

INEVITABLES

Like a steady-handed captain at the helm of their ship, Fate is set in its course. People, creatures, events, all have been given a part to play, a script to follow, yet even with such a certain hand, Fate is not wholly immutable. If a piece doesn't fall into place, an actor does not play its part, there are ways for Fate to react, to attempt to correct for the presence of those who are beyond its near-total reach. For such threats, there are enforcers, artificial beings created to enforce the will of their master and right that which has gone wrong in the eyes of Fate. Unmoveable, unceasing, these beings are known as Inevitables... for they are, indeed, inevitable.

Purpose. Inevitables are created for the sole purpose of fulfilling a mission, a task they pursue with single-minded determination. Though they are given what information Fate can provide, they are otherwise autonomous, not resting until their duty is done. When their task is complete, they return to their place of creation to rest, their memories erased, but the knowledge gained added to Fate's ever-growing arsenal.

Infinite Complex Machines. Without a doubt, Inevitables are the most complex artificial beings in existence; unlike golems or other constructs, they are all but indistinguishable from living, breathing creatures. Capable of complex thought and independent action, they are able to formulate complex plans to achieve their goals. In addition, they possess a 'natural' ability to self-heal, even reconstruct otherwise-fatal damage in all cases but the most extreme forms of destruction.

Fate's Enforcers. Given they bear a spark of the world-bending powers of Fate itself, Inevitables are capable of subjecting the natural world to their whims to some degree, and by this virtue, no natural being is capable of hindering their tasks. It isn't simply a matter of power or strength- an Inevitable can simply choose not to be acknowledged by a fate-bound creature, reading their minds as though spoken aloud. These beings cannot remember encountering an Inevitable when such meetings occur, and as such, these automatons are literally unknown to the world at large.

Autonomous Entity. Though paradoxical, Inevitables are not bound by Fate. It is a necessity of their tasks, for they must interact with beings that Fate cannot conceive of unless directly defied, and it is beyond the scope of their master's power to simply... correct these anomalies. Nevertheless, Inevitables are loyal- there is simply no concept of betrayal or refusal of their master built into their being, and they will not stray from their given task.

INEVITABLES IN UNBOUND

While the original inspiration of these Inevitables lies in their representation of the 3.5 edition of D&D and all have Variants that represent their traditional form, the Inevitables in the Unbound setting are altered in flavor, traits, and power.

The basic premise of Unbound is the understanding that fate is a tangible entity that 'binds' the world to its will, while each of the player characters is 'unbound' and thus able to act freely and alter the fate of others.

To reflect this, the Unbound Inevitables have additional traits that are less mechanical, but more lore relevant:

Damage Immunities. Inevitables are immune to all damage dealt to them by *non-player characters*.

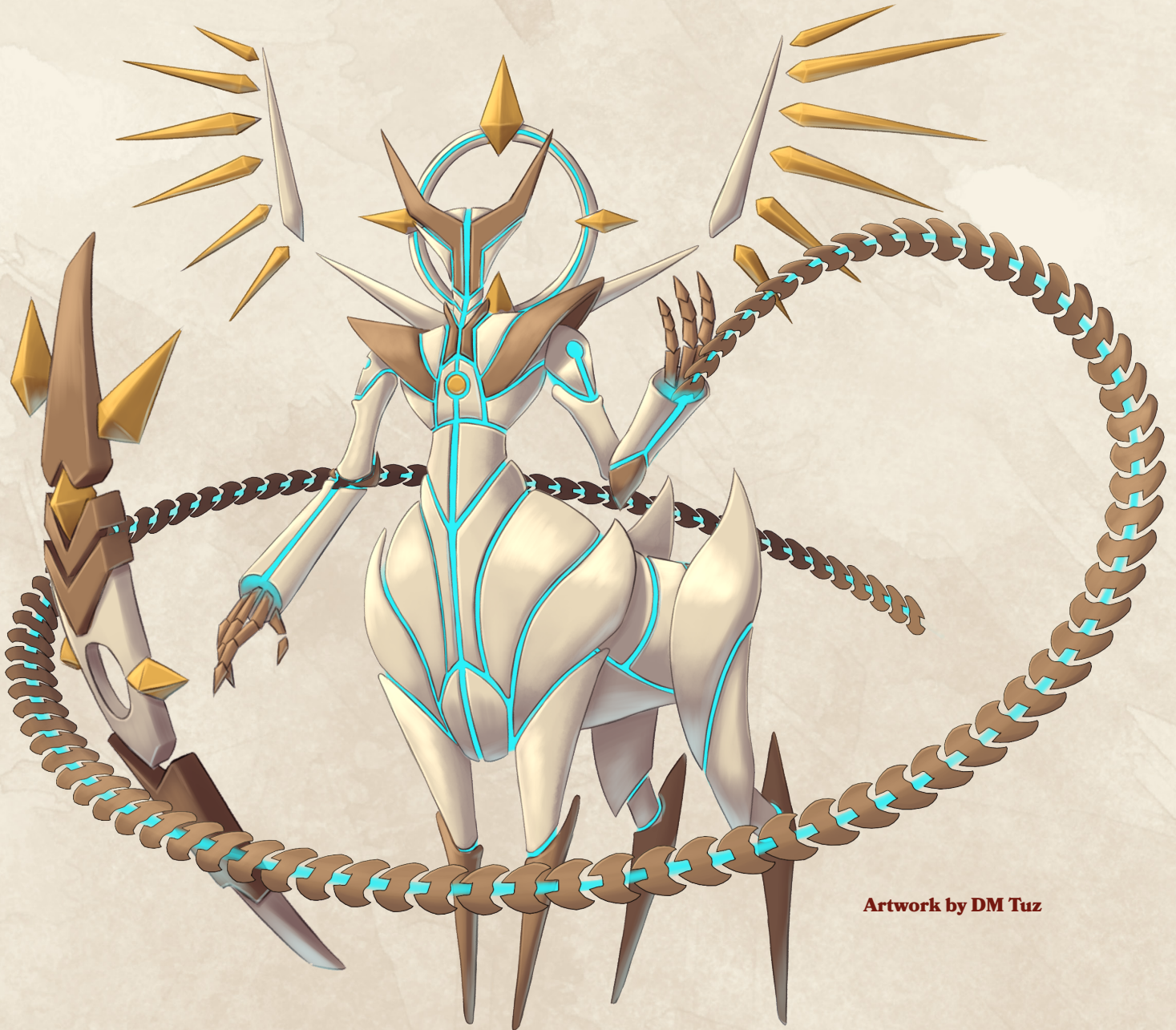
Fate's Influence. The Inevitable has unique interactions with *non-player character* characters:

