

FIENDISH HOMUNCULORB

Tiny Terrors with a Big Impact.



The parts from creatures of fiendish origin can be quite intriguing to those seeking to create constructs. While those of larger stature are often seen as more useful, a crafty practitioner will find that sometimes the smaller fiends provide more utility. When augmented by magic-infused prosthetics, such tiny terrors can become truly terrifying familiars to their arcane masters.

FIENDISH AMALGAMS.

Recovering parts from fallen fiends can prove quite tricky, and the secret to constructing a golem from such parts is kept secret by greedy hags. However, cunning artificers have discovered that smaller fiends can be stitched together and animated using magically-infused technology. The resulting homunculorb is small in stature but brimming with arcane energy.

ARCANE AUGMENTATIONS.

The arcanist that forges a homunculorb bypasses the challenge of using exclusively fiendish parts by substituting some with mechanical augmentations. The most important part, and the one that gives the homunculorb its namesake, is the spherical power source housed outside the main body, attached by a metallic tail. The power source is volatile, and the energy housed within must be occasionally vented.

CHARGED BY FORCE.

In order to keep itself perpetually charged, the homunculorb has been equipped with the ability to absorb kinetic energy and store it for later use. When it gains a significant charge, it can absorb it in order to make repairs to itself or emit the excess energy from its tail in a thunderous slam. This ability makes them incredibly resilient and stout, but also volatile. If the excess charge is not vented before it breaches its container, it can cause the homunculorb to detonate. While one lost construct may be easy for an arcanist to accept, if it is one of many such creations, it can often result in a chain reaction, devastating the constructs, creator, and assailants alike.

Fiendish Homunculorb

Small Construct, Neutral

Armor Class 11

Hit Points 45 (7d6 + 11)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	10 (+0)	5 (-3)

Damage Resistances Force, Thunder

Damage Immunities Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 30 ft., Passive Perception 10

Languages Understands the languages of its creator but can't speak

Challenge 3 (700 XP)

Proficiency Bonus +2

Kinetic Charge. When the homunculorb is hit with a spell or attack that would deal bludgeoning, thunder, or force damage, it gains a charge of energy. It can safely hold up to three such charges. Whenever it would gain a charge while holding 3 or more, it must make a Constitution saving throw or have its power

core explode, killing it. The DC is equal to 13 + the number of charges it is holding. If the homunculorb explodes, each creature within 10 feet of it must make a Dexterity saving throw of the same DC or take 1d8 force damage for every charge it held before exploding.

Lightning Absorption. Whenever the homunculorb is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Immutable Form. The homunculorb is immune to any spell or effect that would alter its form.

Magic Resistance. The homunculorb has advantage on saving throws against spells and other magical effects.

Magic Weapons. The homunculorb's weapon attacks are magical.

Telepathic Bond. While the homunculorb is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Actions

Multiattack. The homunculorb makes two slam attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 5) bludgeoning damage.

Bonus Actions

Charged Strike. The homunculorb spends any number of stored charges. The next melee attack it makes deals an additional 1d8 force damage for each charge spent.

Charged Heal. The homunculorb spends any number of stored charges, regaining 1d4 hit points for each charge spent.

Read Out. *A metallic clank rings rhythmically out from down the hall. You stand ready for whatever horrible amalgamation may guard the artificer's lair. The clanking continues as a long shadow grows on the wall outside the door, but then slowly shrinks. Rounding the corner, you see a small creature, part stitched flesh, part mechanical. A long metal tail trails behind, capped with a bulbous steel ball that glows from within with arcane energy. As you meet its gaze, it simply tilts its head in confusion. Before you have time to let your guard down, you hear numerous more clanking footsteps down the hall. At your momentary distraction, the small construct's orb hums with energy and it leaps into the air, flipping its tail down upon you.*