

HARLEKIN

Using the undead- and the greater study of necromancy- for one's own gain is hardly unheard of, for history is filled with tales of vile necromancers and ruthless leaders utilizing the dark powers of undeath in their wars for dominance since the age of the dragon gods. For those on the wrong end of such uses of the undead, disdain for the practice is understandable, but not everyone feels necromancy is an inherently foul thing. Cheap labor, medical advancements, an increased quality of life for those still among the living; in other parts of the world, the undead are seen as commonplace, even ethical. There is perhaps no better example of this than in the case of the Harlekins, proclaimed to be the first 'ethical' undead.

Voluntary Repurposing. The bodies from which Harlekins are made come from willing donors, and in areas in which the practice is common, such a 'noble' contribution to society is seen as just, even patriotic. Posters and pamphlets expounding on these virtues can be found just about anywhere one looks, and as a result, this societal pressure can become overwhelming, with any sort of dissent to the practice being seen as unpatriotic and selfish. With such nationalistic fervor permeating every facet of society, it is sadly all too easy for unclaimed bodies to slip through the cracks, being taken for conversion even if they would have protested in life.

Lasting Servants. Given the strain and decomposition inherent in undeath, there is a high turnover rate when it comes to common undead, but this is not the case with Harlekins. Designed from the ground up to be lasting, palatable servants who not only resist decomposition but look presentable to the common man, Harlekins are carefully embalmed, their internal organs removed (save for the brain), and flesh forming necromancy makes their bodies compact yet incredibly dense, giving them a strength that can be surprising, given their otherwise slender forms. Unfortunately, a side effect of this is that Harlekins tend to be exceedingly flammable.

Malleable Designs. Given their many uses, Harlekins come in a range of designs and 'models'. Though initially all humanoid, time and necessity has created some variants that have all but been removed from their once-human shapes altogether. Though this can be disturbing to those unaccustomed to 'specialized' versions of what were once human beings, their creators have done all they can to lessen this stigma, with yearly fairs and exhibitions showing off the newest models.

Dressed to Impress. The disapproval many outsiders have towards Harlekin is not something that goes by unnoticed. Those that utilize them go to great lengths to present the servants as 'acceptable' to their neighbors, dressing them in flashy outfits and equipping them with porcelain masks depicting joyful, smiling faces. This, however, can often have the opposite effect on people unaccustomed to the practice- no matter how you dress them up, it's impossible to hide that every Harlekin is little more than a corpse.

HARLEKIN IN YOUR GAME

Harlekins in the Unbound Setting were created under specific circumstances and are the result of a long lasting culture that has a very lenient view on necromancy. Not every setting adheres to such a moral ambivalence. Settings exist in which necromancy is an unquestionable act of unforgivable evil. Depending on the setting that you are playing in, here are a few ideas for how harlekin can be featured in your game:

- The Orzhov Syndicate is well known for the use of their thrulls. They might utilize a new style of thrulls for more formal gatherings in a show of decadence. Or perhaps harlekin are a low-effort alternative to the usual flesh formed thrulls exclusively created from the bodies of passed debtors, so that their spirits and their bodies can work off their debt to the Syndicate. To represent a new line of thrulls, consider changing the harlekin's creature type to constructs and remove their vulnerability to fire.
- While the armies of Karnath were bolstered by the unrefined undead such as skeletons and zombies, the karnaathi nobility preferred less crude undead for their personal servants. Harlekin were created for everyday services of the karnaathi elite, which then slowly made their way into the everyday business of the metropolitan centers of Karnath.
- Juju Zombies, or also known as Alchemical Zombies were a popular kind of undead used in the Pathfinder roleplaying game. Use baseline harlekin to represent these enhanced undead that still retained their intellect and personality after death. To represent Juju Zombies, change a harlekin's Intelligence score to 10, have them know the languages they knew in life, and remove the Overriding Directive trait.
- A culture with a very peculiar view on death prefers not to bury their dead, but to embalm them and adorn them with unique burial masks. Once the bodies are ready, the deceased are reanimated and placed in a faux home for them to continue living and mimicking their everyday activities they did in life undisturbed until the end of time.

Unbound Monsters: Harlekin

HARLEKIN

The namesake of the series, a base-model Harlekin is a tall, slender humanoid equipped for day-to-day tasks, universal servants for anyone who can afford them. Unified in size and function, they possess an animus suited to domestic work, and are able to understand simple commands without much difficulty. Due to their construction and complexity compared to simple undead, they can perform much more detailed routines, with the downside of lacking any agency or sense of whether their routine must change without outside input. Once set to a task, a Harlekin will see to it unless told otherwise- no matter the circumstances.