- The Inevitable is always aware of any *non-player character* that is within 240 ft. of itself.
- The Inevitable can have any any *non-player character* that is within 240 ft. of itself fall unconscious as an action.
- It can choose if a *non-player character* is aware of it or not and the Inevitable can make it lose any memories of the encounter with the Inevitable.
- The Inevitable can freely read the mind of a *non-player character* within 60 ft. of itself as an action.
- The Inevitable can command and control the actions of a *non-player character* within 60 ft. of itself.

Power of Creation. The Inevitable can innately cast the following spells at will, requiring no material, somatic or verbal components: *Create or Destroy Water*, *Fabricate*, *Knock*, *Passwall*, *Stoneshape*, *Transmute Rock*, *Water Walk*.

Regeneration. The Inevitable regains 20 hit points at the start of its turn. If the inevitable takes damage from a player character, this trait doesn't function at the start of the inevitable's next turn. The Inevitable dies only if it starts its turn with 0 hit points and doesn't regenerate.

You do not have to adhere to this understanding of Inevitables in your own game and I encourage as with every monster I release to make them fit the world you want to place them in. There exists a lot of material and lore about the classic Inevitables out there that you can easily read up on. So it would be moot to rehash the existing lore and therefore I decided to create a reimagining of a monster type that fascinated me since the first time I learned about it.



Artwork by DM Tuz

SECUTOR

A major threat to the stability of Fate comes in the form of creatures from worlds beyond what Fate controls. These beings constitute an immediate existential threat, and must be contained as soon as they breach into reality. Thus, it is the Secutors, faceless, centauroid hunters, that are tasked with tracking down and removing these threats before they can cause any damage to Fate's grand design by their very presence. Whether it is by banishment or outright elimination, the threat will be removed.

First Line of Defense. The moment a breach is detected, a Secutor is sent to hunt for the invader. Compared to other options, the Secutor acts most quickly, as the presence of such an obvious unknown is of catastrophic consequence to the fate of the world. The threat must be contained quickly, and thus, it is Fate's greatest hunters who are to act swiftly to end it.

Interdimensional Prey. The Secutor is designed to hunt down any sort of prey it may face. As it is impossible to predict what sort of creature may emerge from another reality, these hunters are equipped with a wide variety of tools, and are highly adaptable. Armed with a ranged weapon not unlike a bow, as well as chains with which to restrain a threat at close range, the Secutor can even lock a creature into physical space, denying its ability to shift between planes or teleport.

Pursuit. Like any good hunter, a Secutor spends most of its time studying its prey. Learning its quarry's quirks and capabilities the longer it tracks it, the Secutor is also finely-tuned to pick up on any traces the interdimensional invader may leave on the surrounding world. Able to interrogate fate-bound creatures either directly or through mind reading, the Secutor builds a concrete picture of its prey, at which point it strikes. Though negotiation is possible, and is within the Secutor's capability to do so, such instances are... rare. Usually, violence is the only answer.

