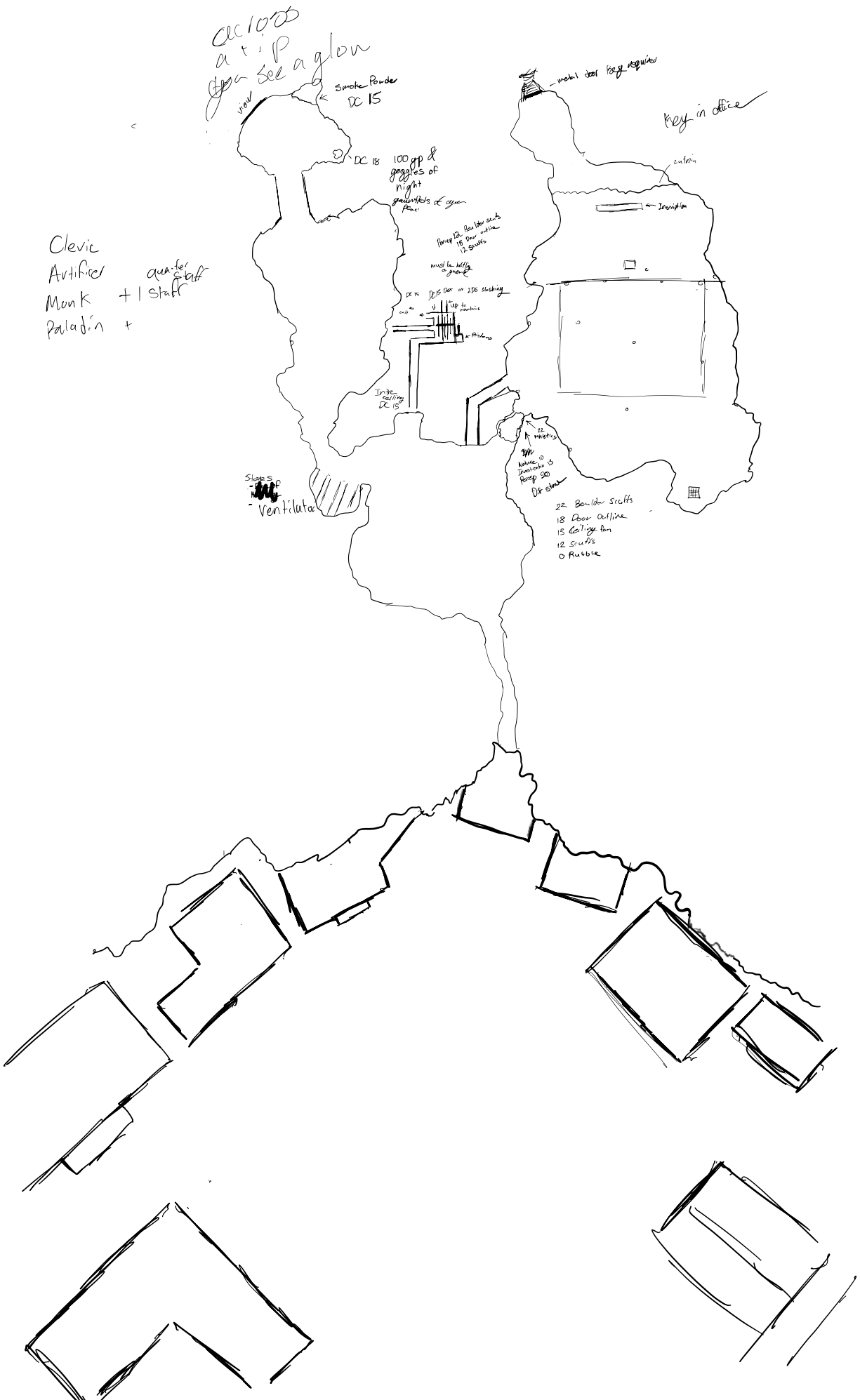
P2

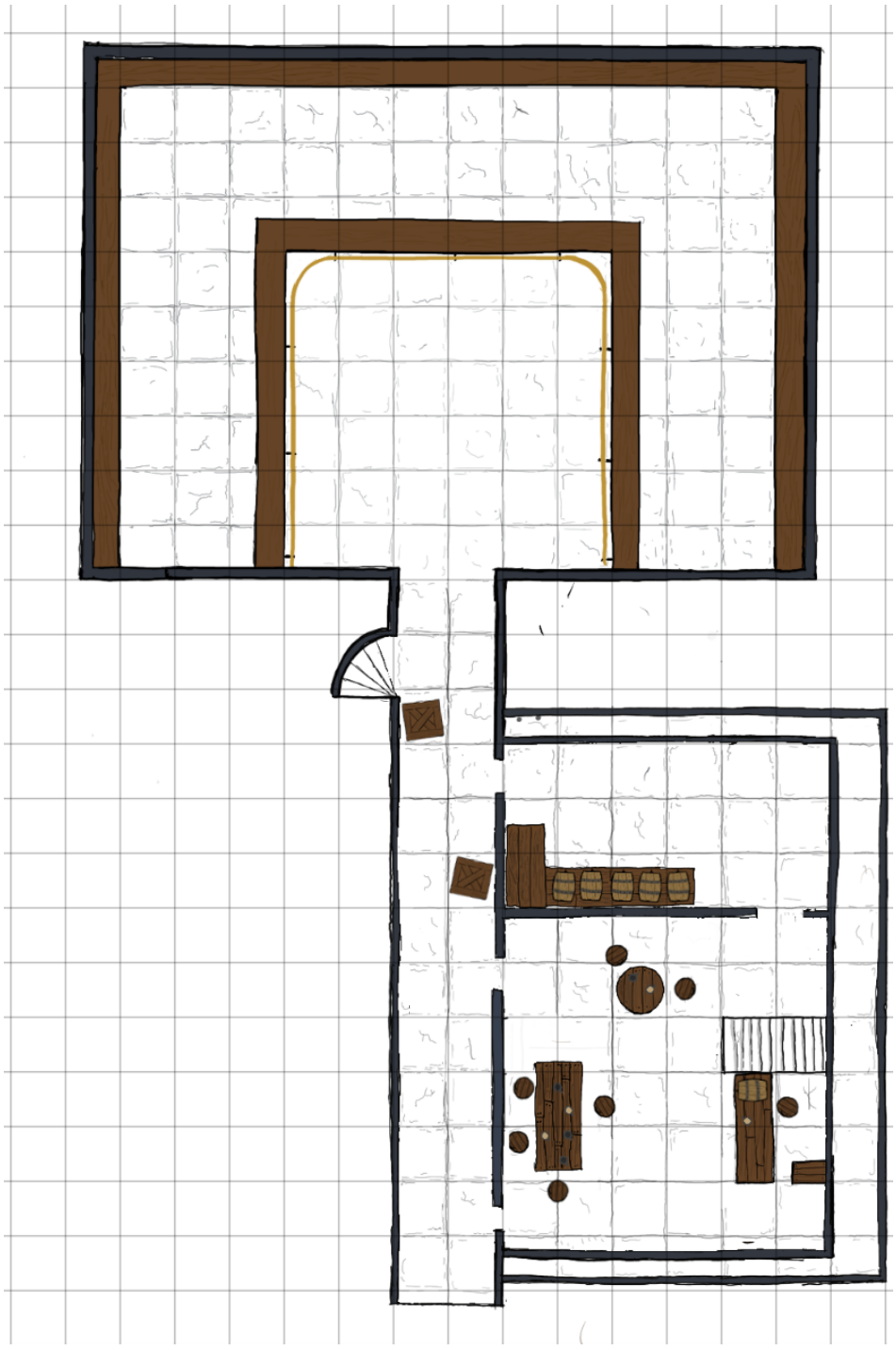
Aura
- 20 ft
- Reinforced AC
- Physical Damage resistance
