



# THE KNIGHTS OF THE MILITARY

## ABOMINATION AMBUSH

**HOME BREW MONSTERS**

In a kingdom of panic, people find new ways for law and order.

## JUGGERNAUT MK1

large, lawful neutral

**Armor Class** 17 (heavy)  
**Hit Points** 100 (14d10 + 2)  
**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	6 (-2)	9 (-1)	8 (-1)

**Resistances.** poison, psychic  
**Senses.** darkvision 60 ft., passive Perception 15  
**Languages.** all  
**Challenge.** 2 (450 XP) **Proficiency Bonus** +2

**Kill-Shot.** A player can declare that they wish to kill the person inside the mech, and if they get a crit, the person dies and the mech is deactivated.

**Hull.** The Juggernaut can resist, three times per day, physical damage from a non-magical source.

### ACTIONS

**Cannon (3-6).** *AoE Attack:* Every creature within a 15-foot line, originating from the Juggernaut, must make a DC 13 dexterity saving throw or take 12 (2d10) piercing damage and be knocked prone, or half as much on a successful save.

**Steel Blade.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 10 (2d8 + 2)

## JUGGERNAUT MK2

large, lawful neutral

**Armor Class** 20 (heavy)  
**Hit Points** 150 (20d10 + 2)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	6 (-2)	9 (-1)	8 (-1)

**Resistances.** physical damage from non-magical weapons, poison, psychic  
**Senses.** darkvision 60 ft., passive Perception 15  
**Languages.** all  
**Challenge.** 4 (1,100 XP) **Proficiency Bonus** +2

**Kill-Shot.** A player can declare that they wish to kill the person inside the mech, and if they get a crit, the person dies and the mech is deactivated.

**Hull (1/day).** The first crit the Juggernaut suffers is nullified, making it take normal damage without doubling.

**Radiant Standard.** Any allies within 20 feet that are smaller than the Juggernaut get 3d6 temporary hit points and advantage on their next attack

### ACTIONS

**Multiattack** The Juggernaut can do both of the following attacks. If Iron Fist is on cooldown, he gets an extra use of Steel Blade.

**Iron Fist (3-6).** *AoE Attack:* Every creature within a 15-foot cone, originating from the Juggernaut, must make a DC 15 dexterity saving throw or take 16 (5d6) piercing damage and be knocked prone, or half as much on a successful save.

**Steel Blade.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 10 (2d8 + 2)

# JUGGERNAUT MK3

large, lawful evil

**Armor Class** 20 (heavy)

**Hit Points** 200 (24d10 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

**Resistances.** physical damage from non-magical weapons, poison, psychic

**Senses.** darkvision 60 ft., passive Perception 15

**Languages.** all

**Challenge.** 5 (1,800 XP)

**Proficiency Bonus** +3

**Kill-Shot.** A player can declare that they wish to kill the person inside the mech, and if they get a crit, the person dies and the mech is deactivated.

**Hull (1/day).** The first crit the Juggernaut suffers is nullified, making it take normal damage without doubling.

**Radiant Standard.** Any allies within 20 feet that are smaller than the Juggernaut get 4d8 temporary hit points and advantage on their next attack

## ACTIONS

**Multiattack** The Juggernaut makes 3 Attacks

**Railgun (4-6).** AoE Attack: Every creature within a 100-foot line that is 20 feet wide, originating from the Juggernaut, must make a DC 17 dexterity saving throw or take 27 (8d6) piercing damage and be knocked prone, or half as much on a successful save.

**Steel Blade.** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 18 (4d8 + 2)

**Artillery (4-6):** Pick three points. Every creature within a 20-foot radius of these points must make a DC 17 dexterity saving throw or suffer (8d8) fire damage

## SURVEYOR MK1

large, Construct, lawful evil

**Armor Class** 13 (light)  
**Hit Points** 50 (8d10 + 1)  
**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	5 (-3)	12 (+1)	6 (-2)	9 (-1)	8 (-1)

**Resistances.** physical damage from non-magical weapons, poison, psychic

**Senses.** darkvision 60 ft., passive Perception 18

**Languages.** all

**Challenge.** 3 (700 XP) **Proficiency Bonus** +2

**Kill-Shot.** A player can declare that they wish to kill the person inside the mech, and if they get a crit, the person dies and the mech is deactivated.

