

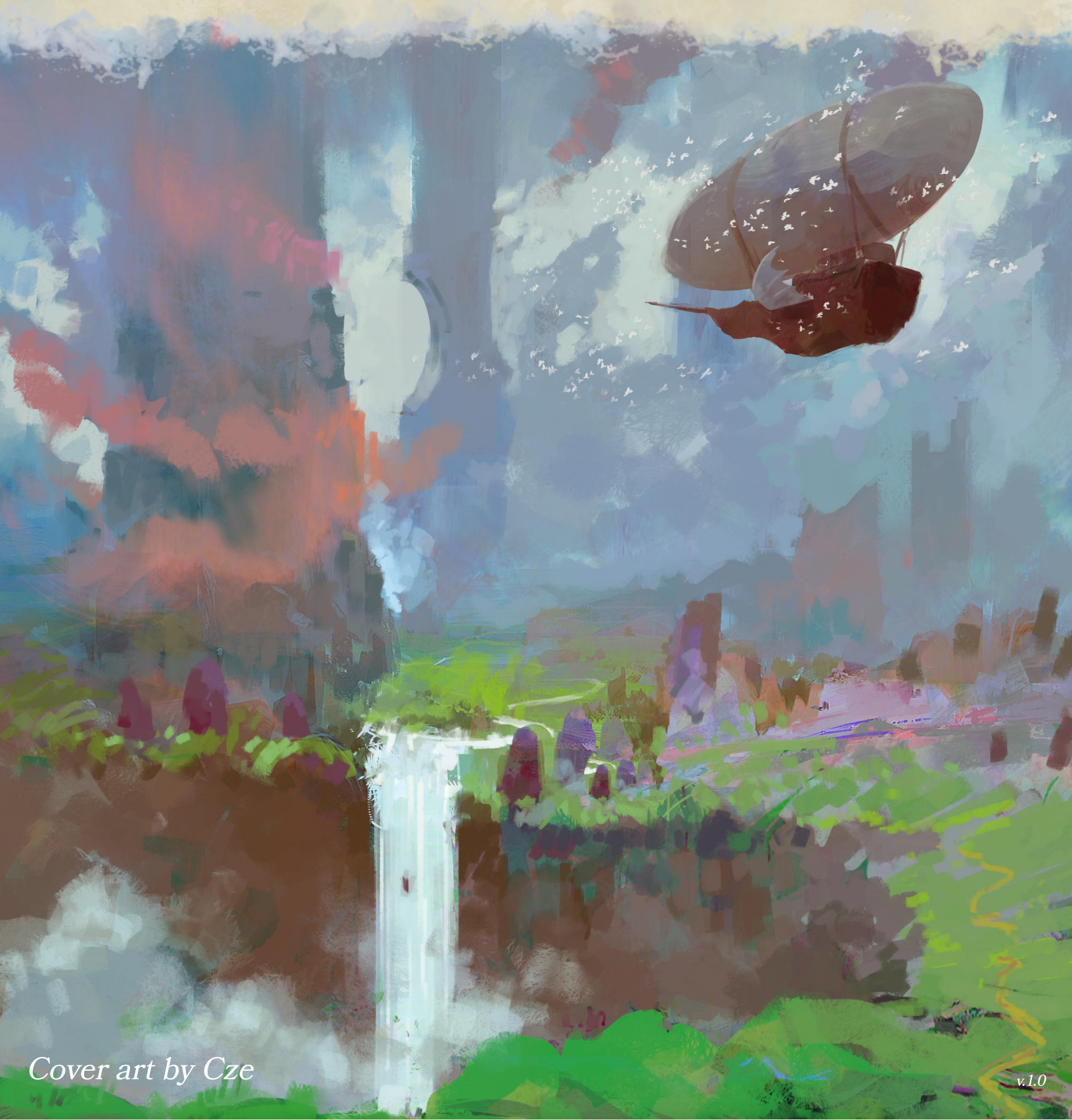
MONSTERS OF "FLIGHT OF THE PREDATOR"

One of the many benefits of traveling across the continent by airship—one such as the Dinzer airship dubbed 'The Predator'—is that one can avoid the many hazards on the ground below. Dangers and delays such as impassable terrain, unkempt roads, and thick vegetation can all be easily avoided by air travel.

Dangerous fauna is another peril one can avoid while thousands of feet in the air, aboard one of the sturdiest airships ever to grace the Imperial Navy...

...unless, of course, this airship happens to be transporting all manner of rare and dangerous creatures....

