

FROZEN LABORATORY

A 7TH LEVEL DUNGEON TALE



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ART CREDITS

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INTRODUCTION - DUNGEON TALES

Kelfecil's Tales is all about stories and adventures inspired by art. Each **Dungeon Tale** is meant to be used in whatever way you want in your games. Unlike the adventures, **Dungeon Tales** do not have a full background story or enough material to run a full session with them. They can be used as:

- A straightforward Dungeon Crawl experience.
- An extra quest or mission in your own campaign.
- Inspiration to start your own adventure.
- Drop-in content to fill in the gaps in various locations.
- Drop-in encounters for any situation.

QUICK INFO

- **Recommended Average Party Level (APL):** 7
- **Experience from Completion:** ~19,800
- **General Theme:** Dungeon Crawl
- **Setting:** Any
- **Time to Finish:** ~3 hours

VENATUS MAPS

This installment in the **Dungeon Tale series** is a rather special one as it features monster tokens and a dungeon map by [Venatus Maps](#).

Get the map without GM notes at the following link - [Frozen Laboratory](#).

QUEST INFORMATION

Dr. Shriker and Dr. Ardathia started researching something that a lot of people in the realm of Latakar would find interesting. Their research was all about finding a way to become immortal. Dr. Ardathia knew that it will not be an easy task and that it is something that requires an entire lifetime's worth of work. Both of them being humans does not really help with that, considering the fact that humans do not really live that long.

They built their laboratory at the far north of Latakar, at a place where they knew they would be safe from all distractions. They battled the cold by making a heating system inside of the laboratory that was powered by the powerful northern winds. With everything in place, they started their experiments and it was only a couple of years before they started getting good results. Their research was going far better than they had initially expected with many breakthroughs.

It was until the Ice Mother, a powerful Ice Witch, took interest in what they are doing. She visited the scientists and asked them to share their findings. They declined her request and the Ice Mother did not like that, at all. She decided to break their heating system and trap them in their own laboratory so that they may freeze to death.

Dr. Shriker, in a final attempt to save their entire life's work, threw his lab partner into a cryo-stasis tube and then began to slowly transfer his consciousness into a mechanical spider body. Dr. Ardathia did not know of all these emergency procedures that Dr. Shriker had prepared and was therefore caught by surprise.

The Ice Mother was sure that she had successfully killed both of the aspiring scientists and left the laboratory under the huge piles of snow, forever to be forgotten under the cold. The scientists though, both survived. One in cryo-sleep and the other in a now mechanical body, continuing the research that they both promised they would one day finish.

As the years passed, it became obvious to Dr. Shriker that he could not continue the research without Dr. Ardathia's help, but he was too afraid to wake her up since he feared that she would die in no time in this intense cold. So he waited until someone would free them from this ice-cold tomb they have found themselves in.

One day, they would be free again and they would continue their experiments.

ACQUIRING THE QUEST

The players hear of a great earthquake that happened in the northwest of the land, causing a huge mass of snow to move and reveal what was hidden beneath it. The adventurers could either be traveling close to some snowy mountains or hear about the earthquake from other people in a town near the mountains. You could have someone, like the town's mayor, for example, explain to the players that there are records of a laboratory high up on the mountains having been buried under the snow.

QUEST OBJECTIVE

The adventurers will be asked to investigate the long-forgotten laboratory. The NPC will be interested in knowing more about it as well as if there is anything of value left in it.

REWARD

The adventurers are welcome to keep any loot they find in the laboratory, as long as they share a little bit of it with the NPC in exchange for the information about the laboratory's location.

THE LABORATORY

The laboratory has only recently come out of its ice-cold cover and its emergency systems are slowly getting activated. Most of the systems will start working while the adventurers are exploring the laboratory and more importantly when the adventurers interact with various things.

Some important things to note about the laboratory:

- Most of the building is made of stone but has steel plating covering the walls and ceiling. The steel plating is put there in order to cover the various cables running from one machine to another, connecting all parts of the laboratory.
- The laboratory's ceiling is quite tall at 40 feet high, allowing for a lot of machinery to seem huge in front of a normal-sized human.
- The temperature inside of the laboratory is even colder than it is outside due to the steel materials that are covering the entire structure.
- The laboratory operates on three sources of power: electricity (**yellow**), magic (**blue**) and chemicals (**green**). These colors are important for the puzzles.

BIG ENTRANCE DOOR

The adventurers find the frozen laboratory after a bit of a trek on the mountain. Read the following once they arrive at the laboratory.

