

Copper Soldier

Medium Construct, Neutral

Armor Class: 18 (Plate)
Hit Points: 85 (10d8 + 40)
Speed: 25 ft.



STRENGTH +4 18	DEXTERITY +1 12	CONSTITUTION +4 18
INTELLIGENCE +0 10	WISDOM +0 10	CHARISMA +0 10

Saving Throws: Str +7
Damage Vulnerabilities: Lightning
Damage Resistances: Fire
Condition Immunities: Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned, Unconscious
Senses: Darkvision 60 ft., Passive Perception +10
Languages: Celestial
Challenge: 5 (1,800 XP)

Death Burst: When the copper soldier dies, it explodes in a burst of fire. Each creature within 15 feet of it must make a DC 15 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save or half as much damage on a successful one.

Actions

Multiattack: The copper soldier makes two attacks.

Saw Thrust: Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage.

Flamethrower: Ranged weapon attack: +4 to hit, range 20/30 ft., one target. Hit: 14 (3d8+1) fire damage.

LORE

“I’ve seen complicated machinery. And I’ve of course seen men. But machine men? Leave it to the Land of the Gods to offer such abominations. The truth is, I’d find them fascinating—if their very presence didn’t involve a fight for my life. Csilla referred to them as ‘Woodcutters’—such odd terminology. There’s no wood here in the Copper Forest... only copper. But who am I to argue with a god? Still... I’ll call them Copper Soldiers instead. Again...they’re trying to kill us. Yes, it was Hadúr himself who brought these soldiers to life. And that’s not completely inaccurate phrasing, either. Kampó says their state of being lies somewhere between programmed machinery (if such a thing is even possible) and actual humanity. There are souls in there. Damned ones seeking repentance through servitude to Hadúr. That can’t be an enjoyable afterlife. I can only imagine what the lesser alternative is like in the Underworld.”

The rank and file copper soldiers are powerful combatants, wielding buzz saws and flamethrowers to chew through their enemies. They are also dangerous in groups, as the explosive death burst of one copper soldier may destroy nearby weakened soldiers, sparking a deadly chain reaction.

Copper Lieutenant

Medium Construct, Neutral

Armor Class: 18 (Plate)

Hit Points: 136 (16d8+64)

Speed: 25 ft.

STRENGTH +5 20	DEXTERITY +2 14	CONSTITUTION +4 18
INTELLIGENCE +0 10	WISDOM +1 12	CHARISMA +0 10

Saving Throws: Str +8

Skills: Athletics +8, Perception +4

Damage Vulnerabilities: Lightning

Damage Resistances: Fire

Condition Immunities: Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned, Unconscious

Senses: Darkvision 60 ft., Passive Perception +14

Languages: Celestial

Challenge: 7 (2,900 XP)

Death Burst: When the copper lieutenant dies, it explodes in a burst of fire. Each creature within 15 feet of it must make a DC 15 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save or half as much damage on a successful one.

Actions

Multiattack: The copper soldier makes two attacks.

Grasping Claw: Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 5) slashing damage, and the target is grabbed (escape DC 16). Special: The copper lieutenant can only use this attack if it has no creature grabbed.

Flamethrower: Ranged weapon attack: +4 to hit, range 20/30 ft., one target. Hit: 14 (3d8+1) fire damage.

Bonus Actions

Hew and Fry

As a bonus action, the copper lieutenant deals 13 (2d12) slashing damage and 9 (2d8) fire damage to a grabbed creature.

The copper lieutenant functions much like its more common cousins, though stronger and tougher on the whole. In place of the saw, the lieutenant has a claw that grabs a target and holds them, drawing them into a serrated opening to the elemental fire within the lieutenant's torso.

Using the environment

Enemies equipped with saws—whether attached as with the copper soldiers or not—can use a forest environment to their advantage in several ways. When planning such an encounter, remember to place a number of trees around the area for characters to interact with.

For starters, trees provide cover depending on their size. Young trees count as half cover, granting +2 to AC and Dexterity saves, while most older specimens grant three-quarters cover for a +5 bonus. (Particularly massive trees that count as total cover are less appropriate for the other uses below.)

But the use of saws open up the possibility of felling a tree for effect. First, a felled tree creates barriers, with young trees creating areas of difficult terrain and larger ones counting as low walls. The ability to reshape the battlefield is powerful, of course, but with skill and timing, a falling tree also makes for a potent attack.

This attack requires a character's action and bonus action on their turn. Every creature in a line 5 feet wide and as long as the tree is tall must make a Dexterity saving throw. The DC of the save is 8 + the higher of the attacker's Dexterity or Intelligence. An attacker proficient with carpenter's tools or built-in saw weapons adds their proficiency bonus to the save DC. On a failed save, a creature takes 32 (6d12) bludgeoning damage, or half as much on a successful save.