

## AWAKENED RUINS

The early days of the world are clouded by myths and legends, and it was in this haze that civilizations rose and fell. Cultures forgotten to the mists of time built cities and temples only for them to fall into ruin when cataclysm came, and over the millenia countless, nameless cultures have left only these physical remnants in their wake. Though the discovery of such lost places can be exciting to modern folk, they often retain more than just stones and treasures. Elegant constructs alive with innate magic of unknown origin, strange lights, doors that move on their own; an expedition into these lost places can quickly become a living nightmare as once-dormant structures spring to life, seemingly howling in rage at trespassers even after eons of deathly silence. For all the riches such a place can promise, long-forgotten means of destruction can still lurk, and they aren't particularly picky about who springs the trap.

**Mysterious and Dormant.** When first discovered, these ancient ruins seemed to be as dead as the stone of the earth. Early explorers, marveling at their impossibly smooth surfaces and floating ornamentation, probably felt some sense of ease within the depths- but this would quickly prove to be a deadly mistake. All it took was a disturbance, some trap sprung or sigil disturbed, and like a waking beast the ancient halls sprung to life. Deadly constructs, intricate and deadly traps, lights and sounds without origin or shape, what peace these places held soon revealed itself to be naught by a fragile slumber, the awakening of a gilded monstrosity set on slaughtering those who had disturbed it.

**Subject of Study.** Perhaps it is no surprise, but the mystifying nature of these ancient ruins extends to the few relics withdrawn from their depths as well. Even with the work of some of the world's finest minds, many of these strange items are powered and controlled by magics that defy all conventional knowledge, and thus are generally relegated to vaults and archives for further study, their miraculous nature still unknown. In cases where access to their ruins of origin is available, few answers can be gleaned; the materials used in their construction and the language of the builders are both unknown, and thus the only conclusive facts as to their origin are few. Magical, ancient beyond even recorded history, the knowledge that the creators of these ancient works possessed is long since gone, for not even their bones have been found within these forgotten crypts. Whoever they were, they have long since left- or gone extinct.

**Impossible Constructs.** Perhaps most perplexing of the ruins' secrets are the creatures that dwell within. Though constructs with no agency or mind of their own, they possess an intelligence far beyond that of some common golem, often outpacing and adapting to the tactics of their unwitting 'foes' with speed that makes little sense for an 'unthinking' creature. Yet, even without words or thought, these beings do not act alone; communicating non-vocally, perhaps through some shared consciousness, they fight with deadly precision, surgical brilliance that should not possess a creature devoid of soul or mind. Though the relics they guard- and even the constructs themselves- are highly prized, for being able to deconstruct and reverse-engineer such a magical construct would surely be a massive boon, even those taken for study reveal little in the way of the nature of their inner workings, and they remain one of the greater mysteries the ruins possess.



**Augmented Bear**  
Artwork by DM Tuz

### AWAKENED RUINS AND SCIENCE FANTASY IN YOUR GAME

Introducing the concept of Awakened Ruins and by extension the concept of science fantasy could have large implications for your game and setting. Depending on how you frame these concepts in your game, the entire feeling and atmosphere of your game and its world could change with its introduction. Here are some ideas for how you can alternatively frame elements that edge science fantasy in your game:

- In the far future of the world, one of the dominating cultures of its time faced annihilation or defeat. With little time to lose its elite discovered an unexpected avenue of escape. They had developed a powerful time magic that allowed a small group of elites to travel into an earlier part of the world's history. Unfortunately they miscalculated the jump in time and arrived at a much earlier part of the world's history as planned. To await their time to act, these future entities created these advanced underground complexes to remain dormant within.
- An ancient conclave of gnomes was split from the rest of its population and found themselves imprisoned deep underground. There, the gnomes were exposed to a strange mineral that held vast amounts of energy. Fascinatingly enough pure exposure to this mineral enhanced the already great intellect of these gnomes. Now these gnomes created underground conclaves of their own strange designs and lost all interest in ever returning to the surface...until curious adventurers invade their domain that is.
- In the deepest complexes of Mechanus, the plane of ingenuity, lies a strange demiplane of peculiar machinery. For an unknown reason, these demiplanes began leaking into the material world, but since they became cut from the power of Mechanus, they became dormant.
- The Mi-Go and other advanced species from beyond the stars developed strange constructs that blur the line between machine and creature. Their alien masters may have left them behind, but these constructs are still standing by for their eventual return and will protect what has been left behind with deadly force.



