

# The Dark Laboratory

*As you open the door and peer into the room beyond, you see what appears to be a dimly-lit workshop of sorts. The tools and instruments you see inside are very complex and technologically advanced.*

*The walls and floor are all plated in dark, weathered steel. Various types and sizes of hozes, wires and conduits snake along the ceiling, walls, and parts of the floor. Various lights of all colors dot the every visible surface. A large, three-segmented glass wall partitions the room in two.*

*A wide, cramped console lines the partition wall, housing a myriad of levers, buttons and gauges of inscrutable purpose.*

## Chempunk Hose

In concept, this metallic hose is really just a simple piece of logistic machinery. It resupplies the lumbering abominations within the lab in which it was built with whichever strange, alchemical fluid is kept in the reservoirs below. When a hostile entity is detected too close, however, it rapidly shifts to a dangerous hazard, lashing out at these targets with its sharp metal grasping claws.



## Chempunk Hose

*Medium construct, unaligned*

**Armor Class** 14 (natural armor)
**Hit Points** 32 (5d8 + 10)
**Speed** 0 ft.

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

**Damage Resistances** acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
**Damage Immunities** necrotic, poison, psychic
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 6
**Languages** understands one language of its creator but can't speak
**Challenge** 1/4 (50 XP)

***Alchemical Source.*** The hose is a source of an alchemical agent reflected by the color of the liquid pulsing within and beneath the hose. Whenever the hose uses its Fill Alchemical tank action, it always fills the tank with the same agent.

***Planted.*** The hose isn't affected by forced movement, and it doesn't need to make a check to cling to any difficult surface to which it is attached, like upside down on walls or ceilings.

### Actions

***Claw.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

***Fill Alchemical Tank (Recharge 5–6).*** The hose refills the alchemical tank of a chempunk ogre within 5 feet of the hose. The chempunk ogre's tank is completely filled, recharging all uses of its Alchemical Jet action. When this happens, the ogre's Alchemical Jet ability adopts the properties of the fluid corresponding to the hose's type.

*Written by Kyle Pointer (ItsADnDMonsterNow). Art by Paper Forge and Cze & Peku.*

# Chempunk Ogre

*Large construct, neutral evil*

**Armor Class** 15 (natural armor)
**Hit Points** 76 (8d10 + 32)
**Speed** 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 6 (-2) | 18 (+4) | 3 (-4) | 7 (-2) | 5 (-3) |

**Damage Resistances** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
**Condition Immunities** charmed, exhaustion, frightened, poisoned
**Senses** darkvision 60 ft., passive Perception 8
**Languages** Understands one language of its creator but can't speak
**Challenge** 5 (1,800 XP)

***Alchemical Tank.*** Carried on the ogre's back is a reinforced glass tank containing a potent alchemical agent. The nature of the agent is determined randomly (or chosen by the GM) from the options under its Alchemical Jet action. The tank is empty while the ogre has no uses remaining of its Alchemical Jet, which can be refilled by any nearby Chempunk Hoses.

The ogre's alchemical tank can't be refilled with an alchemical agent while it still contains one or more uses of a different agent.

If a creature scores a critical hit against the ogre, roll a die. On an odd result, the tank shatters, spilling any liquid contained within the tank. The ogre and each other creature within 5 feet of it must make a DC 14 saving throw against the effects of whichever alchemical agent was contained within the tank. The ogre makes this save with disadvantage.

After this occurs, the ogre loses the use of its alchemical jet.

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

***Magic Weapons.*** The ogre's weapon attacks are magical.

## Actions

***Multiattack.*** The ogre makes two slam attacks.

***Slam.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

***Alchemical Jet (2/Day).*** The ogre sprays a jet of alchemical fluid in a 5-foot wide, 30-foot long line. Each creature in the area must make a DC 12 saving throw. The type of save and the effects on a success or failure depend on the fluid expelled from the ogre's Alchemical Tank:

**Acid (Green).** Each creature in the jet's area must make a Dexterity saving throw, taking 15 (6d4) acid damage on a failed save, or half as much on a successful one. If a creature fails its save by 5 or more, nonmagical armor it is wearing is partly dissolved and takes a permanent and cumulative −1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

**Cryofluid (Blue).** Each creature in the jet's area must make a Dexterity saving throw, taking 14 (4d6) cold damage on a failed save, or half as much on a successful one. A creature that fails its save has its speed reduced by 10 feet for 1 minute. Such a creature can repeat its save at the end of each of its turns, ending the effect for it on a success.