SECUTOR

Large construct, lawful neutral

Armor Class 18 (natural armor)

Hit Points 124 (13d10 + 52)

Speed 50 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	18 (+4)	13 (+1)	18 (+4)	16 (+3)

Proficiency +4

Saving Throws Con +8, Wis +8, Cha +7

Skill Proficiency Insight +8, Perception +8, Survival +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses truesight 60 ft., passive Perception 18

Languages Any

Challenge 9 (5,000 XP)

Binding Mark. When a creature targeted by the secutor's *Hunter's Mark* attempts to teleport or leave the plane it currently occupies through a spell or ability, it must succeed on a DC 15 Charisma saving throw or the teleportation or planeshift fails. [Charisma Based]

Inescapable Mark. The secutor's ranged attacks against a target affected by its *Hunter's Mark* do not have disadvantage at long range and ignore half cover and three-quarters cover. Additionally the target cannot benefit from being invisible to the secutor as long as it is affected by the secutor's *Hunter's Mark*.

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

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

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

Regeneration. The secutor regains 10 hit points at the start of its turn, if it has at least 1 hit point.

Innate Spellcasting. The secutor's spellcasting ability is Charisma (spell save DC 15). The secutor can innately cast the following spells, requiring no material components:

At will: *Clairvoyance*, *Detect Evil and Good*, *Dispel Magic*, *Hold Person*, *Hunter's Mark*, *Locate creature*

3/day: *Banishment*, *Scrying*

ACTIONS

Multiattack. The secutor uses hunter's mark and makes two attacks with its astral bow, or the secutor makes three attacks with its bladed chain. A large or smaller sized creature that is hit by at least two bladed chain attacks is grappled, escape DC 16. Until the grapple ends the target is restrained and the secutor can't make bladed chain attacks against another creature.

Bladed Chain. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (3d4+6) slashing damage.

Astral Bow. *Ranged Weapon Attack:* +10 to hit, range 240/480 ft., one target. *Hit:* 17 (2d10+6) force damage.

Unbound Monsters: Inevitables

ZELEKHUT (CLASSIC)

Large construct, lawful neutral

Armor Class 18 (natural armor)

Hit Points 124 (13d10 + 52)

Speed 50 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	18 (+4)	13 (+1)	18 (+4)	16 (+3)

Proficiency +4

Saving Throws Con +8, Wis +8, Cha +7

Skill Proficiency Insight +8, Perception +8, Persuasion +7, Survival +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 18

Languages Abyssal, Celestial, Infernal and one additional language

Challenge 9 (5,000 XP)

Ride-by-Attack. When the zelekhut makes an attack against a creature, it does not provoke attacks of opportunities from the creature until the end of the zelekhut's turn.

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

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

Magic Weapons: The zelekhut's weapon attacks are magical.

Regeneration. The zelekhut regains 5 hit points at the start of its turn, if it has at least 1 hit point.

Lightning Charge (1/turn). When the zelekhut moves at least 20 ft. in a straight line towards a creature and then hits it with a melee weapon attack on the same turn, its attack deals an additional 10 (3d6) lightning damage.

Innate Spellcasting. The zelekhut's spellcasting ability is Charisma (spell save DC 15). The zelekhut can innately cast the following spells, requiring no material components:

At will: *Clairvoyance*, *Dispel Magic*, *Hold Person*, *Locate creature*

2/day (each): *Hold Monster*

1/day: *Geas*

ACTIONS

Multiattack. The zelekhut makes three attacks with its spiked chain.

Bladed Chain. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6+6) piercing damage plus 3 (1d6) lightning damage.

UNBOUND SECUTOR

Large construct, lawful neutral

Armor Class 19 (natural armor)

Hit Points 200 (19d10 + 95)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	24 (+7)	21 (+5)	13 (+1)	20 (+5)	19 (+4)

Proficiency +6

Saving Throws Con +11, Wis +11, Cha +10

Skill Proficiency Insight +11, Perception +11, Survival +17

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses truesight 120 ft., passive Perception 21

Languages Any, telepathy 120 ft.

Challenge 16 (15,000 XP)

Binding Mark. When a creature targeted by the secutor's *Hunter's Mark* attempts to teleport or leave the plane it currently occupies through a spell or ability, it must succeed on a DC 18 Charisma saving throw or the teleportation or planeshift fails. [Charisma Based]

Debilitating Chains. A creature restrained by the secutor's bladed chains cannot teleport or leave its current plane of existence.

Inescapable Mark. A target affected by its *Hunter's Mark* cannot benefit from being invisible to the secutor as long as it is affected by the secutor's *Hunter's Mark*.