- sword becomes greatsword

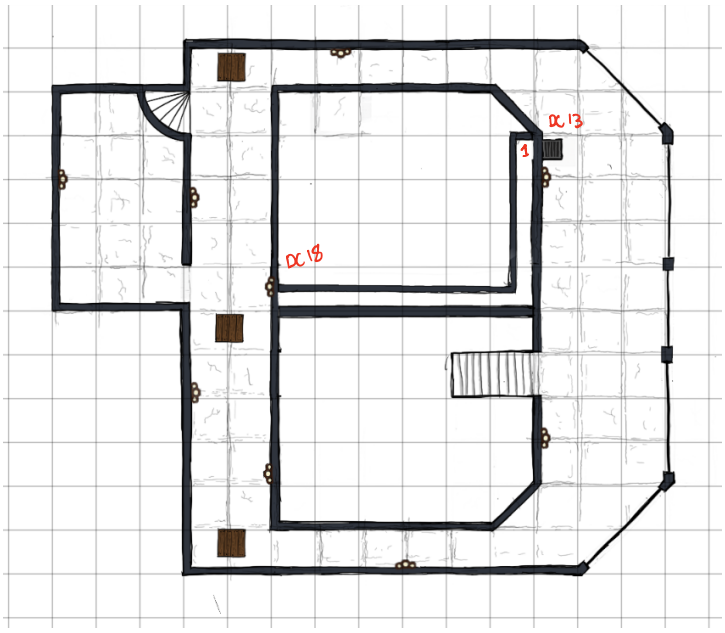
Pain for theive
Patience for a worthy whip
Penitence