## Unbound Monsters: Ancient Ruins

### AUGMENTED CREATURES

The first sign of a ruin's 'awakening' isn't always its howls at a sudden intrusion, but howls of a different sort altogether. Whether as some sort of defensive mechanism or magic long since forgotten, an awakened ruin may twist the local wildlife to its purposes, augmenting and subsuming fauna with strange and terrible powers. Grafting metal and mechanisms into their bodies, the forces within the ruins subsume the minds and wills of these creatures, making out of them mindless constructs just like its own defenders. Whatever terrible force controls these beasts changes them from within and without, for soon even their blood glows green with some unknown fluid, a serum that both enrages and heals what were once docile wildlife, turning them into just another tool for their long-gone masters.

### AUGMENTED BROWN BEAR

Large beast, unaligned

**Armor Class** 12 (natural armor)

**Hit Points** 34 (4d10 + 12)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	16 (+3)	5 (-3)	13 (+1)	3 (-4)

**Proficiency** +2

**Skills** Perception +3

**Damage Resistances** poison, psychic

**Condition Immunities** exhaustion

**Senses** darkvision 120 ft., passive Perception 13

**Challenge** 2 (450 XP)

**Augmented Weapons.** The bear has a +1 bonus to attacks and damage.

**Cluster Obedience.** The bear is immune to being charmed and frightened when it is within 120 ft. of an elder construct and can receive telepathic messages from it.

**Hybrid Nature.** The bear is both a construct (Elder) and a beast. It can be affected by a game effect if it works on either of these creature types.

**Keen Smell.** The bear has advantage on Wisdom (Perception) checks that rely on smell.

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

#### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) piercing damage.

**Beam.** *Ranged Weapon Attack:* +3 to hit, range 120 ft., one target. *Hit:* 11 (4d4+1) radiant damage.

### AUGMENTED CREATURES TEMPLATE

An augmented creature is a creature that was enhanced by the strange constructs of the awakened ruins. Oozes, Plants, and Undead lacking solid bodies, such as *Ghosts* or *Spectres* cannot become augmented creatures. When a creature becomes an augmented creature, the following changes are applied to its characteristics:

**Unchanged Characteristics.** The creature keeps its creature type, Hit Points, Hit Dice, Strength, Dexterity, Constitution, Resistances, Immunities, Vulnerabilities, Languages.

**Alignment.** The creature's alignment becomes unaligned.

**Armor Class.** The creature's AC is increased by 1.

**Ability Scores.** The creature's ability scores change as follows unless it's original ability scores are higher: Intelligence 5 (-3), Wisdom 13 (+1). The creature's Charisma becomes 3 (-4) unless it's original score is lower.

**Resistances and Immunities.** The creature gains resistance to poison and psychic damage, and gains immunity to exhaustion.

**Senses.** The creature gains darkvision of 120 feet.

**Abilities.** The augmented creature gains the following abilities:

**Augmented Weapons.** The creature has a +1 bonus to attacks and damage.

**Cluster Obedience.** The creature is immune to being charmed and frightened when it is within 120 ft. of an elder construct and can receive telepathic messages from it.

**Hybrid Nature.** The creature is both a construct (Elder) and its original creature type. It can be affected by a game effect if it works on either of these creature types.

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

**Attacks.** The creature gains a beam attack, using Dexterity as its ability score. A beam is a ranged weapon attack with a range of 120 ft. and on a hit a beam deals radiant damage. Its damage is determined by the creature's size:

#### AUGMENTED CREATURE BEAM ATTACK DAMAGE

Size	Damage
Tiny	1d4 + Dex modifier radiant damage.
Small	1d6 + Dex modifier radiant damage.
Medium	2d6 + Dex modifier radiant damage.
Large	3d6 + Dex modifier radiant damage.
Huge	4d6 + Dex modifier radiant damage.
Gargantuan	5d6 + Dex modifier radiant damage.



## AWAKENED PRESERVER

Huge construct (Elder), unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 179 (17d12 + 68)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	19 (+4)	16 (+3)	18 (+4)	1 (-5)

**Proficiency** +4

**Skills** Medicine +12, Perception +8

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

**Damage Immunities** poison, psychic

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

**Senses** darkvision 120 ft., passive Perception 15

**Challenge** 11 (7,200 XP)

**Cluster Awareness.** The awakened preserver is always aware of any other elder construct within 120 ft. of itself, as if it can see it and can communicate with it nonverbally, provided they originate from the same awakened ruin.