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

Legendary Resistance (3/Day). If the secutor fails a saving throw, it can choose to succeed instead.

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

Magic Weapons: The secutor's weapon attacks are magical.

Master Sharpshooter. The secutor's ranged attacks do not have disadvantage at long range and ignore half cover and three-quarters cover.

Powerful Build. The secutor counts as one size larger when determining its carrying capacity and when grappling.

Regeneration. The secutor regains 10 hit points at the start of its turn, if it has at least 1 hit point.

Innate Spellcasting. The secutor's spellcasting ability is Charisma (spell save DC 18). The secutor can innately cast the following spells, requiring no material components:

At will: *Clairvoyance*, *Detect Evil and Good*, *Dispelling Magic*, *Hold Person*, *Hunter's Mark* (5th level), *Locate Creature*

2/day (each): *Banishment*, *Hold Monster*, *Scrying*

1/day (each): *Geas*, *Plane Shift* (self only)

ACTIONS

Multiattack. The secutor uses hunter's mark and makes two attacks with its astral bow, or the secutor makes three attacks with its bladed chain. A large or smaller sized creature that is hit by at least two bladed chain attacks is grappled, escape DC 19. Until the grapple ends the target is restrained and the secutor can't make bladed chain attacks against another creature.

Bladed Chain. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (4d4+7) slashing damage.

Astral Bow. *Ranged Weapon Attack:* +13 to hit, range 480 ft., one target. *Hit:* 22 (3d10+7) force damage.

Secutor Action (Recharge 5-6). The secutor does one of the following attacks.

- **Blade Storm.** The secutor makes one bladed chain attack against each creature in its reach. Until the beginning of the secutor's turn, creatures provoke an opportunity attack from it when they enter its reach and the secutor can make opportunity attacks without using its reaction.
- **Slaying Shot.** The secutor makes an astral bow attack against a target affected by its *Hunter's Mark*. On a hit the target takes an additional 52 (15d6) force damage and must succeed on a DC 21 Constitution saving throw or is stunned until the end of the secutor's next turn.

LEGENDARY ACTION

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

Detect. The secutor makes a Wisdom (Perception) check.

Transfer Mark. The secutor moves its *Hunter's Mark* to another creature within 60 ft. of itself.

Move. The secutor moves up to half of its speed without provoking opportunity attacks.

Charge (2 Actions). The secutor moves up to half of its speed and makes a bladed chain attack.

Shot (2 Actions). The secutor attacks with its astral bow.

Maiming Chains (3 Actions). The secutor makes two bladed chain attacks against a creature it has grappled. If one of the attacks hit the target must succeed on a DC 19 Constitution saving throw or is paralyzed for the duration of the grapple. The creature repeats the saving throw at the end of its turns, ending the paralysis on a success.



Artwork by
Mister Crowbar

MONITOR

Despite its best efforts, Fate is not immune to being tampered with. Accidents happen, and outside forces can disrupt the fates of certain beings within reality. When such cases emerge, Monitors are deployed to right the wrong, correcting errors within the tapestry of Fate's design to keep events occurring as planned. While it can be said that other Inevitables destroy, Monitors, in some sense, mend.

Enforcer of Fate. The Monitor is, by necessity, impartial. Whether the event it is meant to correct is tragic or not, it will set about seeing it through, no matter the cost to the fate-bound creatures it affects. Though unmoving in their task, the Monitor is careful, making sure to gain full knowledge of the necessity and purpose of the events it is meant to mend before acting upon them. This lends itself to some degree of flexibility, as in some cases, such as the death of an individual meant to accomplish a certain goal, careful consideration must be made as to what possible changes can be made that Fate's grand designs may yet still be borne out.

Expected Opposition. Oftentimes, a Monitor is expected to directly confront the cause of meddling in Fate's affairs, such as a creature outside of its influence keeping others from accomplishing their destiny. As such, it is equipped with a great deal of power with which to destroy such an interloper. This destruction is, by necessity, total—once a threat to the designs of Fate is dealt with, it is vital it not become a threat again.

Maintenance. In its pursuit of a creature not fulfilling its given fate, the Monitor can track their trail of errors like a bloodhound on a scent trail. Typically, these errors can affect others directly or indirectly, causing a cascade effect that may be dangerous if left unchecked. Though Fate is adaptable to a degree, and can often compensate for these ripples, it is preferable if they can be mended more... directly. Thus, if time allows, the Monitor seeks to fix these errors along its path, in whatever for such triage takes.

MONITOR

Medium construct, lawful neutral

Armor Class 17 (natural armor)

Hit Points 190 (20d8 + 100)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	20 (+5)	22 (+6)	16 (+3)

Proficiency +5

Saving Throws Con +10, Int + 10, Wis +11

Skill Proficiency Insight +11, Investigation +9, Perception +11, Persuasion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses truesight 60 ft., passive Perception 21

Languages Any, telepathy 120 ft.