Artwork by DM Tuz

HARLEKIN

Medium undead, neutral

Armor Class 12 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	6 (-2)	11 (0)	5 (-3)

Proficiency +2

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 10

Languages understands Common and the language of its creator, but can't speak

Challenge 1/2 (100 XP)

Overriding Directive. The harlekin is immune to being charmed or frightened when its master is within 40 ft. of it.

ACTIONS

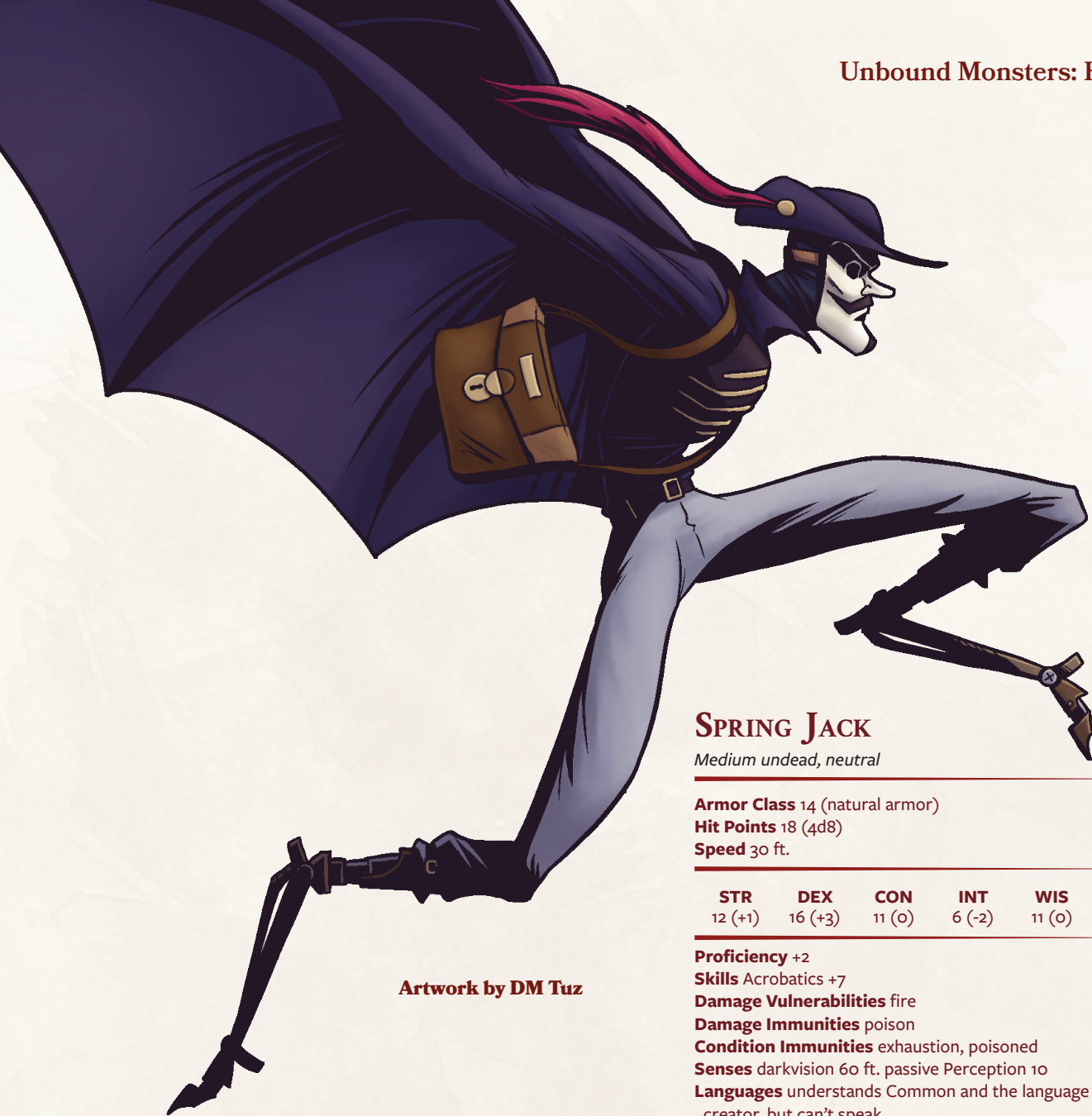
Multiattack. The harlekin makes 2 attacks.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. Instead of dealing damage, the harlekin can grapple the creature (escape DC 12)

HARLEKINS USING WEAPONS:

Harlekin are designed to fulfill all kinds of menial tasks a typical servant needs to perform. Therefore a harlekin is created with innate knowledge of using tools. Enhancing a harlekin to use weapons is not far off.

