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ELDRITCH SANDS

CAMPAIGN SETTING FOR 5TH EDITION

POISON POTION
PRESS

THE DISASTER

The world was doomed. As temperatures rose, precious water evaporated—and hope along with it—turning the land into vast, desolate seas of sand. Violent sandstorms swarm the planet's surface, darkening the skies and eclipsing the sun. Once the planet became inhospitable, some sought an exodus into the stars to salvation and freedom with many of their fates uncertain. In the end, a large city-sized shelter called Omni Armor System (OASys) was built and became the final home of the surviving population.

As time passed, synthetic lifeforms were created to maintain the OASys. These life forms called MIMICs were built in their creators' image, and while useful, required significant energy to power. Coupled with a rising population, meeting these energy demands proved futile. Through a combination of science and arcane lore, the discovery of eldritch energy distilled from unprocessed sand into enormous glass cores brought a period of prosperity. Despite the prosperous years, problems and glitches arose within the OASys and across the MIMICs.

These glitches compromised many MIMICs, who leveled violence against their creators. Most of the MIMICs were decommissioned, but some were never accounted for, and their constant threat led to the development of powerful exoskeletal suits powered by eldritch energy called Eldritchtech.

With Eldritchtech, those who wear these specialized armors face the dangers beyond the city and within it—the future of the OASys lies with them.

THE OASYS

The Omni Armor System (or OASys) was designed to protect the world's remaining populations from the harsh climate. With their chance for an exodus into space bleak, the people developed the OASys to shield them from the elements. Inside the large complex, the OASys is divided into definitive sectors: clusters of safe capsule-like living quarters, vertical farms, larger-than-life foundries, and underground wells all connected via a frictionless tram system and service tunnels.

Life in the OASys is about efficiency over comfort, preserving life at any cost. While a marvel of engineering, the vast corridors and spaces become repetitive and tedious as time goes on. Behind the operations of the OASys, the Five govern every facet of life for the people living beneath its dome. Officers of the Shield uphold the OASys's fragile order and peace, contending with anything from simple theft to murder. Eldritchtech pilots face the harsh environments outside of the dome while undergoing scavenging expeditions or fight amidst rising threats within the OASys.

While the Governance of the Five provides the citizens of the OASys with their basic needs and amenities, those who want more from life are left wanting. Often people find themselves within the darkened tunnels of the Service, currying favors for harder-to-acquire services or luxuries. A person's word and reputation are the only currency in the OASys—how will you fare with the factions that govern it?

THE FACTIONS WITHIN

Within the sheltered dome of the OASys, a mutual sense of survival keeps its citizens in check. Despite these shared goals, uneasy alliances between major powers continue to stifle any hope of progress and healing. These four factions each contribute a leader to the Governance of the OASys, with its fifth member rumored to be an unaffiliated observer.

The Children of the Stars yearns to follow the few that escaped the planet ages ago, believing that a new paradise awaits them. They have invested heavily in eldritch research to develop spacefaring vessels, believing any efforts to terraform the planet to be fruitless or wasteful.

The New Beginning is a conglomerate of scientists, researchers, and engineers seeking to restore the planet to its original, bountiful state, which is an arduous task due to already limited resources and technology. Constant threats from MIMICs and native fauna hinder their chances to complete their fervent, emerald dream.

The Cult of Penance believes that the past's environmental fallout was a punishment for their hubris and should serve as a warning to others. Despite their nihilistic tendencies, its followers embrace their current circumstances as opposed to seeking change or freedom from it.

The Pierced Veil discovered the hidden eldritch energy found within the sands outside of the OASys and harnessed it to power the MIMICs and other great machines. After the MIMICs were decommissioned—a failure in their eyes—these occult artificers crafted the Eldritchtech to combat their remaining creations. However, their steady and constant progress leaves many worried about another catastrophe.

ELDRITCHTECH OVERVIEW

As the old terror of the MIMICs reappeared at the gates and brand-new horrors began to emerge, there were questions about how the OASys could protect itself from these new threats. The answer was the Eldritchtech core, the newest attempt to harness the dangerous energies that first corrupted the MIMICs.

Most humans are no more immune to Eldritchtech corruption than their mechanical predecessors. The player characters are a special few, chosen to bear the burden of an Eldritchtech power core installed directly into their bodies. Whether they can successfully resist the same insidious influence that turned the MIMICs against society remains to be seen.