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

**Incision (1/turn).** The awakened preserver deals an extra 31 (9d6) damage when it hits a target with an attack made with its operating instruments and has advantage on the attack roll.

**Regeneration.** The awakened preserver regains 10 hit points at the start of its turn if it has at least 1 hit point.

### ACTIONS

**Multiattack.** The awakened preserver makes 4 attacks, two of which can be grasping arm attacks.

**Grasping Arm.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage and the if the target is a large size or smaller creature, it is grappled. If this attack hits a creature that is already grappled by the preserver, the creature becomes restrained until the grapple ends.

**Operating Instruments.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing or slashing damage.

**Invasive Surgery (Recharge 5-6).** The awakened preserver performs surgery on an incapacitated, willing, or restrained creature within 5 ft. of itself. The creature must make a DC 16 Constitution saving throw. On a failed save the creature takes 52 (12d6) piercing or slashing damage and is maimed. A maimed creature has disadvantage on all rolls using an ability score of the preserver's choice and can be afflicted by more than one instances of maiming. A maimed creature can be restored by casting the *Greater Restoration*, *Heal*, or *Regenerate* spell on it. On a successful saving throw the creature takes half as much damage and is not maimed.

### AUGMENTING A CREATURE

The awakened preserver can perform a series of operations on a creature to 'upgrade' it to an augmented creature. The preserver can do this to a willing or incapacitated creature. The operation is done over the course of 1 hour of uninterrupted work. At the end of that hour the creature becomes permanently augmented. An augmented creature can only be returned to its old form by killing it and then raising it from the dead with the spell *Raise Dead*, *Reincarnation*, or *True Resurrection*. Alternatively, it can be transformed back with the use of the *Wish* spell.

## AWAKENED PRESERVER

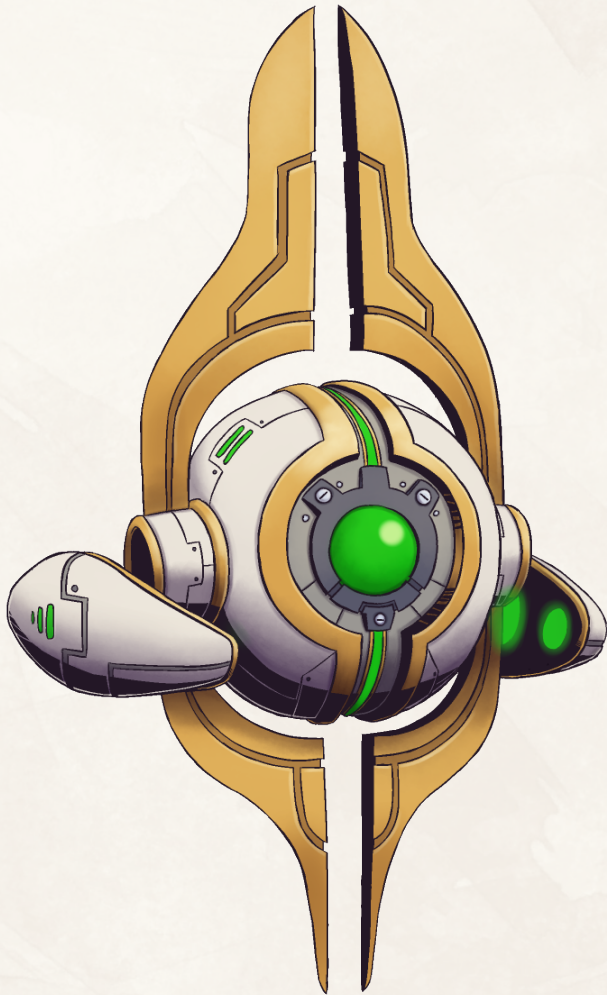
Of all the horrors within the depths, there is one construct whose horror comes not from what sudden and terrifying devastation it wreaks, but from what it creates. Those who have encountered it speak of a jumble of arms entangling a floating core, each one tipped in some manner of cutting, piercing, or maiming implement. Ostensibly using these 'tools' as surgical implements, this construct appears suddenly, taking hold of some unwitting fool and butchering them on the spot, attaching parts that could belong on any of the ruins' other constructs and removing others, rearranging and reconfiguring the victim like some horrid jigsaw puzzle until all that remains is an amalgamation of both what was once a thinking being and the mechanical horrors of the forgotten tomb. This 'rearranged' victim quickly forfeits their will to that of the ruin's strange collective, their mind gone in a flash. Whatever purpose this construct bears in inflicting such horror upon a being is unknown, but it is a task it sets about with mindless resolve.