Challenge 12 (8,400 XP)

Forceful Correction. The monitor can cast *Geas* as an action targeting a creature that is paralyzed or incapacitated. Additionally a paralyzed or incapacitated creature fails any wisdom saving throw made against the monitor's spells.

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

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

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

Regeneration. The monitor regains 10 hit points at the start of its turn, if it has at least 1 hit point.

Worldly Knowledge. The monitor can use an action to automatically succeed any Arcana, History, Medicine and Religion check it makes to recall knowledge about the material plane before the end of its next turn.

Unbound Monsters: Inevitables

Innate Spellcasting. The monitor's spellcasting ability is Intelligence (spell save DC 18). The monitor can innately cast the following spells, requiring no material components:

At will: *Alter Self*, *Command*, *Invisibility*, *Hold Person*, *Sending*, *Locate Creature*, *Locate Object*, *Suggestion*, *Zone of Truth*

1/day (each): *Geas* (9th level), *Modify Memory*, *Teleport*

ACTIONS

Multiattack. The monitor casts *command* and makes two longsword attacks. The monitor can make a debilitating touch attack in place of one longsword attack.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) slashing damage plus 14 (4d6) force damage.

Debilitating Touch. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* The creature's strength and wisdom is reduced by 3 (1d6) each until it finishes a long rest. When a creature's strength is reduced to 0 by this attack it becomes paralyzed until it regains at least 1 point of strength. When a creature's wisdom is reduced to 0 by this attack it becomes incapacitated until it regains at least 1 point of wisdom.

Enervating Ray. *Ranged Weapon Attack:* +10 to hit, range 120 ft., one target. *Hit:* 45 (10d8) necrotic damage. The monitor can choose for the necrotic damage not to kill a creature or cause a creature to suffer a death saving throw failure. [Constitution Based]

Enfeeblement (Recharge 5-6). The monitor discharges a blast of fatiguing energy. Each non-construct creature within 20 ft. of the monitor must make a DC 18 Constitution saving throw. On a failed save a creature takes 45 (10d8) necrotic damage and is weakened for one minute. A weakened creature is treated as if it has 3 levels of exhaustion, unless it has more levels of exhaustion already. A weakened creature repeats the Constitution saving throw at the end of its turn, ending the effect on a success. A creature that is immune to exhaustion cannot be weakened. The necrotic damage cannot kill a creature and will not cause a creature to suffer a death saving throw failure. [Constitution Based]

KOLYARUT (CLASSIC)

Medium construct, lawful neutral

Armor Class 17 (plated mail)

Hit Points 190 (20d8 + 100)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	20 (+5)	22 (+6)	16 (+3)

Proficiency +5

Saving Throws Dex +8, Con +10, Int + 10, Wis +11

Skill Proficiency Deception +8, Insight +11, Investigation +9, Perception +11, Persuasion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 18

Languages Abyssal, Celestial, Infernal and one additional language

Challenge 12 (8,400 XP)

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

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

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

Regeneration. The kolyarut regains 10 hit points at the start of its turn, if it has at least 1 hit point.

Innate Spellcasting. The kolyarut's spellcasting ability is Intelligence (spell save DC 18). The kolyarut can innately cast the following spells, requiring no material components:

At will: *Command*, *Disguise Self*, *Energization (XGTE)*, *Invisibility*, *Hold Person*, *Fear*, *Locate Creature*, *Suggestion*, *Zone of Truth*

1/day (each): *Geas*, *Hold Monster*

ACTIONS

Multiattack. The kolyarut uses quickened suggestion if available and makes two longsword attacks. The kolyarut can make a draining touch attack in place of one longsword attack.

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

Draining Touch. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 35 (10d6) necrotic damage, and the kolyarut regains hit points equal to half of the amount of necrotic damage dealt.

Energization Ray. *Ranged Weapon Attack:* +10 to hit, range 120 ft., one target. *Hit:* 36 (8d8) necrotic damage. The creature must succeed a DC 18 Constitution saving throw or its maximum hit points are reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. [Constitution Based]

Quickened Suggestion (Recharge 5-6). The kolyarut casts suggestion.

UNBOUND MONITOR

Medium construct, lawful neutral

Armor Class 18 (natural armor)

Hit Points 263 (25d8 + 150)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	22 (+6)	22 (+6)	24 (+7)	18 (+4)

Proficiency +6

Saving Throws Dex + 10, Con +12, Int + 12, Wis +13

Skill Proficiency Insight +13, Investigation +12, Perception +13, Persuasion +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses truesight 60 ft., passive Perception 23

Languages Any, telepathy 120 ft.