A harlekin wielding a melee weapon can use its multi-attack to make one weapon attack and one unarmed strike, unless the weapon has the two-handed property. Alternatively a harlekin be given objects to throw at a target, such as a bottle of grease, acid, or alchemist's fire. Harlekin cannot fulfill complex and nuanced tasks as a human can, but they are much more competent minions to control as skeletons and zombies, so a faction using harlekings for military purposes is not implausible.



Artwork by DM Tuz

SPRING JACK

The Spring Jack is a harlekin that acts as a swift courier for when magical or mundane mail delivery won't do. Built with powerful legs capable of leaping tall buildings in a single bound, as well as wings to control its glide, this swift but fragile model of harlekin is equipped with a mask that shows a determined, focused expression, indicating to the public that it is not to be disturbed from its task. This makes the Spring Jack a deliveryman that even the best mortal postal services struggle to match.

SPRING JACK

Medium undead, neutral

Armor Class 14 (natural armor)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (0)	6 (-2)	11 (0)	5 (-3)

Proficiency +2

Skills Acrobatics +7

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 10

Languages understands Common and the language of its creator, but can't speak

Challenge 1/4 (50 XP)

Overriding Directive. The spring jack is immune to being charmed or frightened when its master is within 40 ft. of it.

Spring Heels. The spring jack's long jump is up to 20 feet and its high jump is up to 10 feet, without a running start. With a running start its long jump is up to 40 feet and its high jump is up to 20 feet. Additionally, as long as the spring jack is able to land on its feet after jumping, it takes no falling damage.

ACTIONS

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

Bounce Attack. When the spring jack jumped at least 20 feet as part of its movement, it can then use this action to land on a creature. The spring jack makes a slam attack against the creature. On a hit the attack deals an additional 3 (1d6) bludgeoning damage and the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is knocked prone, the spring jack bounces off of the creature and uses its momentum to jump an additional 20 feet without provoking opportunity attacks. If the attack misses or the creature succeeds its saving throw, the spring jack lands in an unoccupied space within 5 ft. of the creature. If no unoccupied space is available the spring jack lands prone in the creature's space.



Artwork by DM Tuz

BOY OF BURDEN

One of the first harlekin models that greatly deviated from a recognisably humanoid shape, the Boy of Burden is a quadruped model designed to carry heavy loads with sure footing no matter the situation. A preferred alternative to draft animals in societies where harlekins are widely accepted, these stalwart transporters never tire or require training to follow commands. After a few... unfortunate incidents where a Boy of Burden failed to recognise pedestrians in its path, all models are now generally equipped with bells, so as to avoid unfortunate, accidental tramlings.

BOYS OF BURDEN AS MOUNTS:

As macabre as it is to imagine to use repurposed human bodies as a mount, the boy of burden can perfectly be used as a mount. It is built to carry and transport heavy loads and it doesn't get exhausted. It is perfectly capable of carrying up to three medium size creatures on its back. Naturally, the boy of burden would have to be modified. A harness is needed, as well as a saddle or similar structure on its shoulders.

This could be perfectly used to heighten the unnerving nature of these particular harlekin even further.

BOY OF BURDEN

Large undead, neutral

Armor Class 12 (natural armor)

Hit Points 53 (7d10 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	6 (-2)	11 (0)	5 (-3)

Proficiency +2

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 10

Languages understands Common and the language of its creator, but can't speak

Challenge 2 (450 XP)

Charging Assault. If the boy of burden moves 20 ft. in a straight toward a creature and then attacks, the boy of burden's attack rolls against that creature have advantage until the end of its turn.

Overriding Directive. The boy of burden is immune to being charmed or frightened when its master is within 40 ft. of it.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Trample. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone target. *Hit:* 17 (2d12 + 4) bludgeoning damage.

Buddy Bob

Not all harlekins serve a purely utilitarian purpose. Designed for personal protection and companionship, the Buddy Bob is a pricey model of harlekin quite popular with the aristocracy. It is created to bond with one person and become their 'friend', in a sense, sticking close to their side and providing mirth in the form of juggling and dancing in a facsimile of amusement. This has made them popular with aristocratic youths who have little by way of living friends, but the joyful facade only extends so far, for the first task of the Buddy Bob is protection. Underneath its bulbous body, the harlekin has a hardened bone carapace and retractable, organic blades ready to be deployed at a moment's notice, using combat prowess and undying savagery to defend its 'friend' mercilessly and efficiently.