BY ITSADNDMONSTERNOW





ORNER WREROS

Formerly captured and indoctrinated by a cult and persuaded to act as one of their top engineers, Orner was eventually freed by a group of Dinzers who worked to undo the lifetime of brainwashing he had undergone.

Once free from this mental servitude, Orner was so filled with hatred for his former masters that he was easily convinced to become an agent of their destruction.

Orner now works for the Dinzers as a 'clandestine demolitionist'—or what others may refer to as a 'terrorist' or 'serial bomber.'

Like many other gnomes, Orner is adept in all matters technical and especially mechanical, and he is a very cautious and clever operator in all endeavors he pursues.

ORNER WREROS

Medium humanoid (gnome), neutral evil

Armor Class 14 (leather armor)

Hit Points 54 (12d6 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	11 (+0)	18 (+4)	9 (-1)	14 (+2)

Saving Throws Int +6, Wis +1

Skills Arcana +6, Deception +4, Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 2 (450 XP)

Gnome Cunning. Orner has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Goggles of Automaton Oversight. As a bonus action on each of his turns, Orner can choose one of his created constructs that he can see to gain advantage on the next attack roll, ability check, or saving throw it makes before the end of its next turn. When he does this, the construct also telepathically learns strategic information about any creatures or objects that Orner can see. This information includes the targets' locations, as well as any damage resistances, magical effects, or other relevant combat data known by Orner. The automaton retains this information until the end of its next turn.

Quick-Access Utility Belt (3/Day). As a bonus action on each of his turns, Orner can pull one of the following useful items from his utility belt, either using it immediately as part of the same action, passing it to another creature, or holding it for future use: a Potion of Greater Healing, a Vial of Acid, or a Flask of Alchemist's Fire.

Actions

Multiattack. Orner makes two weapon attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Orner's Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Venomous Bolt (3/Day). *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 6 (1d12) poison damage, and if the target is a creature, it must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

DINZER AUTOMATA

(Written by DM Dave)

Dinzers, the demonym for the inhabitants of the Odonburg Nations of South Omeria, are known for two things. First, they are incredibly well-mannered and thoughtful of decorum. Second, they are by leaps and bounds the most technologically advanced nation in Omeria if not the world. Incorporating magic with modern engineering, Dinzers have turned the jungles and savannahs of southern Omeria into a true utopia.

Dinzers are also apt creators of constructs. Golems, shield guardians, and animated objects are all common sights in Odonburg.

REMOTE TRAVELER

(Description and concept by DMDave, adapted to NPC stats by ItsADnDMonsterNow)

Outside of Odonburg, Dinzers use a mixture of conjuration magic and animated objects to travel using constructs known as remote travelers. A remote traveler is a suit of animated armor that a Dinzer mage can project his or her senses through. Some advanced versions of remote travelers can even cast spells and project the appearance of their pilot on their form.

REMOTE TRAVELER

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 37 (6d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	16 (+3)	14 (+2)	10 (+0)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages Common

Challenge 2 (450 XP)

Antimagic Susceptibility. The traveler is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Homunculus Cage. The flail on the traveler's polearm flail is actually a small metal cage containing an angry homunculus. While the traveler is grappled, restrained, or incapacitated, a creature can use its action to make a DC 14 Dexterity (Sleight of Hand) check to open the

cage, releasing the homunculus. Once freed, the homunculus doesn't attack when the traveler attacks with the cage, and the homunculus becomes hostile to the traveler.

Remote Bond. The traveler follows its pilot's telepathic commands as long as they are both on the same plane of existence. In the absence of any such commands, the traveler defends itself (and its pilot, if present). The traveler does not need a command to use its reaction, for example to make an attack of opportunity.

The traveler adds its pilot's proficiency bonus to its damage rolls, and its proficiency bonus times its level to its hit point maximum (included in its statistics).