After a long trek through a snowy path on the mountain, you find yourselves in front of a large building that has most of its metallic exterior still covered by large amounts of snow. In front of is a large metallic door with no handles or anything to indicate a way to open it.

There is nothing of interest outside of the laboratory and the players can simply push the large metallic door in order to get inside.

ROOM 1 - ENTRANCE

As soon as the players push the big metallic door to open and they come inside, read the following:

You take a step forward and notice a couple of metallic devices with a lot of cables running all around the floor and walls of the room.

➔ **"Puzzle!"** A simple **Investigation check** (any DC) will allow anyone to realize that the cables leading to the door located at the northwest of the room are cut. There is one cable on the left of the door and one on the right. Another way to let the players know about this is by having them hear the cables make electric crackling sounds. The left cable is yellow and the right one is green.

The way players can reattach cables can be any of the following:

- By grabbing them with their hands and forcing them to connect. This can only be done with a successful roll on both a DC 16 Strength check and a DC 15 Constitution check. The person attempting this takes 3d6 lightning damage on a failed roll and half as much on a successful one.
- By using a spell to move the cables or create something that connects them. You can allow your players to experiment with this as they like and allow anything that feels right to work.
- By moving something metallic in between the cable. There are multiple items in the laboratory that you can allow the players to pick up and use as a connector.

Get a full-sized version of this map (plus gridless and other variants) from [Venatus Maps Patreon](#).



When the players reconnect the yellow cable leading to the door, a [Guard Bot](#) will activate, coming out of a slot on the eastern side of **Room 1**. When the players reconnect the green cable leading to the door, the sound of machinery whirling will be heard from the rooms further inside of the laboratory. As soon as the players attach both the cables, the automatic door to **Room 2** will open.

ROOM 2 - THE STUDY

As soon as the players go through the door, read the following:

You enter what looks like a study with cubicle separators to divide the various areas of the room. The air feels much denser in here and despite the fact that you are inside a building, you can tell that the metallic covers are not keeping the heat out all that much.

Things of note here are:

- There are x3 [Guard Bots](#) in the room which are inactive and located at the bottom left, top left, and top right corners of the room.
- The players can notice three cables going into the big door at the north. The door is locked and the cables are colored yellow, green, and blue. Although they are connected, it will look as if only the blue is powered because it has a faint glow to it.
- In the middle part of the room is a little cubicle with a chair and a small table. It is up to the GM's discretion if there is a book on the table called "The Science of 3". Anyone who picks up the book and reads through it can understand what each cable color stands for. This book serves as a strong hint (in case you would like to have one available) to understand how things work in the laboratory.
- The doors to **Room 3** and **Room 4** are both unlocked and can be pushed open.

➔ **"Encounter!"** The x3 [Guard Bots](#) will activate as soon as the adventurers go anywhere close to the middle part of the room. Read the following when they reach the middle of the room.

You hear some heavy footsteps behind you and in front of you, as if someone in full-plate armor is slowly walking across the room. Before you know it, a metallic humanoid creature holding a huge wrench is coming towards you while saying "Exterminate. Exterminate all intruders. Exterminate."

Once defeated, the players are free to go to **Room 3** or **Room 4**.

ROOM 3 - ASSEMBLY

Once the players enter this room, read the following.

As soon as you step inside the room, you realize that this is where all the sounds are coming from. You immediately notice two metallic creatures with long spear-like items pushing various metallic objects on a conveyor belt. They do not seem to have noticed you.

This room is the Assembly room and also where the electricity (yellow) power comes from. The room has the following things of note:

- The x2 [Assembly Bots](#) are placed at the south of **Room 3** near the conveyor belt and are busy doing their work. They will only react to attack the players if they are bothered in any way whatsoever.
- If anyone touches any of the machinery, an alarm goes off and all the doors lock. x2 [Guard Bots](#) and a [Mech Hound](#) will come out from the walls to attack the adventurers. The alarm goes silent once the bots are defeated.
- The electricity (yellow) power source is at the top right of the room.
- There is an unlocked door that leads to **Room 5**.
- There is a large glass window from which people in **Room 4** can look down into **Room 3**.
- There is an unfinished Guard Bot at the top left corner of the room.
- Cables can be seen going all around the room, but some of the thicker ones run through the wall at the top left corner of the room, leading to **Door A** (easy for the adventurers to notice with a simple Perception check).

🕒 **"Investigation."** A DC 15 **Investigation Check** will allow anyone to understand that this where all the bot creatures are probably made. The person investigating will be able to understand that the items on the conveyor belt are all bot parts.