### ADVICE: HEALING A MAIMED CREATURE

A character that was maimed by the awakened preserver's *Invasive Surgery* will be heavily diminished in its capabilities. For the case healing spells such as *Greater Restoration* are not available, consider allowing a creature to heal from the physical trauma inflicted by the awakened preserver over time. Consider an appropriate time for a character to recover from the damage. This can range from 3 days of rest, to up to 4 weeks of rest. Allow other characters to help the maimed character to recover faster with regular DC 16 Wisdom (Medicine) checks. Each successful check will reduce the time to recover by one day.



## Unbound Monsters: Ancient Ruins



### AWAKENED EYE

A common sight within the ruins, these orblike sentinels patrol endlessly throughout their silent depths. Sometimes lone sentires waiting to wake their home to fight intrusion, sometimes a buzzing swarm that comes to its defense once it stirs, these tiny, nimble constructs swim through the air with unnatural ease, firing lethal beams from their single, watchful eye. Even a lone construct can prove dangerous, as with their extreme agility and perceptive gaze, these sentries are exceedingly difficult to evade, and where they go, a more dangerous, now-stirring defense force is soon to follow...

### AWAKENED EYE

*Tiny construct (Elder), unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 14 (3d4 + 6)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	19 (+4)	14 (+2)	13 (+1)	12 (+1)	1 (-5)

**Proficiency** +2

**Skills** Perception +5

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

**Damage Immunities** poison, psychic

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

**Senses** darkvision 120 ft., passive Perception 15

**Challenge** 1 (200 XP)

**Cluster Awareness.** The awakened eye is always aware of any other elder construct within 120 ft. of itself, as if it can see it and can communicate with it nonverbally, provided they originate from the same awakened ruin.

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

**Transmitting Sight.** Other elder constructs within 120 ft. of the awakened eye can use a bonus action to see through the awakened eye for as long as it remains within 120 ft. of the eye.

#### ACTIONS

**Beam.** *Ranged Weapon Attack:* +6 to hit, range 120 ft., one target. *Hit:* 6 (1d4+4) radiant damage.

**Focus Sight.** The awakened eye targets a creature it can see within 120 ft. of it and focuses on it. When the focused creature makes a Dexterity (Stealth) check to hide from the eye, the eye adds +5 to its passive perception to find the focused creature. When the awakened sentinel starts its turn and has not seen the focused creature since the end of its last turn, the focus ends.

#### REACTIONS

**Target Assist.** When another elder construct within 120 ft. of the awakened eye attacks a creature the eye focuses on, the elder construct makes the attack roll with advantage. To do so the awakened eye must see the targeted creature.



## AWAKENED SENTINEL

Large construct (Elder), unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 133 (14d10 + 56)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (0)	19 (+4)	13 (+1)	14 (+2)	1 (-5)

**Proficiency** +3

**Skills** Athletics +8

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

**Damage Immunities** poison, psychic

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

**Senses** darkvision 120 ft., passive Perception 15

**Challenge** 8 (3,900 XP)

**Cluster Awareness.** The awakened sentinel is always aware of any other elder construct within 120 ft. of itself, as if it can see it and can communicate with it nonverbally, provided they originate from the same awakened ruin.

**Energy Exhaustion.** When the awakened sentinel uses its charge beam, it can't use its hand blast attack and can't use reactions until the end of its next turn.

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

**Regeneration.** The awakened sentinel regains 10 hit points at the start of its turn if it has at least 1 hit point.

### ACTIONS

**Multiattack.** The awakened sentinel makes 2 weapon attacks.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage.

**Hand Blast.** *Ranged Weapon Attack:* +4 to hit, range 240 ft., one target. *Hit:* 12 (2d10+1) radiant damage.

**Charge Beam (Recharge 5-6).** The awakened sentinel fires a powerful beam in a 60 ft. line that is 5 ft. wide. Each creature in the area must make a DC 15 Dexterity saving throw. On a failed save a creature takes 36 (8d6) lightning damage and half as much on a successful one.