Challenge 19 (22,000 XP)

Forceful Correction. The monitor can cast Geas as an action targeting a creature that is paralyzed or incapacitated. Additionally a paralyzed or incapacitated creature fails any wisdom saving throw made against the monitor's spells.

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

Legendary Resistance (3/Day). If the secutor fails a saving throw, it can choose to succeed instead.

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

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

Necrotic Mastery. When the monitor deals necrotic damage, it can choose for the necrotic damage not to kill a creature or cause a creature to suffer a death saving throw failure.

Regeneration. The monitor regains 10 hit points at the start of its turn, if it has at least 1 hit point.

Sword of Absolute Truth. When the monitor hits a creature with its longsword, it can choose to force it to assume its real form. Additionally damage dealt by the monitor's longsword cannot be resisted or reduced, and it is able to cut through any material.

Worldly Knowledge. The monitor can use an action to automatically succeed any Arcana, History, Medicine and Religion check it makes to recall knowledge about the material plane before the end of its next turn.

Innate Spellcasting. The monitor's spellcasting ability is Intelligence (spell save DC 20). The monitor can innately cast the following spells, requiring no material components:

At will: *Alter Self*, *Command*, *Invisibility*, *Hold Person*, *Sending*, *Locate Creature*, *Locate Object*, *Suggestion*, *Zone of Truth*

3/day (each): *Dominate Person*, *Hold Monster*, *Modify Memory*, *Teleport*

1/day (each): *Dominate Monster*, *Geas* (9th level), *Planeshift* (Self)

ACTIONS

Multiattack. The monitor casts suggestion and makes two sword of absolute truth attacks. The monitor can make a debilitating touch attack in place of one longsword attack.

Sword of Absolute Truth. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d10+6) slashing damage plus 14 (4d6) force damage.

Debilitating Touch. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) necrotic damage and the creature's strength and wisdom is reduced by 3 (1d6) each until it finishes a long rest. When a creature's strength is reduced to 0 by this attack it becomes paralyzed until it regains at least 1 point of strength. When a creature's wisdom is reduced to 0 by this attack it becomes incapacitated until it regains at least 1 point of wisdom.

Enervating Ray. *Ranged Weapon Attack:* +12 to hit, range 120 ft., one target. *Hit:* 54 (12d8) necrotic damage and the monitor regains hit points equal to half the necrotic damage dealt. [Constitution Based]

Enfeeblement (Recharge 5-6). The monitor discharges a blast of fatiguing energy. Each non-construct creature within 40 ft. of the monitor must make a DC 20 Constitution saving throw. On a failed save a creature takes 54 (12d8) necrotic damage and is weakened for one minute. A weakened creature is treated as if it has 3 levels of exhaustion, unless it has more levels of exhaustion already. A weakened creature repeats the Constitution saving throw at the end of its turn, ending the effect on a success. A creature that is immune to exhaustion cannot be weakened. [Constitution Based]

LEGENDARY ACTION

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

Detect. The monitor makes a Wisdom (Perception) check **Move.** The monitor moves up to half of its speed without provoking opportunity attacks.

Attack (2/round). The monitor makes a longsword attack.

Debilitating Touch (2 Actions). The monitor makes a debilitating touch attack. If the attack hits, the target is grappled, escape DC 20, and until the grapple ends, the monitor automatically hits with each debilitating touch attack it makes against the grappled creature and cannot make this attack against another creature.

Seal Fate (3 Actions). The monitor makes an Enervating Ray attack with advantage against a creature it hit with Enervating Ray since the beginning of its last turn.



Artwork by DM Tuz

TERMINATOR

For most creatures, their final fated act is death. The end comes for all creatures, for they must step aside so that there is room for others to grow into their fated paths. But there are some who refuse this end, who will not accept their final act, or who have proven too stubborn a threat for even Secutors to contain. For these threats, the only suitable response is the deployment of Fate's most powerful enforcers- the Terminators, bringers of the inevitable end.

Bane of Undead. It is little surprise that the Terminator's most common foe is the undead. The embrace of undeath is a path many take to avoid their inevitable undoing, but it is of little solace against this hulking automaton. So suited to destroying the undead is the Terminator that lesser creatures may literally crumble in its presence, and even the more powerful among the unliving are staggered, perhaps aware of what the Inevitable is there to do.

Destroyer. The weaponry of a Terminator are not simply powerful, they're disintegrative. No material can withstand them, no spell can hold them back; if necessary, they may even destroy a being's soul. With no illusions about its purpose, the Terminator is utterly uncompromising, and will see to the end of its prey above all else, returning to its maker once its grim work is done. To a Terminator, it is simply the way of things- an inevitability that it will see achieved, no matter the cost.