**Alchemist's Fire (Orange).** Each creature in the jet's area must make a Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much on a successful one. A creature that fails its save is ignited, and takes an additional 3 (1d6) fire damage at the end of each of its turns until it or another creature within reach of it uses its action to extinguish the flames.

**Cockatrice Cocktail (Magenta).** Each creature in the jet's area must make a Constitution saving throw, taking 13 (2d12) poison damage on a failed save, or half as much on a successful one. A creature that fails its save is restrained as it is partially petrified by the alchemical magic. A creature restrained by this effect must repeat its save at the end of its next turn. On a success, the effect ends for it. On a failure, the creature is petrified for 24 hours.



## Chempunk Ogre

The chempunk ogre is a horrible automaton built within the half-butchered remains of an ogre. The creature exhibits next to no individual thought, instead only responding unquestioningly to commands from its creator.

Now comprised as much of metallic struts and pistons as organic tissue, the ogre uses its new body with all the same strength and ferocity of a living ogre, and its massive metallic fist is easily every bit as effective at crushing victims as any rudimentary bludgeon.

The massive reinforced glass tank the ogre carries on its back sloshes with some viscous glowing fluid. Flexible hoses running to a mechanical prosthesis grafted onto one of its arms, glowing with the same radiant hue. Leveled toward its targets, it projects a spray of some horrible, disfiguring liquid.

# Chempunk Scientist

*Medium humanoid (any race), lawful evil*

**Armor Class** 13 (leaded lab coat)
**Hit Points** 65 (10d8 + 20)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 12 (+1) | 14 (+2) | 18 (+4) | 13 (+1) | 13 (+1) |

**Saving Throws** Dex +4, Int +7, Wis +4
**Skills** Arcana +7, Insight +4, Perception +4
**Damage Resistances** acid, poison
**Condition Immunities** poisoned
**Senses** passive Perception 14
**Languages** any two languages
**Challenge** 5 (1,800 XP)

***Alchemical Intervention (2/Day).*** At the start of its turn, the scientist's automated alchemical infusion system can inject various agents into its body. At the GM's discretion (no action required by the scientist), the scientist either regains 14 (2d8+5) hit points, or instead ends one effect or condition affecting it that isn't caused by an ongoing spell.

***Innate Spellcasting.*** The scientist's spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The scientist can innately cast the following spells, requiring only somatic components:

- At will: *acid splash, mending, poison spray, produce flame, shocking grasp*
- 1/day each: *grease, heat metal, scorching ray. web*

## Actions

***Multiattack.*** The scientist makes two mechanical fist attacks.

***Mechanical Fist.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

***Chemical Projector (Recharge 5–6).*** The scientist projects a spray of harmful chemicals in a 10-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 10 (4d4) acid damage on a failed save, or half as much on a successful one.

**Alchemical Concoction (4/Day).** Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20 ft. Special. *Hit:* Any targets are subject to an effect determined by the alchemical liquid used, such as acid, Alchemist's Fire (see the *Player's Handbook* for effects), or some other liquid determined by the GM.

## Legendary Actions

The scientist can take 2 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 scientist regains spent legendary actions at the start of its turn.

**Cunning Reposition.** The scientist moves up to half its speed without provoking opportunity attacks.
**Quick Concoction.** The scientist uses its Alchemical Concoction action, if able.

## Chempunk Scientist

This scientist speaks little, and when he does, it tends to be in cryptic, rambling soliloquy. But while his ultimate goals are inscrutable, his intentions towards others are made quite clear by his willingness to kill or subdue others with little to no provocation.

### Sample Alchemical Concoctions:

| Concoction | Effects on Hit |
|---|---|
| Acid | 7 (2d6) acid damage. |
| Alchemist's Fire | The target takes 2 (1d4) fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames. |
| Drow Poison | A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. The poisoned creature is unconscious. The creature wakes up if it takes damage, or if another creature uses its action to shake it awake. |
| Mind Fog | A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the creature is confused, as if affected by the *confusion* spell. The creature can repeat its save at the end of each of its turns, ending the effect for it on a success. |
| Pale Serum | A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or take 3 (1d6) poison damage and be afflicted with Pale Rot for 24 hours. Until the effect ends, an affected creature repeats its save at the end of every hour, taking an additional 3 (1d6) poison damage on a failure. Poison damage caused by this concoction can't be healed by any means. After three cumulative successful saving throws, the effect ends and the creature can heal normally. |