🕒 **"Arcana."** A DC 14 **Arcana Check** will allow anyone to understand that machinery is powered by more than just electricity but also magic and some other kind of power source.

➔ **"Puzzle + Encounter!"** In order to power up the yellow cable that leads to Door A, the players will have to reverse the polarity on the power source (at the top right corner of the room). In order to do that, they will have to either use some kind of magnetic spell or use one of the Magnet Spears that the [Assembly Bots](#) are using for their work.

Once the players figure out a way to do this, the cable will be seen glowing yellow and if the alarm did not go off before for any other reason, it will go off now and the encounter against the bots will start.

Once the encounter ends, the players can move on since there is nothing else of interest in **Room 3**.

ROOM 4 - REPAIR ROOM

If the players go up the staircase in **Room 3** they can go into **Room 4**. Once they are inside, read the following:

You find yourselves in a room with a large glass window on your left and a huge console with lots of flashing lights below it. On your right is a bench with a half-complete metallic creature on it. Through the glass, you see a much larger room with a couple of bots using some kind of spear-like item to drag items on a moving conveyor belt.

This room has the following things of note:

- The half-assembled bot on the table is an [Assembly Bot](#) and can be repaired.
- The controls below the window are hard to understand for anyone not familiar with this sort of technology.
- There are some tools on the right side of the table that adventurers can use to repair the bot.

➔ **"Encounter Activation!"** If anyone messes with any buttons, have them roll a **DC 17 Intelligence or Wisdom saving throw**. On a successful roll, the adventurer manages to bring up an interface that shows a map of the full facility with information as to where each [Guard Bot](#) is at the moment, as well as how the cabling runs. On a failed roll, a [Mech Dog](#) is seen coming out of a wall in **Room 3**. This Mech Dog will go towards **Room 2** if the players have already finished with **Room 3 and 5**.

☉ **"Repair."** A **DC 16 Intelligence/Wisdom/Medicine* check** (or something else fitting to repair skills for your players) will allow anyone to use the tools next to the table to repair the bot. The [Assembly Bot](#) will obey the player's every command and will remain powered for as long as it is within the laboratory's walls. This ally is still played by the DM but is commanded by the player who repaired it.

ROOM 5 - CHEM POOL

Once the players enter this room, read the following:

As soon as you open the door to enter the next room, a very peculiar stench fills your lungs and you feel the need to blink a few times to clear the toxic aura that has suddenly hit your face. There is a huge pool in the middle of the room filled to the brim with a greenish chemical liquid that is at times bubbling. You also notice cables running all over the room to various other rooms.

This room is the chemicals pool room and it is where all the chemicals that give green power are kept. The pool in the middle is constantly keeping the chemicals active. Things of note here are:

- The players can easily spot cables running to other rooms, including some that are going towards **Door A**.
- There is a disconnected cable at the top right corner of the room. The players will have to reattach this one in order to power up **Door A** and the cryo tank in **Room 6**.
- Anyone who touches the chemical liquid suffers an immediate 3d6 acid damage.

There are not many things of interest in this room and the main objective of the players here is to basically reattach the cable going north. As soon as this is done, then **Door A** will be unlocked.

ROOM 6 - CRYO CHAMBER

With **Door A** now unlocked, the players can finally enter the final room of the laboratory. Read the following when they do:

You enter a room that feels colder than all the rest. The first thing you notice is a big tube-like object in the middle of the room. Taking a closer look at it, you realize that there is a humanoid inside of the tube, resting in a fetal position. Before you are able to look at anything else though, you hear some steel footsteps once again coming from the ceiling, as a half-spider, half-human creature climbs down and stands next to the tube. The human half of the creature has short curly white hair and is wearing blue-tinted goggles.

The creature turns its head towards you and says, "good news everyone! Power is back on and we can now finalize our experiments!"

➔ **"Encounter!"** This is the final encounter against [Dr. Shriker](#) and [Dr. Ardathia](#). The players will first have to defeat Dr. Shriker before dealing with the recently awakened Dr. Ardathia.



The fight against Dr. Shriker is very straightforward and mostly consists of the players trying to kill him while avoiding his various special attacks.

Once Dr. Shriker is defeated, the cryotube will start letting out fumes as its hatch slowly opens. Dr. Ardathia will come out, take a look at his fallen friend, and will say the following before engaging in combat with the players.