**Terrain.** The Surveyor, when it is not moving, is indistinguishable from a normal hill.

### ACTIONS

**Double-Loaded.** Add one more shell to Artillery fire

**Artillery Fire.** *AoE Attack:* Pick a number of points equal to the loaded shells. Every creature within a 20-foot radius of these points must make a DC 15 dexterity saving throw or suffer 8d6 fire damage

## SURVEYOR MK2

large, Construct, lawful evil

**Armor Class** 13 (light)  
**Hit Points** 75 (12d10 + 1)  
**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	5 (-3)	12 (+1)	6 (-2)	9 (-1)	8 (-1)

**Resistances.** physical damage from non-magical weapons, poison, psychic

**Senses.** darkvision 60 ft., passive Perception 20

**Languages.** all

**Challenge.** 4 (1,100 XP) **Proficiency Bonus** +2

**Kill-Shot.** A player can declare that they wish to kill the person inside the mech, and if they get a crit, the person dies and the mech is deactivated.

**Terrain.** The Surveyor, when it is not moving, is indistinguishable from a normal hill.

### ACTIONS

**Double-Loaded.** Add two more shells to the Artillery Fire.

**Artillery Fire.** *AoE Attack:* Pick a number of points equal to the loaded shells. Every creature within a 20-foot radius of these points must make a DC 17 dexterity saving throw or suffer 8d8 fire damage.

**Incendiary Shell.** *AoE Attack:* Pick a number of points equal to the amount of loaded shells. Every creature within a 10-foot radius must make a DC 17 dexterity saving throw or suffer 4d8 fire damage. Furthermore, the fire lingers, dealing 2d8 damage to each creature that starts or ends its turn within the fire. Unload all shells.

### BONUS ACTIONS

**Reload.** If there are no shells loaded, load one

## CROWNBEARER

*small, Construct, lawful evil*

**Armor Class** 15 (none)

**Hit Points** 75(30d10 - 1)

**Speed** 50 ft flying (hover).

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20(+5)	8 (-1)	15 (+2)	9 (-1)	8 (-1)

**Resistances.** physical damage from non-magical weapons, poison, psychic

**Senses.** 500 ft blindsight, passive Perception 15

**Languages.** all

**Challenge.** 5 (1,800 XP)

**Proficiency Bonus** +3

**Kill-Shot.** A player can declare that they wish to kill the person inside the mech, and if they get a crit, the person dies and the mech is deactivated.

**Ghost Protocol.** On the Crownbearer's death, the battalion is considered compromised, and every mech within 500 feet is shut down by an arcane pulse. Any mech killed in this manner becomes inoperable and cannot be repaired.

**Crownbearer Standard.** All allies within 250 feet have advantage on attacks and saving throws.

### ACTIONS

**Invigoration Algorithm.** Three allies within 250 feet can take a turn consisting of an action, movement, and bonus action. Reactions are not regenerated

**Regenerative Algorithm.** Three allies within 250 feet can regenerate 6d8 HP, to a minimum of 12 HP regenerated per.

### BONUS ACTIONS

**Project Shield.** Choose a point within 100 feet of the Crownbearer. A protective field, a bubble that is 20 feet wide, appears. The bubble allows allies and their attacks to pass through, but an enemy cannot move or attack through it. The bubble lasts until the start of the Crownbearer's next turn, or until it has absorbed 4 attacks.

## THE ARCHANGEL'S

*huge, Construct, lawful evil*

**Armor Class** 22 (none)

**Hit Points** 350(30d10 - 1)

**Speed** 60 ft flying, 30 ft walking.

STR	DEX	CON	INT	WIS	CHA
18 (+5)	14(+2)	17 (+3)	15 (+2)	15 (+2)	13 (+1)

**Resistances.** physical damage from non-magical weapons, poison, psychic, fire

**Senses.** 500 ft blindsight, passive Perception 15

**Languages.** all

**Challenge.** 10 (5,900 XP)

**Proficiency Bonus** +4

**Kill-Shot.** A player can declare that they wish to kill the person inside the mech, and if they get a crit, the person dies, and the mech is deactivated.

**Hellfire.** All fire damage the Archangel deals ignores resistance to fire damage and inflicts burning

**Armor Overload.** If the Archangel is crit on 2 times in a row, part of the armor falls off and reveals a weak spot, letting players make killshots without disadvantage.

### ACTIONS

**Multiattack.** The Archangel makes 4 attacks.

**Scorched Earth (1/day).** Every creature within 70 feet of the Archangel must make a DC 17 Dexterity saving throw or take 26(8d6) fire damage and be knocked prone.

**Fuel the Fire(3-6).** The Archangel ejects fuel in a 50-foot line along the ground. You chose how the line is shaped, similar to a Wall of Ice spell. When the fuel takes fire damage, it explodes, dealing 17(4d6) fire damage to anyone within 10 feet of the line who fails a DC 17 Dexterity saving throw. The fuel dries after a minute.

**Flamethrower (3-6).** Every creature within a 15-foot cone, originating from the Archangel, must make a DC 17 dexterity saving throw or take 20(5d6) fire damage or half as much on a successful save.

**Gunlance.** *Melee Attack:* with a 15-foot range, has a +8 to hit and does 18(4d8) piercing damage and 7(3d4) fire damage.