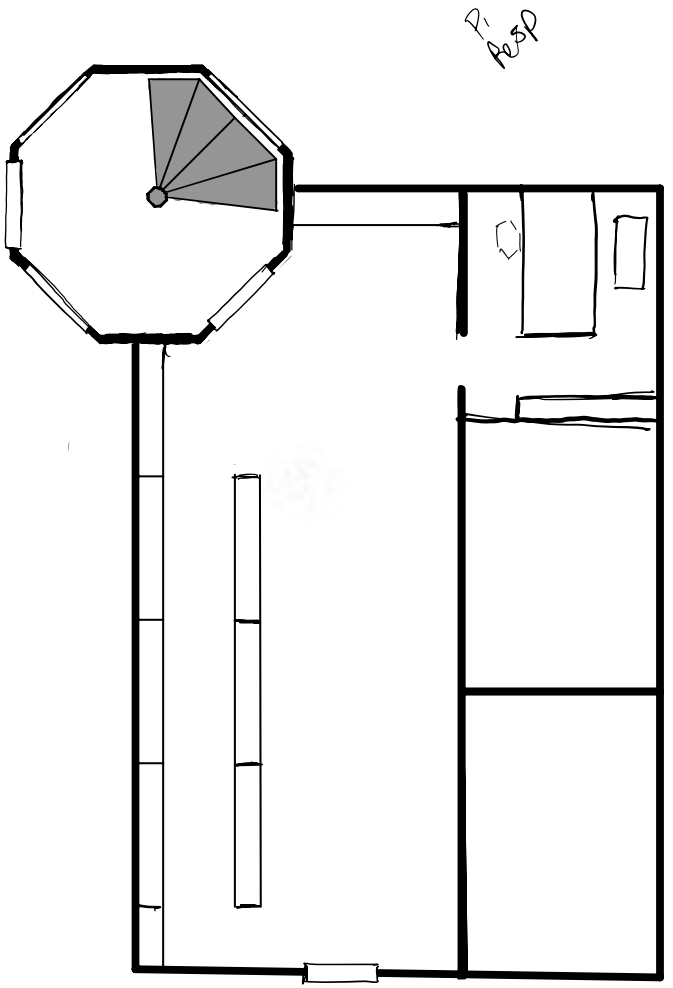


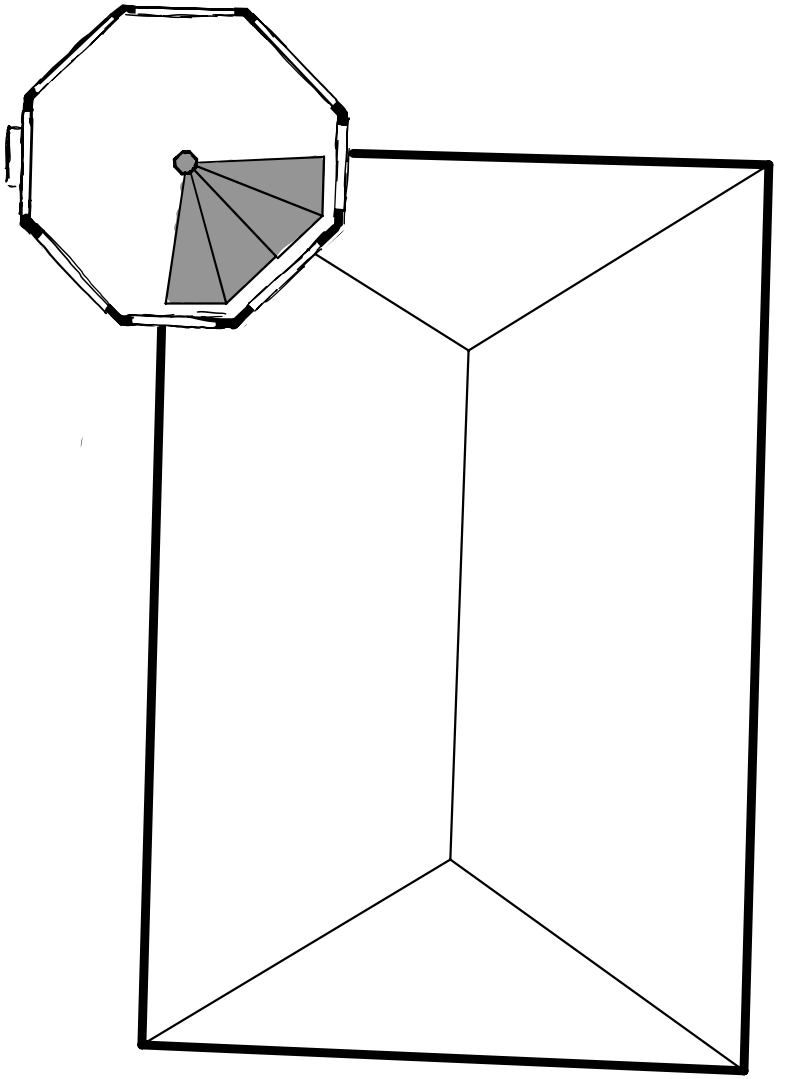

DC 100
a trip
gear see a glow
view
Smoke Powder
DC 15
DC 18
100 gp &
goggles of
night
gauntlets of ogre
power
metal door key required
key in office
curtain
Inscription
Perep 12 Boulder scuffs
18 Door outline
15 Scuffs
must be with
a group
DC 15
DC 15 Dex or 15 Stashing
Trap to
Pantries
Pit
Inter
Ceiling
DC 15
22
Nature 0
Investigate 15
Perep 20
Dr stuff
Stairs
Ventilator
22 Boulder Scuffs
18 Door Outline
15 Ceiling fan
12 Scuffs
0 Rubble
Clevic
Artificer
Monk
Paladin
quarter staff
+1 staff
+