"What... where... where am I? Shriker! What have you done? Why did you... Shriker? Who are you people? What did you do to my friend?! How dare you lay a hand on my friend and our research! You shall die for your insolence!"

The fight against Dr. Ardathia is very puzzle-oriented and will have the players trying to understand how his abilities are matched by the glowing tubes in the far-right side of **Room 6**.

When Dr. Ardathia uses a certain ability, all of the three tubes (**B. on the map**) will start glowing with a certain color. In order to stop him from using that ability, the adventurers will have to smash that tube. The tubes are green, blue, and yellow, from left to right. The abilities are as follows:

- **Chemical Rain.** The green tube must be smashed.
- **Magic Missile Barrage.** The blue tube must be smashed.
- **Arc Bolt.** The yellow tube must be smashed.

If the wrong tube is smashed during one of the ability casts, an [Assembly Bot](#) will come out of the wall on the right and will start repairing the tube. It takes the Bot one full turn in order to repair the tube. If anyone tries to stop the Bot from repairing it, then it will become hostile.

The whole idea around this is that the players need to understand how the abilities match to certain colors fast enough before they perish due to the immense amounts of damage that Dr. Ardathia will be inflicting with his special abilities.

Once Dr. Ardathia is defeated, an alarm will go off and the laboratory will start a self-destruct sequence. The players have 3 combat turns to get out. On their way out, they will notice a lot of Guard and Assembly Bots malfunctioning as they have come out from their hidden compartments in the walls and are now roaming helplessly in the middle of the study room.

Feel free to play it out as you see fit here. A fun idea would be to have some of the bots hinder the adventurers' movement as they try to escape. Or even worse, have some chemical liquid spilled all over the floor, making it difficult to run through the room.

REWARDS

The players can of course take with them whatever they want from the laboratory but most of the things are completely useless to someone that does not understand them. However, you could have the people of the nearby village reward the adventurers with a good amount of gold.

HARDER DIFFICULTY

If you would like to make the entire adventure into the Frozen Laboratory harder, then you could introduce [The Monitor](#). The Monitor is the main security system of the laboratory and has been roaming the halls of the lab ever since it was created. Its purpose is to exterminate any outsiders that dare interfere with the processes or experiments that are ongoing in the lab.

You could have The Monitor start patrolling at Room 2 and make a cycle going to Room 3, Room 5, then back to Room 3, then back to Room 2 and lastly to Room 4 before restarting the path.

Alternatively, you could have more [Guard Bots](#) appear every time the adventurers interact with various things in the lab.



GUARD BOT

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 15 ft.

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

Saving Throws Con +3

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 3 (700 XP)

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

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

Programmed. The guard bot is programmed to make certain actions. For that reason, it cannot be forced to do something different unless someone manages to reprogram it.

Actions

Multiattack. The guard bot makes two wrench attacks.

Wrench. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

The Guard Bots of the laboratory are the main security muscle. They carry large wrenches that help deal with any sort of threat that comes their way.



ASSEMBLY BOT

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 31 (7d8+5)

Speed 15 ft.

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

Saving Throws Con +3

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 3 (700 XP)

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

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

Programmed. The assembly bot is programmed to make certain actions. For that reason, it cannot be forced to do something different unless someone manages to reprogram it.

Actions

Magnetic Spear. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d10) lightning damage. When the assembly bot successfully hits someone with the magnetic spear, if the target is wearing anything made of metal, the assembly bot can force the target to move 10 feet in a certain direction.

The Assembly Bots are always busy keeping things running. If they are ever disturbed, they will retaliate with a lot of force. They use their Magnetic Spears in order to force more squishy opponents onto the conveyor belts where any creature can meet its demise as it falls under the heavy machinery.



MECH HOUND

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	10 (+0)

Skills Perception +5, Stealth +5

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 15

Languages -

Challenge 4 (1,100 XP)

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

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

Programmed. The mech hound is programmed to make certain actions. For that reason, it cannot be forced to do something different unless someone manages to reprogram it.

Diligent Tracker. Mech hounds are designed to guard areas and track prey. They have advantage on all Wisdom (Perception) and Wisdom (Survival) checks when tracking.

Steam Pistons. The mech hound is powered by steam and the pistons installed in it allow it to move faster than other construct creatures. The mech hound has +2 AC when an attack of opportunity is made against it.

Actions

Multiattack. The **guard bot** makes three mechanical claw attacks.

Mechanical Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Pounce. The mech hound may jump on a target in an attempt to knock it prone. The target must roll a **DC 14 Dexterity check** and be knocked prone on a failed roll. The target is immobile until the mech hound is defeated or moves away from where the target is.