ELDRITCHTECH FEATURES

Characters fused with Eldritchtech are able to push themselves beyond normal limits and utilize advanced tech that others can only dream of accessing. Though specific suits grant access to specific abilities, all Eldritchtech users have access to the following abilities.

OVERLOAD

In times of great need, you can override the safety limits of the Eldritchtech, pulling greater power from their core and gaining powerful momentary performance boosts at the cost of exposing themselves to uncontrolled eldritch corruption.

GENERAL OVERLOAD ABILITIES

A character with an Eldritchtech core has the ability to overload in the following ways:

- On your turn, you take an additional action to Dash, Disengage, or Dodge.
- On your turn, you gain temporary hit points equal to half your hit point maximum. These temporary hit points last for 1 minute.
- After you roll a death saving throw, you can choose to gain 1 hit point instead. You can overload in this manner even if you would die as a result of your third failed death saving throw.
- When you fail an ability check, you can reroll the check, adding double your proficiency bonus to the roll.
- When you fail a saving throw, you can choose to succeed instead.

Whenever you use one of the above overload abilities, you gain one level of eldritch influence.

BASE SUIT FUNCTIONS

The Eldritchtech suits aren't just designed for combat. They're powerful tools designed to help their users survive in the harsh environment beyond the relative safety of the OASys. Every Eldritchtech suit possesses the following features:

Environmental Survival. While utilizing a suit, you are immune to the effects of extreme environmental heat and cold, though not their associated damage types.

Nutrient Recycler. When using a suit, you can survive one full day without fresh food or water with no ill effect. Once you use this feature, you need 1d4 + 1 days with normal food and water intake before this feature is primed again.

OWLBEAR SUIT

The owlbear suit is the Eldritchtech heavy hitter, a force of physical prowess that uses its FURI Protocol to tear obstacles and enemies apart.

The Owlbear Suit

Level	Proficiency Bonus	Feature
1	+2	FURI Protocol, Contextual Shield, Reinforced Frame
2	+2	Threat Assessment
3	+2	Dash Pulse
4	+2	Suit Module
5	+3	Extra Attack
6	+3	Interdiction Drive
7	+3	Improved Threat Assessment
8	+3	Suit Module
9	+4	Render
10	+4	Feral Bastion

Suit Features

As a owlbear suit-certified Eldritchtech user, you gain the following features.

Hit Points and Armor Class

Hit Dice: 1d10 per suit level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier
Armor Class: 15 + Proficiency Bonus + applicable modules

Proficiencies

Saving Throws: Strength, Constitution
Skills: Choose three from Athletics, Intimidation, Nature, Perception, Survival, and Tech

Equipment

Equipment will be unveiled at a later stage.

FURI Protocol

As a bonus action on your turn, you may activate a target aggression module that lasts for 1 minute, until you go unconscious, or until you end it as a bonus action. The FURI Protocol grants you the following features:

- Your speed is reduced by 5 feet. On each of your turns, you can move 10 feet in a straight path towards a hostile creature you can see as a bonus action.
- Your melee weapon attacks deal an additional 1d4 force damage.

Once you have used FURI Protocol, you must finish a short or long rest before you can do so safely again. If you so choose, you can overload to activate the FURI Protocol while you have no uses remaining, gaining 1 level of eldritch influence at the end of your turn.

Contextual Shield

When you hit a hostile creature with a weapon attack, a reactive shield grants you resistance to bludgeoning, piercing, and slashing damage dealt by the attacker until the start of your next turn.
  When a creature hits you with an attack, you can use your reaction to target it with your shield before the attack deals damage. When you do so, you lose the benefit of the reactive shield against any other creature affected previously.

Reinforced Frame

The owlbear suit is designed to withstand extreme punishment and bear the heaviest burdens among all Eldritchtech suits. Your hit point maximum increases by 1 and increases by 1 each time you gain a level with this suit. In addition, you are considered one size category larger when determining the weight that you can carry, push, drag, or lift.

Threat Assessment

When you roll initiative, you can ask the GM which hostile creature you can see has the highest Armor Class or the most hit points. On your first turn, your attacks against that creature are rolled with advantage. If two or more creatures are tied for the highest Armor Class or most hit points, you decide which creature against whom you roll with advantage on your first turn.

Dash Pulse

When you take the Dash action, you can unleash a burst of energy when you reach your destination, forcing each hostile creature within 5 feet of you to make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Constitution modifier. Hostile creatures take 1d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning damage increases to 2d6 at 6th level, and 3d6 at 9th level.