### REACTIONS

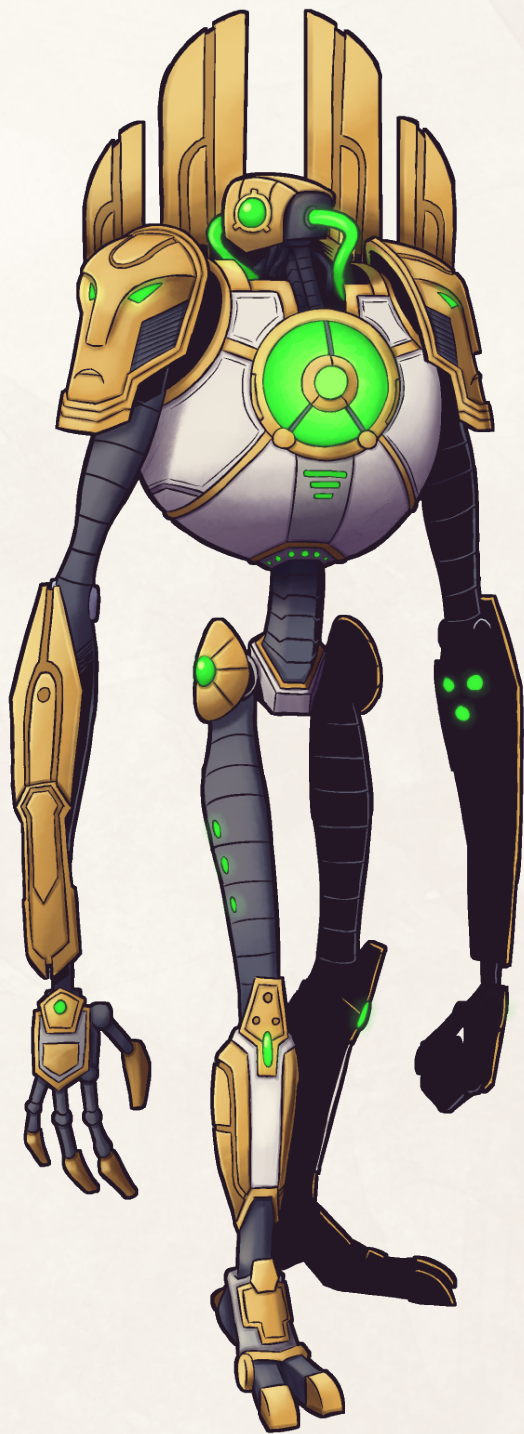
**Protective Cowl.** When the awakened sentinel takes damage from an attack or from an effect that allowed it to make a dexterity saving throw, it reduces the damage by 10.

### VARIANT: RELEASE SENTRIES

Selective sentinels were created with a compartment within their bodies that stores the mysterious sentries of the awakened ruins. These sentinels are positioned in key areas of the structure and can release awakened eyes at a moments notice if intruders are detected.

**Release Sentries.** The sentinel releases 2d4 awakened eyes within 5 ft. of itself. The sentinel has a unique bond with these awakened eyes, allowing the sentinel to always see through their eyes, as well as communicate with one another as long as they are within one mile of another. A released awakened eye can use an action when within 5 ft. of the sentinel to return into its body. An awakened eye that starts its turn inside the sentinel is incapacitated until released again and regains 10 hit points at the beginning of its turn if the sentinels has more than 0 hit points.

A sentinel of this variant has a **Challenge Rating** of 9 (5,000).



## AWAKENED SENTINEL

The ruins' main guardian force, Sentinels emerge as their home shakes to life. Tall, warrior-like constructs that appear at a glance to serve a purpose similar to golems, these towering weapons possess terrible strength and fire beams of devastating magic from their hands. Though one is often more than enough of a threat to even a prepared expedition, their real danger comes in numbers, for where there is one, more are sure to follow. Perhaps the only salvation from their destructive onslaught is an apparent vulnerability; with such great amounts of power needed to fire their weapons, the Sentinels are powered by some strange animus within their chests, a floating orb of energy that seems to act as their source of strength. Upon incinerating some unwary foe with their weaponry, this core dims, and while they are briefly stunned, there is a window to escape. It is in this moment that most encounters end, for those that do not run will surely be reduced to yet more dust upon the ancient walls.



# Thank you for your continued support, dear patrons!



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