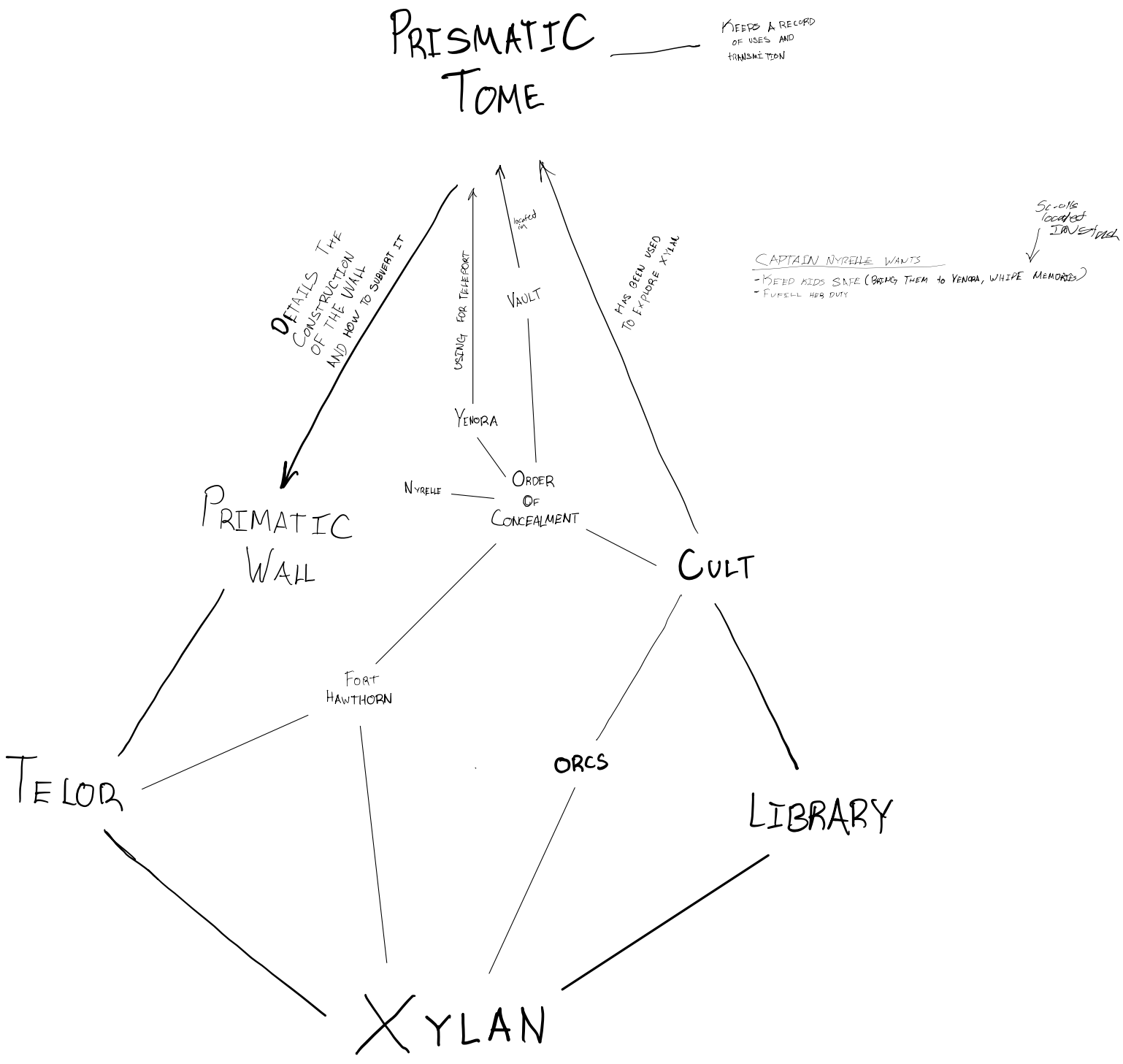




glow
NO DC


Pi
Resp





WHY PRISONERS

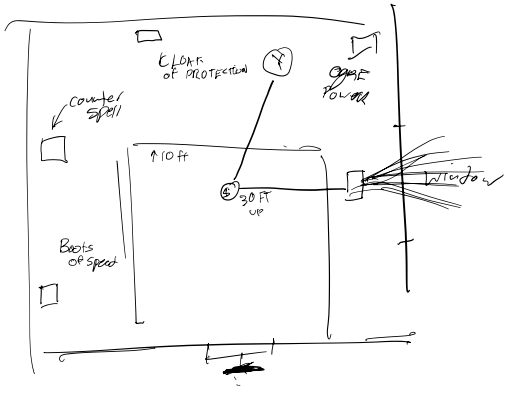
ENTER VAULT

- CAPTAIN NYRELLE BETRAYS ?
- CAPTAIN NYRELLE IS CONTROLLED
  - ITEMS STREWN ABOUT
    - COUNTER SPELL
    - HOLD PERSON
    - POTION OF ARCANE CULTIVATION

WHAT HAS BEEN SET UP

- SOMEONE HAS BEEN
- SENDING SPELLSCROLL
- MAP OF CACHE
- BANDITS (BED HERRING)
- CULT OF THE LIBRARY
- CULTIST TOWN
- BOOK MECHANICS AND PURPOSE

- ENTER THE STUDY
  - FIND DETAILS ON THE VAULT
  - FIND NOTES FROM CAPTAIN
  - CAPTAIN TRIES TO ARGUE A MEMORY WIPE
    - FLEES
  - IN CHEST ARE POTIONS
    - HEALTH (3 MINOR, 1 GREATER)
    - ARCANE CULTIVATION (1 1ST, 1 2ND)
- ENTER VAULT
  - SEE
    - A SIMULACRUM USING THE BOOK TO HACK THE BARRIER (COMPLETE AT THE END OF THREE ROUNDS
    - NYRELLE AND YENORA ARGUING
      - "YOU SAID THE SCROLLS WOULD BE THERE
      - "WE HAVENT THE TIME FOR THIS, THE RITUAL IS ALMOST COMPLETE AND WEVE WORK ON THE OTHER SIDE
      - "THIS IS YOUR OATH, THIS IS THE LIBRARYS WILL" SIGIL ON HER CHEST ILLUMINATES AS YENORA USES A RING TO CAST SUGESTION
  - PURSUATION CHECK (DC 16 IF SUGESTION SUCCEEDS) (DC 18 IF SUGESTION FAILS)
    - SUCCESS - NYRELLES OATH IS BROKEN
    - FAILURE - NYRELLE ATTACKS THE PARTY

VAULT DOOR

- CODE KEY