

The Monster

## THE MONSTER

*N/A Reborn  
Chaotic Good  
Level 19 Artificer Alchemist*

**Pronouns** - it/they  
**Occupations** - Experiment  
**Armor Class** - 17  
**Hit Points** - 137 (TODO Hitdice)  
**Speed** - 25.

STR	DEX	CON	INT	WIS	CHA
20	20	18	8	10	9
(+5)	(+5)	(+4)	(-1)	(+0)	(0)

### Saving Throws - Skills -

{ "Note - If Roderick regains his mind use the following stats"=> { "str"=>20, "dex"=>20, "con"=>18, "int"=>24, "wis"=>18, "cha"=>"12 - The Monster cannot use any Artificer or Alchemist or Legendary abilities unless Roderick has regained control" } }  
{ "Reborn Abilities"=> [ { "Faded Memories"=>"Has no memory of their previous life other than random flashes" }, { "Darkvision"=>"can see in dim light within 60ft." }, { "Deathless Nature"=>"Advantage on saving throws against disease and being poisoned and resistance to poison damage", "Advantage on Death saving throws", "Doesn't need to eat, drink or breathe", "Doesn't need to sleep and unaffected by sleep magic. Long rest only takes 4 hours as long as inactive. Retains consciousness during long rest" }, { "Knowledge from a Past Life"=>"When making a an ability check that uses a skill, roll a d6 and add it to the check roll. Can use this a number of times equal to proficiency bonus each long rest" } ] }  
{ "Artificer Abilities"=> [ { "Magical Tinkering"=>"Can invest a spark of magic into mundane objects with a touch - Bright Light, Record Message, Record Sound or Odor, Create Picture or Text" }, { "Spellcasting"=>"Requires Tinker's Tools as Spellcasting focus, Spell DC 19",

## THE MONSTER

*N/A Reborn  
Chaotic Good  
Level 19 Artificer Alchemist*

**Pronouns** - it/they  
**Occupations** - Experiment  
**Armor Class** - 17  
**Hit Points** - 137 (TODO Hitdice)  
**Speed** - 25.

STR	DEX	CON	INT	WIS
20	20	18	8	10
(+5)	(+5)	(+4)	(-1)	(+0)

**CHA**  
**9**  
**(0)**

### Saving Throws - Skills -

{ "Note - If Roderick regains his mind use the following stats"=> { "str"=>20, "dex"=>20, "con"=>18, "int"=>24, "wis"=>18, "cha"=>"12 - The Monster cannot use any Artificer or Alchemist or Legendary abilities unless Roderick has regained control" } }  
{ "Reborn Abilities"=> [ { "Faded Memories"=>"Has no memory of their previous life other than random flashes" }, { "Darkvision"=>"can see in dim light within 60ft." }, { "Deathless Nature"=>"Advantage on saving throws against disease and being poisoned and resistance to poison damage", "Advantage on Death saving throws", "Doesn't need to eat, drink or breathe", "Doesn't need to sleep and unaffected by sleep magic. Long rest only takes 4 hours as long as inactive. Retains consciousness during long rest" }, { "Knowledge from a Past Life"=>"When making a an ability check that uses a skill, roll a d6 and add it to the check roll. Can use this a number of times equal to proficiency bonus each long rest" } ] }  
{ "Artificer Abilities"=> [ { "Magical Tinkering"=>"Can invest a spark of magic into mundane objects with a touch - Bright Light, Record Message, Record Sound or Odor, Create Picture or Text" }, { "Spellcasting"=>"Requires Tinker's Tools as Spellcasting focus, Spell DC 19", "Cantrip"=>"Acid Splash, Mage Hand, Fire Bolt, Mending", "1st Level"=>"Absorb Elements, Detect Magic, Identify, Catapult", "2nd Level"=>"Continual Flame, Heat Metal, Levitate", "3rd Level"=>"Dispel Magic, Protection from Energy, Tiny Servant", "4th Level"=>"Fabricate,