Actions

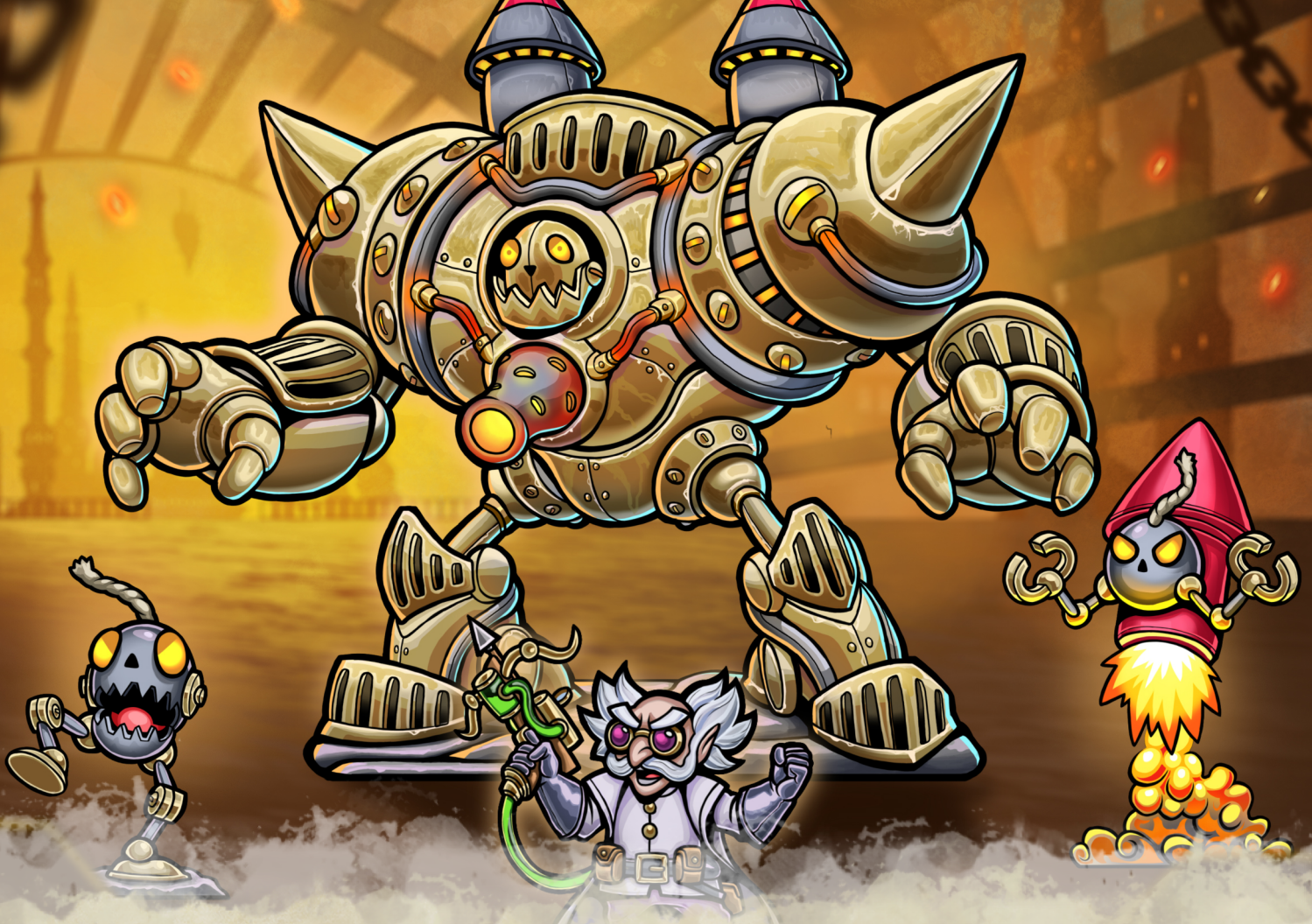
Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 4) bludgeoning damage.

Homunculus Cage. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, and if the target is a creature, the homunculus makes a bite attack against it.

The homunculus' bite attack has a +4 to hit. On hit, the attack deals 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

Mend (3/Day). The traveler's pilot remotely casts *mending* on the traveler, causing it to regain 6 (1d6 + 3) hit points.





MECHANICAL GOLEM

The simply-named mechanical golem is essentially a huge walking siege engine. While sharing a name with the formidable iron and stone golems, the mechanical golem's convoluted inner machinery and hollow metal casing cause it to lack the same level of imperviousness to nonmagical damage possessed by other golems.

What the mechanical golem lacks in armor, however, it makes up for with firepower. Apart from the golem's huge crushing arms, it has a powerful cannon embedded in its chest capable of launching devastating explosive fireballs. These projectiles explode on impact, not only dealing severe damage to the target, but also scorching everything in a massive radius around it.

MECHANICAL GOLEM

Huge construct, unaligned

Armor Class 18 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	5 (-3)	17 (+3)	3 (-4)	10 (+0)	1 (-5)

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 12

Languages understands one language known by its creator but can't speak

Challenge 6 (2,300 XP)

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

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

Siege Monster. The golem deals double damage to objects and structures.

