

THE AURMADIL

In the old times of clashing kingdoms, the continuous grind of warfare was an ever present challenge to overcome. Many formidable kingdoms were brought low by their inability to maintain the enduring conflicts. A kingdom with even the most prestigious warrior culture and most grandiose armies would surely fall if not supplied properly. Thus resource management was a key for a monarch to succeed. The war for supremacy was not a sprint, but a marathon.

Queen Hafnir was monarch of a small mountain kingdom. The military might of her realm was formidable, but spread thin at all times. The size of her kingdom, as well as the riches suspected to lie hidden within the mountains made her realm an appealing target for invasion. If it would not have been for the mighty mountain fortresses and the bitter weather that was common in the Kingdom of Hafnir, her realm would have surely been conquered.

The Queen found herself in a predicament; she was unable to expand her realm, as it was besieged by enemies, and her kingdom could not flourish as her subjects were spread too thin to dedicate manpower and tools excavating the treasures her kingdom held. As things were, the Kingdom of Hafnir would remain in a state of stagnation and unrealized potential, doomed to fade into irrelevance in the tapestry of history - a fate most vexing for a monarch.

Queen Hafnir called upon her court mages. She knew of the numerous horrors created by other monarchs for warfare well - many of which had to be fended off by her troops. While she was uninterested in using these monsters for warfare, she was inspired. If one could create beasts of war, one surely would be able to create creatures of labor? She tasked her court mages to get to work and create simple workers; dull in mind but self sufficient, self proliferating but subservient, and durable but not docile. The crown wars spawned many abhorrent monsters, but seldom has it created thralls such as these. After years of research, her court mages presented to the Queen the Aurmadil.

SERVANTS OF THE GILDED GODDESS

The Aurmadil are simple but resilient insectoid creatures. Intelligent enough to use tools and follow instructions, but not enough to question said instructions or to have a need for varied stimuli. They are able of procreating quickly and can subsist on a humble diet or of own kin if need be. To entice these creatures to naturally seek out precious ores, they were given senses to detect the presence of these. Once released into the dark mine shafts underneath the kingdom, the Aurmadil went to work quickly. The Queen was pleased to see that the Aurmadil exceeded her expectations; the enhanced senses of the Aurmadil allowed them to navigate the shafts without light at all, their hard carapaces protected them from occasional tunnel collapses, and their unique physiology allowed them to traverse through the narrow tunnels quicker than any human worker could. The Aurmadil soon spread far and wide under the mountain realm into an extensive network of mining shafts and cave systems, as the Kingdom above was allowed to finally flourish.

What the queen was unaware of though was that despite their lowly minds, the Aurmadil still created a

primitive culture. The queen found herself worshipped by their creation. Further though, the Aurmadil began to revere gold, that was so plenty within the mountain. The natural draw that the Aurmadil felt towards the metal was interpreted as purpose - a kind of divine mandate that became the center point of their being. Excavate gold and other riches of the earth, offer it to the Gilded Goddess, as the creatures referred to the Queen, and earn her blessing and favor. The Queen readily accepted this circumstance and in return bestowed the Aurmadil with tools, knowledge, and the occasional gifts which were all greatly cherished by her servants.

This arrangement bore an unexpected consequence; with the Aurmadil practicing their worship of their Gilded Goddess by offering her the gold she desired, the metal became the medium through which the Aurmadil channeled their reverence. Being lesser creatures, a single aurmadil's worship bore little weight, but due to their numbers, the focused reverence was able to manifest in a spectacular way. The gold that the Aurmadil diligently mined became infused with power. Gold while being precious and malleable was far from sturdy. But the gold the Aurmadil presented the Queen was glistening, powerful, and resilient. It became a most valuable trading good allowing the Queen to finally secure allies and expand her territory. The Kingdom of Hafnir would experience a time of prosperity and expansion, all thanks to the Queen's unseen minions, the Aurmadil.

ABANDONED SERVANTS

As time passed, the Queen Hafnir was able to spread her influence to neighbouring realms. The gold of Hafnir was highly sought after. This brought further attention to the mountain kingdom as an object for conquest. Thanks to the many trading partners though, the Queen had secured a myriad of loyal allies who now formed a sturdy bulwark against any invader. The Queen and her kingdom became untouchable and the Aurmadil continued their work with unwavering diligence until their tunnels spread far beyond Hafnir's reach.