2500 x 323

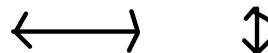


Image Dimensions

# 500 x 3235

→ ↕

# ge Dummy

"Cantrip"=>"Acid Splash, Mage Hand, Fire Bolt, Mending", "1st Level"=>"Absorb Elements, Detect Magic, Identify, Catapult", "2nd Level"=>"Continual Flame, Heat Metal, Levitate", "3rd Level"=>"Dispel Magic, Protection from Energy, Tiny Servant", "4th Level"=>"Fabricate, Elemental Bane, Summon Construct", "5th Level"=>"Animate Object, Transmute Rock"}, {"Infuse Item"=>"Imbue mundane items with magical infusions, turnig them into magic items. Can attune to that item immediately, Knows 12 Infusions and can Infuse 6 Items at a time"}, {"The Right Tool for the Job"=>"Can produce any set of artisan's tools with 1 hour work"}, {"Tool Expertise"=>"Smith's Tool proficiency bonus is doubled"}, {"Flash of Genius"=>"Can use a reaction to add intelligence modifier to his or another creature within 30' to ability checks or saving throws"}, {"Magic Item Adept"=>"Crafting items of common or uncommon takes a quarter of the normal time and half the normal cost"}, {"Spell Storing Item"=>"Can store a spell in and object once per long rest"}, {"Magic Item Savant"=>"Can attune to any magic item regardless of class, race, spell and level requirements. Can attune to 6 magic items"}]} {"Alchemist Abilities"=>[{"Tool Proficiency"=>"Proficiency with Tinker's Tools, Thieve's Tools and Alchemist's Supplies"}, {"Spellcasting"=>"Requires Alchemist Supplies as Spellcasting focus, Spell DC 19", "3rd Level"=>"Healing Word, Ray of Sickness", "5th Level"=>"Flaming Sphere, Melf's Acid Arrow", "9th Level"=>"Gaseous Form, Mass Healing Word", "13th Level"=>"Blight, Death Ward", "17th Level"=>"Cloudkill, Raise Dead"}, {"Experimental Elixir"=>"Can produce 4 experimantal elixirs per long rest, rolling on the experimantal elixir table for each elixir"}, {"Alchemical Savant"=>"Whenever casting a spell using alchemical supplies as a focus, can add Intelligence Modifier bonus to either hit points restored or damage dealt"}, {"Restorative Reagents"=>"Experimantal Elixirs also give 2d6+8 temporary HP. Can cast Lesser Restoration without expending a spell slot using Alchemists Supplies once per long rest"}]} {"Chemical Mastery"=>"Resistance to Acid and Poison damage and immune to Poisoned condition. Can cast Greater Restoration and Heal without expending a spell slot using Alchemists Supplies once per long rest"}]} **Proficiencies** - **Proficiency Mod** - +6

**Languages** - Common Gnomish

**Adjectives** - Confused, Angry, Empathetic,

**Special Abilities** - - -

**Special Equipment** - -

**Combat Tactics**

The Monster: Straigh ahead rage fight Roderick Holmestar: will try to avoid fighting at as much as possible, but if required he will do his best to outthink his opponents

**Actions** -

**Factions**

**Collegium Imaginata**  
Role: *Escaped Experiment*

## ROLEPLAYING

**Introduction**

A massive patchwork man shambles out of the shadows, mumbling to himself as he quickly closes the distance

**Appearance**

Huge and muscled in a stitched together patchwork of flesh and metal in torn and soiled rags of what used to be a cloak

**Expressions**

N/A

**Mannerisms**

a slow, shambling, limping gait

**Motivations**

remembering who they are

**Passions**

he doesn't know

**Secrets**

The Monster was Roderick Holmestar

Elemental Bane, Summon Construct", "5th Level"=>"Animate Object, Transmute Rock"}, {"Infuse Item"=>"Imbue mundane items with magical infusions, turnig them into magic items. Can attune to that item immediately, Knows 12 Infusions and can Infuse 6 Items at a time"}, {"The Right Tool for the Job"=>"Can produce any set of artisan's tools with 1 hour work"}, {"Tool Expertise"=>"Smith's Tool proficiency bonus is doubled"}, {"Flash of Genius"=>"Can use a reaction to add intelligence modifier to his or another creature within 30' to ability checks or saving throws"}, {"Magic Item Adept"=>"Crafting items of common or uncommon takes a quarter of the normal time and half the normal cost"}, {"Spell Storing Item"=>"Can store a spell in and object once per long rest"}, {"Magic Item Savant"=>"Can attune to any magic item regardless of class, race, spell and level requirements. Can attune to 6 magic items"}]} {"Alchemist Abilities"=>[{"Tool Proficiency"=>"Proficiency with Tinker's Tools, Thieve's Tools and Alchemist's Supplies"}, {"Spellcasting"=>"Requires Alchemist Supplies as Spellcasting focus, Spell DC 19", "3rd Level"=>"Healing Word, Ray of Sickness", "5th Level"=>"Flaming Sphere, Melf's Acid Arrow", "9th Level"=>"Gaseous Form, Mass Healing Word", "13th Level"=>"Blight, Death Ward", "17th Level"=>"Cloudkill, Raise Dead"}, {"Experimental Elixir"=>"Can produce 4 experimantal elixirs per long rest, rolling on the experimantal elixir table for each elixir"}, {"Alchemical Savant"=>"Whenever casting a spell using alchemical supplies as a focus, can add Intelligence Modifier bonus to either hit points restored or damage dealt"}, {"Restorative Reagents"=>"Experimantal Elixirs also give 2d6+8 temporary HP. Can cast Lesser Restoration without expending a spell slot using Alchemists Supplies once per long rest"}, {"Chemical Mastery"=>"Resistance to Acid and Poison damage and immune to Poisoned condition. Can cast Greater Restoration and Heal without expending a spell slot using Alchemists Supplies once per long rest"}]} **Proficiencies** - **Proficiency Mod** - +6

**Languages** - Common Gnomish

**Adjectives** - Confused, Angry, Empathetic,

**Introduction**  
A massive patchwork man shambles out of the shadows, mumbling to himself as he quickly closes the distance

**Appearance**  
Huge and muscled in a stitched together patchwork of flesh and metal in torn and soiled rags of what used to be a cloak

**Expressions**  
N/A

**Mannerisms**  
a slow, shambling, limping gait

**Motivations**  
remembering who they are

**Passions**  
he doesn't know

**Secrets**  
The Monster was Roderick Holmestar

Special Abilities

- - -

Special Equipment

- -

Combat Tactics

The Monster: Straigh  
ahead rage fight Roderick  
Holmestar: will try to  
avoid fighting at as much  
as possible, but if  
required he will do his  
best to outthink his  
opponents

Actions

-

Factions

Collegium  
Imaginata

Role: Escaped  
Experiment