Actions

Multiaction. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Chest Cannon (Recharge 6). *Ranged Weapon Attack:* +6 to hit, range 40/120 ft., one target. *Hit:* 10 (3d6) bludgeoning damage. Hit or miss, the target and each creature within 20 feet of it must make a DC 14 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much on a successful one.

MECHANICAL EXPLOSIVES

Mechanical automata designed for one purpose: to seek out a target and detonate themselves as close to it as possible.

A bomb automaton is simple bipedal construct which slowly but inexorably ambles toward its target, igniting its own fuse when it enters within range of its explosion.

Rocket automata are more frenetic, if only owing to their volatile means of propulsion. These animated solid fuel rockets hurl the automaton through the air, giving it only modest control over its speed. These flying bombs are even capable of carrying walking bomb automatons, making for an alarming one-two punch from the air and the ground.

BOMB AUTOMATON

Small construct, unaligned

Armor Class 15 (natural armor)
Hit Points 13 (2d6 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	2 (-4)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 12

Languages understands one language known by its creator but can't speak

Challenge 1 (200 XP)

Animated Explosive. When it takes fire damage, or as an action on its turn, the automaton's fuse lights. At the start of each of the automaton's turns, roll a d4. On a result of 1, the automaton explodes in a 15-foot radius fireball at the start of its next turn, forcing each creature in the area to make a DC 12 Dexterity saving throw, taking 4 (1d8) fire damage plus 4 (1d8) bludgeoning damage on a failed save, or half as much on a successful one.

If the automaton is killed, the fuse remains lit, potentially setting off the explosion after its death. If another creature hits the automaton with an unarmed strike attack, the creature can choose to snuff out the fuse instead of dealing damage.

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

Siege Monster. The automaton deals double damage to objects and structures.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

ROCKET AUTOMATON

Small construct, unaligned

Armor Class 15 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	3 (-4)	14 (+2)	1 (-5)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 14

Languages understands one language known by its creator but can't speak

Challenge 1 (200 XP)

Animated Explosive. When it takes fire damage, or as an action on its turn, the automaton's fuse lights. At the start of each of the automaton's turns, roll a d4. On a result of 1, the automaton explodes in a 15-foot radius fireball at the start of its next turn, forcing each creature in the area to make a DC 12 Dexterity saving throw, taking 4 (1d8) fire damage plus 4 (1d8) bludgeoning damage on a failed save, or half as much on a successful one.

If the automaton is killed, the fuse remains lit, potentially setting off the explosion after its death. If another creature hits the automaton with an unarmed strike attack, the creature can choose to snuff out the fuse instead of dealing damage.

Flyby. The automaton doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

Siege Monster. The automaton deals double damage to objects and structures.

Rocket Flight. The automaton can only use its fly speed once the rocket on its back is ignited. Once it lifts off, the automaton must use at least half of its flying speed on each of its turns, unless something prevents it from doing so.

1 minute after its rocket has been ignited, roll a d10 at the end of each of the automaton's turns. On a result of 1, the rocket's fuel is spent, and the automaton immediately begins to fall.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

ALTERNATIVE ANIMAL CARGO

Many rare and fantastic creatures are found aboard The Predator. These creatures range from the strange oddities to truly exotic terrors.

If you would like some more atypical creatures to populate the animal pens aboard The Predator, you can swap any of the creatures below for those from the monster manual that are listed in the 'Animal Pen Contents' section in chapter 2 of the included adventure.

WOGGLE

(Written and designed by DMDave)

WOGGLE

Medium monstrosity, unaligned

Armor Class 11

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	10 (+0)	2 (-4)	9 (-1)	13 (+1)

Skills Perception +3

Senses passive Perception 14

Languages —

Challenge 1/8 (25 XP)

Woggle Woggle. The woggle babbles in its bizarre woggle-speak while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the woggle and can hear it must succeed on a DC 11 Intelligence saving throw or be cursed with woggle-speak. The cursed target loses all of its languages and can only speak and write the word "woggle." While cursed, casting a spell that includes a verbal component is impossible. Woggle-speak is gibberish and can't be understood with a *comprehend languages* spell or similar magic, nor understood by others with the same curse. Telepathy, mind-reading, and other spells used for non-verbal communication similarly don't work as the cursed creature can only create images of the word "woggle" or a physical woggle in its mind. The curse lasts until removed by the remove curse spell or other magic. Creatures immune to being charmed automatically succeed on the saving throw. A creature that succeeds on its saving throw is immune to this effect for 24 hours.