But no monarch reigns forever. Treachery befell the Kingdom of Hafnir, as the Queen was brought low by her children who grew greedy in the time of prosperity. Her heirs succumbed to infighting and the once carefully crafted web of allies and trading partners fell apart, exposing the mountain realm to its enemies once more. Within a matter of years, the Kingdom's prosperity fostered over centuries was undone. All that was left was a realm divided by greed, soon to be consumed by its foes.

The Aurmadil knew little about the events of the surface - only that one day, the Stairs of the Goddess, the large shaft connecting the Queen's castle to the Aurmadil, collapsed. It was the last the Aurmadil saw of their Gilded Goddess. They were left wondering what they had done to cause their goddess to turn away from them. With little other purpose the Aurmadil had they soon began continuing their work once more. Perhaps if they were to amass enough gold they could earn back the favor of their goddess ...

Ever since, the abandoned Aurmadil continued in their search for gold. The central colony now without the guidance of the queen fell apart and the Aurmadil spread out into the cavernous undergrounds of the world, continuing their divine mission.

AURMADIL SOLDIERS

The vast tunnels the Aurmadil carved out underneath the Kingdom of Hafnir did not remain uncontested for long. They soon found themselves confronted with creatures of the depths and incomprehensible horrors. In her wisdom, Queen Hafnir was prepared for the eventuality of her creations to defend their mining endeavors. Their dedication to their purpose made the Aurmadil defiant and far from defenseless. The Queen bestowed the Aurmadil with the knowledge of weapon craft, as well as her approval to use part of excavated gold as material. So, soldiers were deployed to protect their territory from the invading horrors, wielding precious golden weapons in their task.

Being granted the blessing of their Goddess to wield weapons made out of their revered gold, serving as a soldier was seen as a great honor among the insectoid servants. To mark their elevated position, the soldiers' carapace are decorated with gold emblems as a sign of their rank and divine ward against the encroaching evil.

The soldiers of the Aurmadil are armed and dedicated, ready to protect their twisting tunnels with great prejudice.

AURMADIL SOLDIER

Medium monstrosity

Armor Class 17 (natural armor, 19 if rolled into a ball)

Hit Points 22 (4d8 + 4)

Speed 25 ft. (50 ft. if rolled into a ball)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	5 (-3)	12 (+1)	7 (-2)

Proficiency +2

Skills Perception +3

Senses blindsight 10 ft., darkvision 120 ft. passive Perception 13

Languages Aurmadil, Understands Common but can't speak it
Challenge 1 (200 XP)

Gold Sense. The aurmadil can sense if gold is within 60 ft. of it. It is aware of the direction in where the gold is located, but cannot pinpoint its location.

Roll Out. As an action, the aurmadil can roll into a ball. While rolled in a ball the aurmadil has a +2 bonus to its AC, becomes blind beyond its blindsight, has a speed of 50 ft., and is immune to bludgeoning damage caused by falling. Additionally the aurmadil gains access to new actions. The aurmadil can uncurl as an action or bonus action. Once it does so, it's remaining speed for its turn becomes 0. When an aurmadil that is rolled into a ball is knocked prone or dies, it uncurls.

Rolling Charge. If the aurmadil hits a creature with a rolling slam after moving at least 20 ft. straight towards the creature, the creature must succeed a DC 12 Strength saving throw or be knocked prone. If the creature is knocked prone the aurmadil can move through its space and make another rolling slam attack as a bonus action against another creature until the end of its turn.

ACTIONS

Multiattack (When not rolled up). The aurmadil makes two attacks. The aurmadil can roll up in place of the second attack.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Golden Handcrossbows. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Rolling Slam (Rolled Up). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) bludgeoning damage.



Artwork by
Ben Fleuter
& DM Tuz

AURMADIL WORKER

Medium monstrosity

Armor Class 16 (natural armor, 18 if rolled into a ball)

Hit Points 11 (2d8 + 2)

Speed 25 ft. (50 ft. if rolled into a ball)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (0)	13 (+1)	5 (-3)	10 (0)	7 (-2)

Proficiency +2

Senses blindsight 10 ft., darkvision 120 ft. passive Perception 13

Languages Aurmadil, Understands Common but can't speak it
Challenge 1/4 (50 XP)

Gold Sense. The aurmadil can sense if gold is within 60 ft. of it. It is aware of the direction in where the gold is located, but cannot pinpoint its location.