Suit Module

When you reach 4th level, and again at 8th level, you gain a module of your choice from the list of available options.

Extra Attack

You can attack twice, instead of once, when you take the Attack action on your turn.

Interdiction Drive

When a creature you can see within 30 feet of you is hit by an attack or rolls a saving throw against a damaging effect, you can use your reaction to move up to 20 feet to an unoccupied space adjacent to that creature without provoking opportunity attacks. You take the damage from the attack or effect in the target's stead, reducing it by an amount equal to your proficiency bonus.

   You can overload your systems when you use this ability, choosing either to increase your range to 60 feet or gaining resistance to the damage from the attack or effect instead of reducing it by a full amount. You gain 1 level of eldritch influence after the triggering attack or effect is resolved.

Improved Threat Assessment

When you identify a target with your Threat Assessment feature, you have advantage on saving throws and contested ability checks against the target creature until the end of your next turn.

Render

Your melee weapon attacks ignore half cover and three-quarters cover. In addition, once per round when you miss a melee weapon attack against a creature, you can make another attack with the same weapon against a different creature within reach.

Feral Bastion

Your Contextual Shield grants resistance against all damage dealt by the target creature. When you would take damage from the target of your Contextual Shield you can choose to overload it, giving you immunity to all damage dealt by the creature until the start of your next turn. At the start of that turn, you gain 2 levels of eldritch influence.

SUIT MODULES

Over time, Eldritchtech suit users learn to handle progressively more energy from their core. Advanced operators utilize this expanded capacity by installing modules, powerful supplementary systems that introduce new abilities or boost certain suit features.

Changing Modules. At the GM's discretion, an Eldritchtech user can swap out one module for another at the end of a long rest.

EVASION PROTOCOLS

Prerequisites: none
When you take this module, you can choose one of the following effects:

- You can take the Dash or Disengage action as a bonus action on your turn, and ignore difficult terrain while dashing.
- You gain proficiency in Dexterity saving throws. If you fail a Dexterity saving throw, you can use your reaction to reroll the saving throw and use the new result.

You can take this module a second time, gaining the other effect when you do so.

FLIGHT BOOSTER

Prerequisites: none
You gain a flying speed equal to your walking speed. If you end your turn while in the air, you fall to the ground, landing prone if you drop more than 10 feet.

If you take this module a second time, you hover in place if you end your turn in the air, and don't take damage when falling from heights up to 50 feet as long as you're not unconscious, stunned, or restrained.

PRIMARY POWER SUPPLEMENT

Prerequisites: none
You gain +2 to one ability score of your choice, or +1 to two ability scores of your choice.

REAL-TIME SIMULATOR

Prerequisites: none
You gain the ability to simulate attacks and adjust targeting on the fly. Once per turn when you miss with an attack, you can roll 1d6. On a result of 5-6, the attack was just a test simulation: you reroll the attack and use the new result.

You can take this module a second time, improving the simulation die range to 4-6.

REBREATHER

Prerequisites: None
You refine your suit's respiratory enhancers, gaining advantage on saving throws against inhaled hazards like smoke or poison. In addition, your suit can operate underwater or in airless environments for up to 30 minutes at a time, recharging after you spend at least 5 minutes in breathable atmosphere.

SONIC BOOM

Prerequisites: none
You modify how your suit interacts with certain weapons. When you hit with a weapon attack that deals radiant or force damage, you can change those damage types to thunder damage instead. In addition, you gain resistance to thunder damage.

STRIKER PISTONS

Prerequisites: none
Primed pistons deliver extra force to your attacks. When you hit a creature your size or smaller with a melee weapon attack on your turn, you can push the creature 5 feet away from you into an unoccupied space. In addition, your choice of Strength or Constitution score increases by 1.

THERMAL REGULATORS

Prerequisites: none
You can further inure your systems against temperature extremes. Each time you finish a short or long rest, you can choose to gain resistance to cold or fire damage. This resistance lasts until you finish your next short or long rest.

THE WHISPERS

Eldritchtech has unlimited potential, but users can only safely utilize a handful of ability combinations at a time. As characters unlock the potential of their suits, they strain against the safety limits that keep the dangerous nature of Eldritchtech at bay, and the characters begin to feel the pull of the Eldritch as a phenomenon known as the Whispers.

The Whispers are hissing voices in the dark, muffled murmurs through your safety capsule wall. They are the personification of the untamed evil that lurks within all Eldrtichtech devices. They break down systems and souls, affecting a user's technology and psyche alike.