In Due Time. Fate is no fool; it is often aware of what sorts of creatures will refuse their end once their ordained task is done. Despite this, the dispatching of a Terminator to see such creatures ended is not the first response once their time is through; if a creature will not influence the outside world for some time, or impose self-exile, it may still have time. As the Terminator is also functionally immortal, waiting- say- 200 years for the right time to strike is hardly a problem; the end will come in due time...

TERMINATOR

Large construct, lawful neutral

Armor Class 18 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	21 (+5)	18 (+4)	16 (+3)	14 (+2)

Proficiency +5

Saving Throws Str +12, Con +10, Wis +8, Cha +7

Skill Proficiency Athletic +12, Perception +8

Damage Resistances necrotic, radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, restrained unconscious

Senses truesight 60 ft., passive Perception 18

Languages Any, telepathy 120 ft.

Challenge 15 (13,000 XP)

Dispelling Touch. The terminator can use an action to touch a creature, object or magical effect within range. Each spell of 6th level or lower on the target ends. Additionally, the terminator's fist attacks ignore any AC bonuses granted by abjuration spells such as *Shield Of Faith* or *Shield*.

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

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

Disintegrating Fists. The terminator's fists are magical weapons. The damage they deal cannot be resisted or be reduced in any way. Additionally when a creature is hit with a fist attack any nonmagical armor is partly disintegrated and takes a permanent and cumulative -2 penalty to AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Powerful Build. The terminator is treated as a large creature when it grapples a creature and its carrying capacity is doubled.

Regeneration. The terminator regains 10 hit points at the start of its turn, if it has at least 1 hit point.

Unbound Monsters: Inevitables

Undead Disruption. An undead creature that starts its turn within 60 ft. of the terminator must make a DC 18 Constitution saving throw. On a failed check a creature takes 18 (4d8) force damage and half as much on a successful save, a creature that fails the check by 5 or more is incapacitated until the end of the terminator's next turn. An undead reduced to 0 hit points by the force damaged is reduced to fine dust.

Unstoppable. The terminator is not impacted by difficult terrain and its movement cannot be reduced. Additionally the terminator can walk on any surface, such as vertical surfaces and upside down ceilings, and across water.

Innate Spellcasting. The terminator's spellcasting ability is Intelligence (spell save DC 17). The terminator can innately cast the following spells, requiring no material components:

At will: *Command* (3rd level), *Dimension Door*, *Dispell Magic*, *Fear*, *Locate Creature*,

1/day (each): *Circle of Death*, *Disintegrate*, *Plane Shift* (Self Only), *Wall of Force*

ACTIONS

Multiattack. The terminator makes two attacks with its fists.

Fist. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 42 (8d8+6) force damage. The terminator can choose to grapple a target instead of dealing damage, escape DC 20.

Destroy. The terminator destroys a non-magical object it holds, leaving nothing behind. When touching a surface or structure or a huge or larger object, the terminator destroys up to a 10 cubic feet of matter, contained in a 10-foot cube.

Unraveling Clap (Recharge 5-6). The terminator claps its hands unleashes a devastating wave of destruction that spreads in a 60 ft. cone. Each creature in that area must make a DC 18 Dexterity saving throw. On a failed save a creature takes 54 (12d8) force damage. This wave disintegrates a Large or smaller, not worn, nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, the wave disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell.

[Constitution Based]

MARUT (CLASSIC)

Large construct, lawful neutral

Armor Class 18 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	21 (+5)	18 (+4)	16 (+3)	14 (+2)

Proficiency +5

Saving Throws Str +12, Con +10, Wis +8, Cha +7

Skill Proficiency Athletic +12, Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 18

Languages Any, telepathy 120 ft.

Challenge 15 (13,000 XP)

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

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

Magic Weapons. The marut's weapons are magical.

Regeneration. The marut regains 10 hit points at the start of its turn, if it has at least 1 hit point.

Unbound Monsters: Inevitables

Innate Spellcasting. The terminator's spellcasting ability is Intelligence (spell save DC 17). The terminator can innately cast the following spells, requiring no material components:

At will: *Command* (3rd level), *Dimension Door*, *Dispell Magic*, *Fear*, *Locate Creature*,

1/day (each): *Circle of Death*, *Chain Lightning*, *Geas*, *Plane Shift* (Self Only), *Wall of Force*

1/week (each): *Earthquake*

ACTIONS

Multiattack. The marut makes two attacks; one with its fist of thunder and one with its fist of lightning.

Fist of Thunder. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10+6) bludgeoning damage plus 22 (5d8) thunder damage and the target must succeed a DC 18 Constitution saving throw or be deafened for 1 minute. A deafened creature repeats the saving throw at the end of each of its turns, ending the condition on a success.