Roll Out. As an action, the aurmadil can roll into a ball. While rolled in a ball the aurmadil has a +2 bonus to its AC, becomes blind beyond its blindsight, has a speed of 50 ft., and is immune to bludgeoning damage caused by falling. Additionally the aurmadil gains access to new actions. The aurmadil can uncurl as an action or bonus action. Once it does so, it's remaining speed for its turn becomes 0. When an aurmadil that is rolled into a ball is knocked prone or dies, it uncurls.

ACTIONS

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

Pickaxe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Rolling Slam (Rolled Up). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10+1) bludgeoning damage.

AURMADIL GOLDSMITH

With gold being a most venerated material of presumed divine origin, the Aurmadil handle it with great care. Working with the divine metal is a great privilege and must be earned by merit, so none of the precious gold may be spoiled by a fool's hand.

The goldsmith's of the Aurmadil are the best craftsmen Queen Hafnir's insectoid servants have to offer. Each of their four hands is skilled and precise, capable to shape and smith the Aurmadil's gold emblems. Weapons created by their venerated goldsmiths do not leave their shrine-like craft benches before they reach perfection by a master's touch, as it would be considered heresy to create anything of lesser quality from the gifts of their Goddess.

If faced in combat, the goldsmith's know to protect themselves and their workshops. They wield their tools with lethal precision to fend off invaders. In cases of larger incursions of their tunnel homes, goldsmiths will be fighting alongside their kin. Their insectoid brethren ascribe a touch of the divine to the goldsmiths because of their constant handling of the precious gold. This reverence manifests itself in the goldsmiths who in rituals inscribe blessed runes upon the golden emblems the Aurmadil proudly carry on their shells. These runes channel this reverence back into the Aurmadil who are so strong in their belief that their blessings become reality, empowering the soldiers and all diligent Aurmadil who take up arms against those who impede upon their sacred task.



Artwork by
Ben Fleuter
& DM Tuz

AURMADIL GOLDSMITH

Medium monstrosity

Armor Class 17 (natural armor, 19 if rolled into a ball)

Hit Points 39 (5d8 + 10)

Speed 25 ft. (50 ft. if rolled into a ball)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	6 (-2)	15 (+2)	7 (-2)

Proficiency +2

Senses blindsight 10 ft., darkvision 120 ft. passive Perception 12

Languages Aurmadil, Understands Common but can't speak it

Challenge 3 (700 XP)

Gold Sense. The aurmadil can sense if gold is within 60 ft. of it. It is aware of the direction in where the gold is located, but cannot pinpoint its location.

Roll Out. As an action, the aurmadil can roll into a ball. While rolled in a ball the aurmadil has a +2 bonus to its AC, becomes blind beyond its blindsight, has a speed of 50 ft., and is immune to bludgeoning damage caused by falling. Additionally the aurmadil gains access to new actions. The aurmadil can uncurl as an action or bonus action. Once it does so, it's remaining speed for its turn becomes 0. When an aurmadil that is rolled into a ball is knocked prone or dies, it uncurls.

ACTIONS

Multiattack (When not rolled up). The aurmadil makes three weapon attacks.

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

Hammer & Chissle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning or piercing damage.

Rolling Slam (Rolled Up). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) bludgeoning damage.

Goldcraft. The aurmadil goldsmith enhances another aurmadil within 5 ft. of itself with one boon for 1 minute. Once an aurmadil is enhanced, it can't benefit from any aurmadil goldsmith's Goldcraft for 24 hours. The goldsmith can choose to bestow one of the following boons:

- **Alacrity.** The aurmadil's speed is increased by 10 ft., it has advantage on Dexterity saving throws, and opportunity attacks against it are made with disadvantage.
- **Destruction.** When the aurmadil hits with an attack, it deals an additional 4 (1d8) damage.
- **Protection.** The aurmadil gains a +2 bonus to its AC and gains 10 temporary hit points.