Gaining Eldritch Influence

Characters most commonly gain eldritch influence when they use overload abilities. They can also gain influence levels from certain suit abilities, monster abilities or environmental effects.

Resolving Influence

When you gain one or more levels of eldritch influence, you roll 1d4 for each level of eldritch influence you currently have. Total the sum of the dice and experience an effect as listed on the table below as soon as the triggering action is resolved.

Silencing the Whispers

You can purge corruption from your system, given sufficient time to recover. When you have one or more levels of eldritch influence finish a long rest, you can roll a d20. On a result of 11 or higher, you reduce your level of eldritch influence by 1. You can expend Hit Dice after the roll is made, gaining +1 to the roll for each of your Hit Dice you expend in this way

Ending Influence Effects

Some effects from the Eldritch Influence table describe how long they last. If one does not, the effect lasts until the character's level of eldritch influence is reduced.

Each time you reduce your level of eldritch influence, you can remove one ongoing effect of your choice (unless that effect states otherwise).

NPCs and Eldritch Influence

Non-player characters can suffer the effects of the Whispers just like the characters can. The GM can decide that certain NPCs gain and resolve levels of eldritch influence by rolling on the Eldritch Influence table. Alternatively, they may choose a specific effect or come up with their own in order to best increase tension or drive the story.

Eldritch Influence

D4 Pool Total	Effect
1-2	**Faint Whispers.** Sometimes you hear faint crackling, like static echoing from a radio in a nearby room. It's not a problem, at least for now.
3	**Shadow Signal.** An enemy is nearby —you're certain of it. Yet when you investigate where you thought you saw or heard them, there's no trace. Perhaps it's just a false positive on your system. The GM may occassional prompt your response as though you detected a hidden enemy.
4	**Rotted Corruption.** Roll another d4: **1-2**, you shake off the dark veil that clouds your mind. **3-4**, something indelible has taken root within you, writhing in your soul: you cannot drop below 1 level of eldritch influence until you take downtime to cleanse your mind and systems.
5	**Deafening Whispers.** At the GM's discretion, the Whispers escalate until they're as loud as a piercing scream. You become deafened for 1 minute, and have disadvantage on Wisdom (Perception) checks using your other senses.
6	**Elder Sight.** You gain darkvision to a range of 60 feet if you didn't possess it already. When you look at living creatures in dim light or darkness, you can see the worms moving under their skin, slithering behind their eyes. You have disadvantage on saving throws against being frightened.
7	**Terrified.** You look into the iris of another's eyes and indiscriminate terror grips you as you see the vast, lonely void that awaits you. You become frightened of one random ally you can see for 1 minute.
8	**Unnerving Change.** People notice little details have changed about you, be it a change in your posture or taste in food. It's as if a strange force is controlling your body. When other characters make rolls on this table, they roll an additional d4 and remove the lowest value.
9	**Haunting Knowledge.** The Whispers tell you a secret: maybe one about the world, about where you live, or about yourself. What if it's true? You gain proficiency in your choice among History, Politics, and Tech, but you have disadvantage on Intelligence saving throws.
10	**Eldritch Nature.** While you are in a suit, you are considered an eldritch creature in addition to your existing creature type(s). Effects that target, affect, or detect eldritch creatures also apply to you.
11	**Horrendous Vision.** You catch glimpses of some unspeakable things in the corner of your eye. You're convinced it's waiting for you to let your guard down. When you take a long rest, you must choose between recovering only a number of hit points equal to twice your level, or only recovering a number of hit dice equal to half your proficiency bonus.
12+	**Core Corruption.** The result depends on the number of times you have rolled this result. **1**, you become a hostilce NPC unter the GM's control for one round. **2**, you remain a hostile NPC for 1 minute, but can only Dash, Dodge, Hide, or Disengage each round after the first. **3**, you are permanently a hostile creature of Beyond with statistics determined by the GM. Can you remember who you were, or are you lost forever?

DEEPWATER SPIDERS

The Deepwater Reservoirs allow communities to survive, but something lurking in the deepest caverns has stirred at society's encroachment. Swarms of spiders, ever-hungering in the lightless Deepwater Mines, have begun growing rapidly in number as they discover a new source of food: the poor souls sent below to maintain the pipes and tunnels, keeping their spider communities alive.

Web Hunters. The Deepwater spiders trap victims using their webs, which are as sharp as razor wire. More than a handful of unobservant and unprotected workers have gutted themselves by fleeing into a trap of shimmering strands.