Fist of Lightning. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10+6) bludgeoning damage plus 22 (5d8) lightning damage and the target must succeed a DC 18 Constitution saving throw or be blinded for 1 minute. A blinded creature repeats the saving throw at the end of each of its turns, ending the condition on a success.

Unbound Monsters: Inevitables

UNBOUND TERMINATOR

Large construct, lawful neutral

Armor Class 20 (natural armor)

Hit Points 345 (30d10 + 180)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
29 (+9)	15 (+2)	23 (+6)	20 (+5)	20 (+5)	16 (+3)

Proficiency +7

Saving Throws Str +16, Con +13, Wis +12, Cha +10

Skill Proficiency Athletic +16, Perception +12

Damage Resistances necrotic, radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, restrained unconscious

Senses truesight 60 ft., passive Perception 22

Languages Any, telepathy 120 ft.

Challenge 21 (33,000 XP)

Dispelling Touch. The terminator can use an action to touch a creature, object or magical effect within range. Each spell of 8th level or lower on the target ends. Additionally, the terminator's fist attacks ignore any AC bonuses granted by abjuration spells such as *Shield Of Faith* or *Shield*.

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

Legendary Resistance (3/Day). If the terminator fails a saving throw, it can choose to succeed instead.

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

Disintegrating Fists. The terminator's fists are magical weapons. The damage they deal cannot be resisted or be reduced in any way. Additionally when a creature is hit with a fist attack any nonmagical armor is partly disintegrated and takes a permanent and cumulative -2 penalty to AC it offers. The armor is destroyed if the penaltys reduces its AC to 10.

Powerful Build. The terminator is treated as a large creature when it grapples a creature and its carrying capacity is doubled.

Regeneration. The terminator regains 10 hit points at the start of its turn, if it has at least 1 hit point.

Unstoppable. The terminator is not impacted by difficult terrain and its movement cannot be reduced. Additionally the terminator can walk on any surface, such as vertical surfaces and upside down ceilings, and across water.

Innate Spellcasting. The terminator's spellcasting ability is Intelligence (spell save DC 22). The terminator can innately cast the following spells, requiring no material components:

At will: *Command* (3rd level), *Dimension Door*, *Dispell Magic*, *Fear*, *Locate Creature*,

2/day (each): *Circle of Death*, *Disintegrate*, *Wall of Force*

1/day (each): *Earthquake*, *Plane Shift* (Self Only)

Undead Disruption. An undead creature that starts its turn within 60 ft. of the terminator must make a DC 21 Constitution saving throw. On a failed check a creature takes 27 (6d8) force damage and half as much on a successful save, a creature that fails the check by 5 or more is incapacitated until the end of the terminator's next turn. An undead reduced to 0 hit points by the force damaged is reduced to fine dust.

ACTIONS

Multiattack. The terminator makes two attacks with its fists.

Fist. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 45 (8d8+8) force damage. The terminator can choose to grapple a target instead of dealing damage, escape DC 24.

Destroy. The terminator destroys a non-magical object it holds, leaving nothing behind. When touching a surface, structure, or a huge or larger object, the terminator destroys up to a 10 cubic feet of matter, contained in a 10-foot cube.

Unraveling Clap (Recharge 5-6). The terminator claps its hands unleashes a devastating wave of destruction that spreads in a 60 ft. cone. Each creature in that area must make a DC 21 Dexterity saving throw. On a failed save a creature takes 63 (14d8) force damage. This wave disintegrates a Large or smaller, not worn, nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, the wave disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell. [Constitution Based]

LEGENDARY ACTION

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

Detect. The terminator makes a Wisdom (Perception) check
Unstoppable Advance. The terminator moves up to its speed, each creature in its path must make DC 24 Strength saving throw or be pushed 5 ft. out of the way of the terminator's path to an unoccupied space (terminator's choice). If there is no free space available, the creature is knocked prone instead and the terminator moves over it. [Strength Based]

Attack (2 Actions). The terminator makes a melee weapon attack.

Destroying Touch (2 Actions). The terminator uses destroy.

Unmake (3 Actions) (1/Short Rest). The terminator uses its disintegrating touch against a creature it has grappled. The target must make a DC 21 Constitution saving throw.

On a failed save a creature takes 100 force damage and its maximum hit points are reduced by the same amount. As long as a creature's hit points are reduced this way it has disadvantage on all ability checks, attack rolls and saving throw, and its movement speed is reduced by half. A creature regains 10 reduced hit points at the end of a long rest. The target is turned to dust if this effect reduces its hit point maximum to 0. The creature can be restored to life only by means of a true resurrection or a wish spell. On a successful save the creature takes 45 (10d8) force damage and its hit points are not reduced. [Constitution Based]

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