AURMADIL LAUNCHER

Strangely enough, blueprints for a peculiar warmachine made their way into the hands of the Aurmadil. Without the concept of siege warfare, the insectoids were at first puzzled over this peculiar machine. But they trusted the wisdom of their Gilded Goddess and were determined to utilize this machination.

The heralds of the Aurmadil agonized over the purpose of this machine, until, as if by divine providence, workers came across an underground crevice too large to cross. The Aurmadil's trust in the queen was rewarded. Their Gilded Goddess delivered once again.

Aurmadil Launcher

Huge Object (Complex Warmachine)

Armor Class: 15

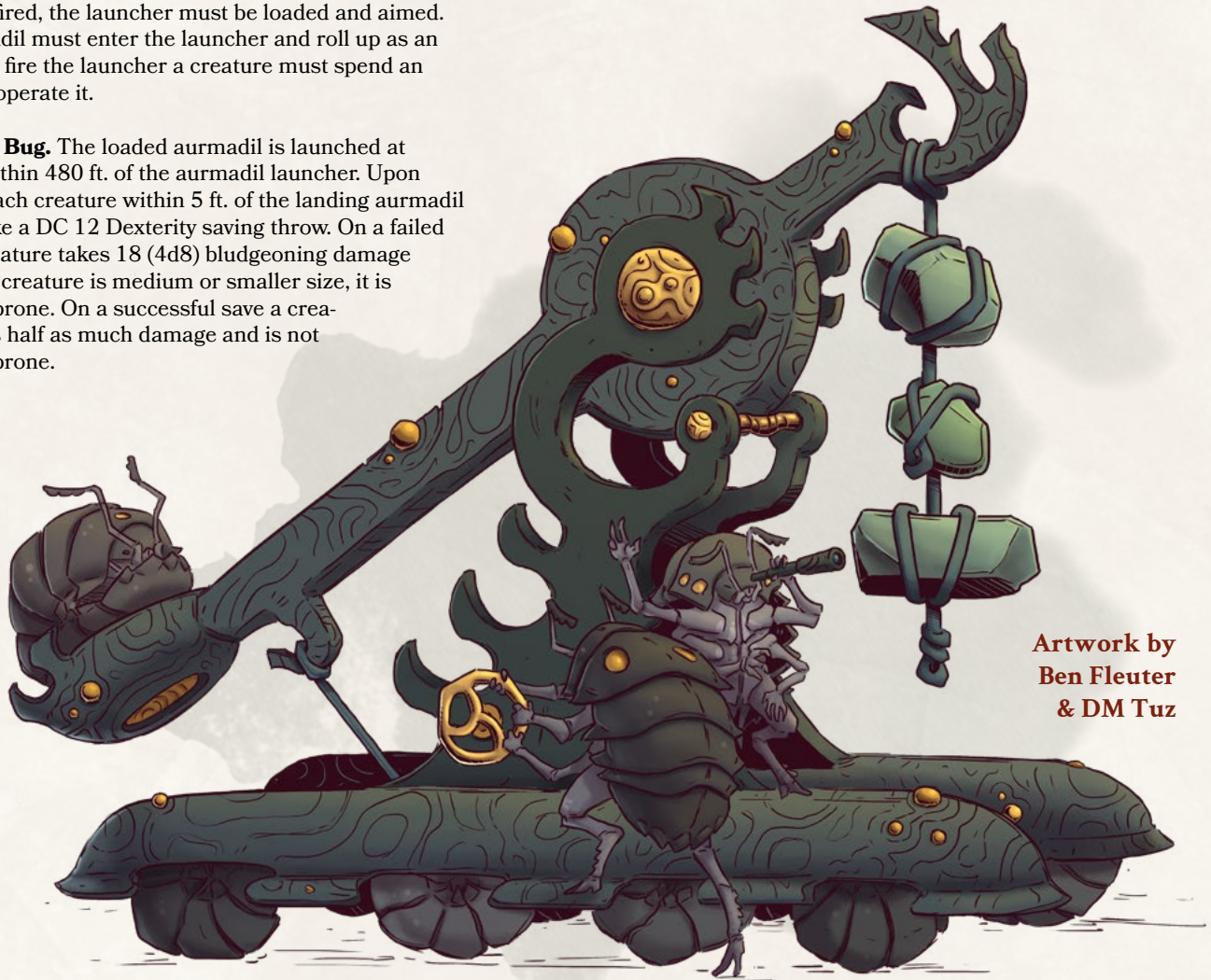
Hit Points: 110

Damage Immunities: poison, psychic

Crew: Commonly, an aurmadil launcher is operated by 10 aurmadil. 8 aurmadil workers serve as the launcher's method of transportation, with each of them operating as a wheel while rolled up. Two aurmadil on top of the launcher operate the warmachine, with one aiming and commanding the aurmadils below to line up the weapon, and the other to operate the launching mechanism. The 8 workers can collectively move the launcher 40 ft. or turn the aurmadil launcher up to 180° as an action. At least 4 workers are needed to move the aurmadil launcher at all.

The aurmadil launcher catapults aurmadil over underground fissures, cliffs, or into the heat of battle. Before it can be fired, the launcher must be loaded and aimed. An aurmadil must enter the launcher and roll up as an action. To fire the launcher a creature must spend an action to operate it.

Bombing Bug. The loaded aurmadil is launched at a point within 480 ft. of the aurmadil launcher. Upon impact, each creature within 5 ft. of the landing aurmadil must make a DC 12 Dexterity saving throw. On a failed save a creature takes 18 (4d8) bludgeoning damage and if the creature is medium or smaller size, it is knocked prone. On a successful save a creature takes half as much damage and is not knocked prone.



Artwork by
Ben Fleuter
& DM Tuz

Forgotten Foes: The Aurmadil AURMADIL HERALD

Only few Aurmadil were allowed the greatest honor of direct correspondence with Queen Hafnir. These chosen were the link between the Aurmadil and their Gilded Goddess and deliverers of her edicts. From these initial few who the Queen chose to meet directly, spawned a cast of priesthood among the Aurmadil. Heralds, as they would refer to them, who carry the word of the Goddess. As they were in direct contact with divinity, they were regarded as the highest among the Aurmadil and thus richly clad in gold to mark their station. The Aurmadil accepted the heralds as the highest authority aside from the Goddess herself. Their elevated rank allowed the heralds to channel reverence, allowing them to perform divine magic and miracles, further securing position as leaders and priests of the Aurmadil.