Two Heads. The woggle has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

REGARDING WOGGLES:

Woggle. Woggle woggle woggle. Woggle? Woggle woggle, woggle woggle woggle. Woggle, woggle woggle woggle. Woggle. Woggle woggle woggle woggle woggle woggle. Woggle! Woggle woggle, woggle, woggle woggle woggle woggle. Woggle.

Woggle woggle woggle woggle.

~ Daneric Von Alfkaesian, Candlekeep's leading researcher on wild woggles

...And that's the trouble with woggles.

Anyone that gets too close to one of these bizarre, two-headed and three-legged bird things inevitably contracts the loathsome woggle-speak curse, a frustrating, mind-altering condition that makes it so that everything its contractor speaks or writes comes out as "woggle."

Fortunately, these creatures are rare, confined to obscure islands and untracked jungles. Otherwise, everyone in the Realms could be speaking like woggles.



BOWING BIRD

The bowing bird resembles a larger version of the shoebill stork. This curious creature has developed a kind of strange etiquette by which it holds not only other such birds, but any other creatures it encounters. The most distinctive of example, and the one that gives it its name is its habit of bowing when another creature approaches. If this bow is not reciprocated, the bird becomes agitated, and will attack if approached too closely.

It is because of this behavior that other animals that share its habitat have learned the proper response, and can be seen returning the bow of a bowing bird: an incredible sight to stumble upon in the wild.

BOWING BIRD

Medium monstrosity, lawful neutral

Armor Class 12
Hit Points 22 (4d8 + 4)
Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	5 (-3)	15 (+2)	9 (-1)

Skills Perception +4
Senses passive Perception 14
Languages understands simple words in Common, but can't speak
Challenge 1/8 (25 XP)

Keen Sight. The bird has advantage on Wisdom (Perception) checks that rely on sight.

Natural Decorum. Creatures of Small size or larger that the bird can see that move to within 5 feet of the bird without first bowing to it (or performing some analogous gesture, if unable to bow) provoke an attack of opportunity from the bird.

Actions

Bill. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

TIGERPEDE

A squat creature with thick orange fur, one could be forgiven for mistaking it for a giant badger at first sight. In reality, the tigerpede differs substantially in that it has ten muscular legs: five on either side in long, centipede-like rows. On its head are four black eyes and long, sinewy antennae in place of whiskers. The tigerpede uses these feelers to sense for food in the tunnels or burrows of its prey.

The tigerpede stirs the ground with its short tusks to waft up smells for it to follow, tracking any creature it detects back to its home. Once the tigerpede locates its quarry, it pursues it underground, cornering it, then makes the kill with tusks, teeth, and claws.

TIGERPEDE

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 75 (8d10 + 8)
Speed 30 ft. climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	3 (-4)	12 (+1)	6 (-2)

Skills Intimidation +0, Perception +3
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

Aggressive Charge. On its first turn in combat, before moving or taking any actions, the tigerpede can spend its entire movement to move up to twice its speed toward a hostile creature it can see.

Keen Sight and Smell. The tigerpede has advantage on Wisdom (Perception) checks that rely on sight or smell.

Sure-Footed. The tigerpede has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Tackle. If the tigerpede tiger moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 5 (2d4) slashing damage. If the target is prone, the tigerpede can make a bite attack against it as a bonus action.

Actions

Multiattack. The tigerpede makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage, and if the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

KRYPTYDID

An easy-to-frighten prey animal, kryptydids are notoriously elusive. Their supernatural ability to sense predators makes them incredibly difficult to stalk, and their great speed and ability to leap to tremendous heights and distances makes them nearly as difficult to capture once found.

KRYPTYDID

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 75 (8d10 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	2 (-4)	14 (+2)	5 (-3)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 2 (450 XP)

Cranial Crest. The kryptydid's cranial crest is a psionic extrasensory organ which allows it to sense predators. The kryptydid automatically detects the presence of any living creatures that can see, smell, or otherwise perceive the kryptydid that are within 300 feet of it. The kryptydid is aware of the creature's presence and knows its general direction, but not its exact location.

This sense does not detect undead or constructs, or any creature protected from divination magic, such as by a *nondetection* spell.

Standing Leap. The kryptydid's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Innate Spellcasting (Psionics). The kryptydid's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *minor illusion*, *resistance*

1/day each: *hypnotic pattern*, *true seeing* (self only)

Actions

Multiattack. The kryptydid makes two attacks: one with its bite and one with its kick. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Kick. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and if the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