The mech hound is a diligent tracker that makes short work of any threats to the laboratory.



DR. SHRIKER

Large construct, lawful evil

Armor Class 16 (natural armor)

Hit Points 86 (8d10 + 42)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +4, Con +7

Skills Athletics +8, Perception +3, Stealth +4

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 13

Languages Common and 3 other languages of your choice

Challenge 5 (1,800 XP)

Arachnid Body. Eight legs allow Dr. Shriker to climb at a speed equal to his base speed and to ignore difficult terrain.

Immutable Form. Dr. Shriker is immune to any spell or effect that would alter his form.

Actions

Multiattack. Dr. Shriker can make any two attack actions each turn.

Spider Leg Swipe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Arachnid Stinger. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage. On hit, target must make a **DC 16 Constitution saving throw**, suffering 2d6 poison damage or half as much on a successful roll.

Lightning Wand (Recharge 3-4). Dr. Shriker can use his wand to cast *Shatter* without any extra spell costs.



DR. ARDATHIA

Medium construct-humanoid, lawful evil

Armor Class 15 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	18 (+4)	18 (+4)	12 (+1)

Saving Throws Int +4, Wis +7

Skills Perception +3

Senses darkvision 60 ft., passive Perception 15

Languages Common and 3 other languages of your choice

Challenge 5 (1,800 XP)

Well-kept Brain. Critical attacks that are aimed towards Ardathia's head cause him to take triple instead of double damage.

Laboratory Expert. Dr. Ardathia knows exactly how to utilize the full power of the laboratory and it is impossible to make him lose concentration while using any of his actions.

Actions

Chemical Rain. Dr. Ardathia projects a cone of acid through his hand. Each creature in a 60-foot cone must make a **DC 15 Dexterity saving throw**. A creature takes 3d6 poison damage on a failed save, or half as much damage on a successful one. This spell continues until Dr. Ardathia is interrupted so every creature that starts its turn in the cone must make a saving throw again and take damage again.

Magic Missile Barrage. Dr. Ardathia starts throwing magic missiles to everyone around him in a barrage of magic. Choose three targets within 120 feet range to take 3d4 + 3 damage each. Any creature that starts its turn within 10 feet of Dr. Ardathia takes 3d4 + 3 damage as three more bolts are cast against it. This effect continues to happen until Dr. Ardathia is interrupted.

Arc Bolt. Dr. Ardathia creates a beam of crackling energy that hits the two closest targets to him at a maximum range of 30 feet. The two targets take 1d12+4 lightning damage and must also roll a **DC 14 Constitution saving throw**. On a failed roll, the target becomes incapacitated. Creatures that were hit by this will have to reroll at the start of their turn and take the damage again. This effect continues to happen until Dr. Ardathia is interrupted.



THE MONITOR

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 90 (8d10 + 50)

Speed fly 30 ft. (hover)

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

Skills Perception +6

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 16

Languages Common

Challenge 5 (1,800 XP)

Programmed. The Monitor is programmed to make certain actions. For that reason, it cannot be forced to do something different unless someone manages to reprogram it.

Immutable Form. The Monitor is immune to any spell or effect that would alter his form.

Emergency Countermeasures. The monitor has countermeasures built into its programming so that it is not destroyed. It will retreat to repair if it gets very damaged. If the Monitor drops to 20 HP or lower, it will close its eye by covering it with the steel plating around it and retract its many arms into its spherical body. It will drop to the ground and roll towards the closest wall.

Actions

Mechanical Tentacles. The Monitor has multiple mechanical arms that have various weapons on them. It can use any three tentacles in one turn, but not multiple times the same one.

Laser Ray. *Ranged Weapon Attack:* +7 to hit, reach 10/60 ft., one target. *Hit:* 9 (2d8) fire damage.

Electric Pulse. The Monitor casts *Thunderwave* at its location.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 4) slashing damage.

Saw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 4) slashing damage.

Chemical Injection. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* The target must make a **DC 14 Constitution saving throw** and suffer 3d6 poison damage or half as much on a successful roll.

Magnetize. The Monitor targets a creature within 15 ft. range, pushing it 10 feet away from the Monitor's position or pulling it towards the Monitor's position.

Spiked Ball. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (2d8 + 4) bludgeoning damage.

Grapple. The Monitor attempts to grapple a target within 10 ft. The target must make a **DC 15 Strength saving throw** or be grappled until the start of its next turn when it will have to make another saving throw roll.



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