The Aurmadil heralds made it a custom to cover their eyes after audience with their goddess, unwilling to have any other sight tarnish the memories of their queen's visage. This custom evolved into the heralds willingly blinding themselves, citing that their sight is only reserved for the goddess herself. The reverence the heralds accumulate compensates for their loss of sight, as it manifests in a heightened gold sense innate to their kind. Where common Aurmadil are able to just sense the proximity of gold, the heralds can see it by divine sight.

With the Queen's disappearance, the duty of managing the amassed gold was taken over by the heralds. At their discretion is gold distributed among the Aurmadil, or stored away in grandios temple vaults. It is their belief that once enough gold has been amassed, the Gilded Goddess will make contact with them once more.

In battle the heralds lead the Aurmadil who fight zealously knowing that the herald's divine aid all but assures their victory in combat.



Artwork by Ben Fleuter & DM Tuz

AURMADIL HERALD

Medium monstrosity

Armor Class 18 (natural armor, 20 if rolled into a ball)

Hit Points 82 (11d8 + 33)

Speed 25 ft. (50 ft. if rolled into a ball)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	7 (-2)	15 (+2)	8 (-1)

Proficiency +3

Damage Resistances Poison

Senses blindsight 10 ft. (blind beyond), passive Perception 12

Languages Aurmadiil, Understands Common but can't speak it

Challenge 5 (1,800 XP)

Shielding Incense. The herald wields two golden censers. As long as the herald wields at least one censer, it is surrounded by a thick cloud incense. As long as the herald is covered by incense, any attack made against the herald further than 10 ft. away is made with disadvantage.

Improved Gold Sense. The aurmadiil herald can sense if gold is within 120 ft. of it and can pinpoint its location.

Roll Out. As an action, the aurmadiil can roll into a ball. While rolled in a ball the aurmadiil has a +2 bonus to its AC, becomes blind beyond its blindsight, has a speed of 50 ft., and is immune to bludgeoning damage caused by falling. Additionally the aurmadiil can't use weapons or implements, but gains access to new actions. The aurmadiil can uncurl as an action or bonus action. Once it does so, it's remaining speed for its turn becomes 0. When an aurmadiil that is rolled into a ball is knocked prone or dies, it uncurls.