Deepwater Spider Swarm
Medium swarm of Tiny beasts, neutral

Armor Class 13 (natural armor)
Hit Points 54 (12d8)
Speed 25 ft., climb 25 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	2 (-4)	7 (-2)	1 (-5)

Skills Stealth +4
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 30 ft., darkvision 60 ft.
Languages —
Challenge 3 (700 XP)

Amphibious. The swarm can breathe air and water.

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny arachnids. The swarm can't regain hit points or gain temporary hit points.

Web Sense. While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

Up the Waterspout. The taste of new meat has left swarms of spiders hungry for more of the same. Swarms have been known to make their way up from the Deepwater and through the pipes and tunnels of the Service, emerging to wreak havoc in populated areas as they emerge from faucets and toilets. Concerned residents have checked on their long-absent friends, opening their safety capsules to discover the web-smothered husk of their loved one—and the still-hungry swarm they just unleashed.

Pool-Filled Lairs. Spider swarms like to nest in caverns with shallow pools, setting strands of razor-wire across dry pathways and forcing potential prey into difficult terrain to avoid them. The noise of a creature in the water, or the web-warning as one makes contact with a strand, sends spiders pouring from every dark corner.

Web Walker. The swarm ignores movement restrictions caused by webbing and is immune to damage caused by Deepwater spider webs.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target. *Hit:* 15 (6d4) piercing damage or 7 (3d4) if the swarm has half its hit points or fewer. The target must also succeed on a DC 10 Constitution saving throw or take 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. A target reduced to 0 hit points by the swarm's poison is stable but unconscious for 1 hour

Envelop. The swarm spins webs around a Medium or smaller creature in its space that is incapacitated. While enveloped in this way the creature is restrained (escape DC 12), can't take actions except to attempt to free itself, and has disadvantage on Wisdom (Perception) checks. Another creature can use its action to attempt to free an enveloped creature against the escape DC. When a creature fails its ability check to free itself or another enveloped creature, it takes 2 (1d4) slashing damage.

Web Shot (Recharge 5-6). The swarm fires razor-sharp strands of webbing in a line that is up to 10 feet long and is 5 feet wide. The webbing can be attacked and destroyed (AC 9, hp 8) and is considered difficult terrain. Creatures that enter an area of this webbing or who start their turn there must suceed on a DC 12 Dexterity saving throw or take 5 (2d4) slashing damage.

THE MATRIACH

The eerily perceptive, trap-setting, and aggressive swarming behavior are not coincidences; enormous swarms of Deepwater spiders are coordinated under the direction of an egg-laying apex specimen, the Deepwater matriarch. Where the matriarch dwells, death follows as other Deepwater spiders become far more aggressive in the name of feeding their precious queen.

When a particularly widespread incursion of Deepwater spiders works their way up through the Service, it's likely a matriarch is responsible. Should the community repel the swarms, the matriarch herself often makes its escape. If the infestation isn't destroyed at the source, it's only a matter of time until the horror begins again.

The matriarch's swarm gains the following features:

Matriarch Escape. When the swarm dies, the matriarch emerges as a Tiny beast with AC 12 and 8 hit points. A new Deepwater spider swarm reforms after 24 hours.

Mother's Web. The matriarch's swarm recharges its Web Shot on a 3-6.

Parental Guidance. Deepwater spider swarms within 30 feet of the matriarch, including the matriarch's own swarm, have advantage on attack rolls.

Skitterer. The matriarch's swarm can take the Dash or Disengage actions on each of its turns as a bonus action.

ELDRITCH DRAGON

It soars over the searing sands, writhing and undulating like a nightmarish mirage. Whatever it was before, the eldritch dragon has been warped over the centuries into something horrendous and nearly unrecognizable. A creature of the Whispers, it basks under the unforgiving sun and sleeps under corrupted sands.

Terror from the Old World. Legends say that many kinds of dragons used to populate the world. Whether good or evil, they were intelligent and long-lived, but the creature that plagues the wastes today is nothing like the riddle-speaking, treasure-hoarding drake from the old stories. Seemingly without language, the eldritch dragon seems to exist only to spread the corruption of the Whispers.

An Eldritch Dragon's Lair

Some believe these dragons actually lair in underground caverns. Rare reports of caves that pulsate with warped energies seem to fit the bill, but no one has actually seen an eldritch dragon living inside one—at least, no one who's lived to tell about it.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- One random creature within the lair other than the dragon must succeed on a DC 13 Wisdom saving throw, or it gains one level of eldritch influence.