ACTIONS

Multiattack (When not rolled up). The aurmadiil makes three weapon attacks.

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

Censer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 3 (1d6) poison damage. If the target is a creature, it must succeed a DC 13 Constitution saving throw or be poisoned until the end of the herald's next turn.

Rolling Slam (Rolled Up). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) bludgeoning damage.

Spellcasting. The aurmadiil herald casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 13) and using its gold censers as spell implements:

At will: *light, poison spray, thaumaturgy, word of radiance*

1/day each: *aid, bless, command (3rd Level), fog cloud, locate object, stinking cloud*

DESIGNER'S NOTE: IMPROVED GOLD SENSE

While the Aurmadiil Herald's statistic state that the creature is blind beyond its blindsight, the Aurmadiil Herald is in most circumstances not truly blind. The herald's Improved Gold Sense allows it to pinpoint the exact position of gold within 120 ft. of itself. If any creature, such as a common adventurer, were to approach the herald, it would become aware of their approach, due to the gold that the adventurer has on their person. So as long as a creature carries any amount of gold on itself, such as an adventurer, or another Aurmadiil, an Aurmadiil Herald is able to see them as long as they are within 120 ft. of it.

AURMADIL LOOT

The Aurmadil's emblems that define their rank within their society are created from the valuable gold that they mine for day in and day out. Aurmadil workers on the other hand can always be expected to carry a few gold nuggets with them. To represent this wealth of loot that can be found in Aurmadil encounters; whenever you roll any amount of gold found by players after encounters with Aurmadil, roll twice and choose the higher result. Alternatively you can decide to put in the additional work and place **aurmadil emblems**, worth 50 gp a piece, and **aurmadil gold nuggets**, worth 10 gp a piece, weighing 1 pound each, into the loot pool of every encounter.

AURMADIL WEAPONS

Many weapons Aurmadil wield are created from the reverence infused gold they mine. In most common cases it allows their gold weapons to be just as sturdy as weapons made out of hardened steel. A weapon made out of Aurmadil Gold has the same statistics as a regular weapon, except that it is ten times as valuable as its common version.

Further, players that may raid an Aurmadil armory will find a heightened amount of magic weapons. Due to the reverence within the gold, weapons created from pure Aurmadil Gold can qualify as magical +1, or +2 weapons or ammunition. Alternatively, if you prefer to stay away from handing out too many weapons that increase your player's to hit and damage bonus, you can use the following common magic weapon:

GOLD WEAPON

Weapon (any), common

This magical weapon is infused with reverence. This weapon will always remain in pristine condition and its golden shine will never tarnish.

GOLD FEVER CURSE

The Aurmadil fiercely protect the gold stored in their temple vaults, as any robber would not only obstruct their divine mission, but also delay the reunion with their goddess. To steal from the Aurmadil is to face their undying grudge. Reverence not only manifests itself in blessings, but also in banes and curses. Those that take from the Aurmadil unjustly will be afflicted by their curse.

Any character that steals, pillages, or takes gold from the Aurmadil may be exposed to a unique curse: the Gold Fever Curse. Objects made from the Aurmadil's renowned gold that are given to characters willingly never carry this curse. It is at the dungeon master's discretion which items are affected by this curse, though it is suggested to reserve this curse for either high valuable items such as magical weapons, or items that were obtained under particularly vile circumstances by a character.

Effect: A character exposed to the curse must make a DC 12 Wisdom saving throw at the dawn of each morning as long as they carry stolen Aurmadil Gold on their person, or when they attempt to part with the gold, by trading it or otherwise giving it away. On a failed save the character becomes unwilling to part with the Aurmadil Gold, or any gold for that matter, under any circumstances. They develop a compulsive need to handle objects of gold and to look at it. Until the curse is broken, the character will jealousy hoard any gold they own, even unwilling to purchase essentials with it, and will lash out at anyone that attempts to take it from them.

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Ben Fleuter is a US Webcomic Artist (Derelict, Sword Interval). If you enjoyed his contribution to this content update, consider following him on social media and perhaps support him on Patreon. He wrapped up his latest Webcomic [Sword Interval](#) this year and is going to launch his next webcomic later this year!

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