- All creatures with at least one level of eldritch influence must succeed on a DC 14 Constitution saving throw. Creatures that fail the saving throw can't see or hear the dragon until initiative count 20 of the following round.
- Ten-foot-long tears in reality appear in up to 3 unoccupied areas of the dragon's choice. Each tear must be within 60 feet of another tear. Creatures entering a space with a tear vanish and emerge in a different tear of their choice, taking 5 (2d4) force damage if they are not the dragon or a creature with the eldritch tag.

ELDRITCH DRAGON

Gargantuan aberration (eldritch), chaotic evil

Armor Class 19 (natural armor)
Hit Points 188 (13d20 + 52)
Speed 40 ft., burrow 60 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	17 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +7, Con +9, Cha +10
Skills Perception +8, Stealth +7
Damage Resistances any from non-eldritch and non-Eldritchtech sources
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 18
Languages —
Challenge 15 (13,000 XP)

Aura of Whispers. When a creature within 120 feet of the dragon rolls for an effect on the Eldritch Influence table and gets a result less than 5, they reroll and use the new result.

Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Writhing Form. The eldritch dragon can move through spaces 10 feet wide or larger without squeezing.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its lash.

REGIONAL EFFECTS

The region containing a legendary eldritch dragon's lair is warped by vile energies, creating one or more of the following effects:

- Creatures perceive disturbing faces and figures in natural terrain that vanish upon closer inspection.
- Intelligent creatures sometimes hear someone screaming for their help, often calling them by name. Other members of a group don't hear the cries.
- Nightmares and daytime hallucinations commonly remind those who experience them of dark secrets, past tragedies, or hidden shame.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Lash. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Reality Tear (Recharge 5-6). The dragon unleashes a momentary rip in the fabric of reality in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 49 (11d8) psychic damage on a failed save, or half as much damage on a successful one. Creatures that fail their saving throw take 1 level of eldritch influence.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Lash. The dragon makes one lash attack.

Whisper. The dragon learns the precise location of any creatures within 120 feet with at least one level of eldritch influence.

Plummet. If it is no more than 20 feet in the air, the dragon plunges into the ground and moves up to half its burrow speed. Creatures within 5 feet of the dragon when it begins burrowing must succeed on a DC 18 Strength saving throw or be knocked prone.

MIMIC

Corrupted by eldritch energies, MIMICs have abandoned their service duties and now actively work to destroy the communities they once served.

Relics from the Downgrade. Most MIMICs were successfully destroyed in the Downgrade, but many escaped the deconstruction. While most fled into the dunes, many remained hidden in the endless labyrinth of the Service. They still lie dormant, occasionally awakening to answer the call of the Whispers.

New Models. New MIMICs, appearing as beasts and monsters, suggest creatures in the wastes are being transformed into murderous constructs. If true, a mechanical plague could be growing beyond the boundaries of the OASys.

MIMIC LURKER
Medium construct, neutral evil

Armor Class 15 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	7 (-2)	11 (+0)	9 (-1)

Skills Athletics +4, Stealth +2
Damage Resistances lightning, bludgeoning, piercing, and slashing damage from non-eldritch and non-Eldritchtech sources
Senses darkvision 60 ft., passive Perception 10
Languages understands Common but can't speak it
Challenge 2 (450 XP)

Corruptor. The MIMIC can automatically bypass doors and other simple systems that would normally require an Intelligence check of DC 14 or less.

ACTIONS

Multiattack. The MIMIC attacks twice with its Crackling Slam.

Crackling Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 2 (1d4) lightning damage.

Sawblade Blast. *Ranged Weapon Attack:* +4 to hit, range 30/60, one target. *Hit:* 7 (2d6) slashing damage.

MIMIC TEMPLATE
A beast, humanoid, or monstrosity can be turned into a MIMIC. It retains all its statistics except as noted below.

Challenge. In general, creatures increase their challenge rating by 1 unless one of the following is true:

- The base creature already has one or more damage resistances or immunities.
- The creature is CR 10 or higher.

Construct. The creature's type becomes construct, and its alignment becomes neutral evil.

Metallic Shell. The creature's Armor Class increases by +2, and it gains resistance to bludgeoning, piercing, and slashing damage from non-eldritch and non-Eldritchtech sources.

Surge Protection. The creature gains resistance to lightning damage.

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