Buddy Bob

Medium undead, neutral

Armor Class 16 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	6 (-2)	14 (+2)	5 (-3)

Proficiency +2

Skills Athletics +5, Perception +4, Performance +1

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 14

Languages understands Common and the language of its creator, but can't speak

Challenge 4 (1,100 XP)

Alert. The buddy bob cannot be surprised.

Bonding. The buddy bob can bond to a creature it will be designated to protect. To bond with a creature, the creature must perform a ritual with the buddy bob which takes 10 minutes and consumes 20 gp worth of arcane components including a strand of hair from the bonding creature.

Overriding Directive. The buddy bob is immune to being charmed or frightened when its master is within 40 ft. of it.

Innate Spellcasting. The buddy bob's innate spellcasting ability is wisdom (spell save DC 12): It can innately cast the following spells requiring no material components:

At will: *Locate Creature* (can only locate the bonded creature).

ACTIONS

Multiattack. The buddy bob makes 3 attacks with its hidden bone blades.

Bone Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

REACTIONS

Body Guard. When the creature the buddy bob is bonded with is targeted by an attack, the buddy bob can use its reaction to move up to its speed towards its bonded creature. If the buddy bob reaches its bonded creature it switches places with it and becomes the new target of the attack. The buddy bob must be able to see the attacker and its bonded creature to use this reaction.



Artwork by DM Tuz

Buddy Bob: Crisis Compartment

Selective buddy bob models are hollowed on the inside and while not comfortable, one's personal safety is guaranteed inside of the buddy bob's resilient body.

Crisis Compartment. A medium or smaller creature within reach of the buddy bob must succeed on a DC 13 Strength saving throw. On a failed save buddy bob stuffs the creature into its crisis compartment. A creature inside of the buddy bob is restrained and has total cover against attacks and other effects outside of the buddy bob. As long as a medium or small size creature is inside of the buddy bob, its movement speed is reduced by half and it has disadvantage on dexterity saving throws. The buddy bob can hold one medium or small creature and up to two tiny creatures at a time. A creature inside the buddy bob can use its action to make a DC 13 Strength check to escape the buddy bob and falls prone in a space within 5 feet of the buddy bob. If the buddy bob is destroyed, a contained creature is no longer restrained by it and can escape the buddy bob using 5 feet of movement, exiting prone.

Unbound Monsters: Harlekin

SHIMMY JIM

With large cityscapes and inevitable urban sprawl comes an ever-increasing need for both construction and maintenance. To alleviate the work of living construction teams, prone to injury and strain, the nimble and flexible harlekin known as the Shimmy Jim was conceived, capable of climbing hard-to-reach architecture and all manner of scaffolding with ease, so as to conduct repairs. To achieve this astonishing flexibility, the Shimmy Jim has had all of its bones removed, and wears a flexible, rubberized suit, not simply for looks, but to act as an exoskeleton for a body that would lose all composition- and mobility- outside of it. However, these design features proved ill-suited to construction, as the model soon proved almost wholly incapable of actually using tools, and was- to say the least- ill-suited to an environment full of sharp objects. This almost proved the end of the model, but when it was revealed to the public, the reaction was unexpectedly positive. Now, these harlekins see new life as advertisements and entertainers for the delighted (or mortified) onlooker.



Artwork by DM Tuz

SHIMMY JIM

Medium undead, neutral

Armor Class 16 (13 if it can't move, see Slippery)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	6 (-2)	11 (0)	5 (-3)

Proficiency +2

Skills Acrobatics +5, Stealth +5

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 10

Languages understands Common and the language of its creator, but can't speak

Challenge 1 (200 XP)

Overriding Directive. The shimmy jim is immune to being charmed or frightened when its master is within 40 ft. of it.

Flexibility. The shimmy jim counts as one size smaller (small) when moving through other creature's spaces and when squeezing. It can squeeze through a space as narrow as 6 inches wide.

Nimble. Standing up costs the shimmy jim only 5 ft. of movement.

Slippery. As long as the shimmy jim's movement is higher than 0 and is not incapacitated, prone, or restrained, it has a +3 bonus to AC due to its erratic movements.

ACTIONS

Limb. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. Instead of dealing damage, the harlekin can grapple the creature (escape DC 12). If the target is surprised, the shimmy jim can do both.

Squeeze. A creature grappled by the shimmy jim must make a DC 12 Strength saving throw. On a failed save a creature takes 13 (3d8) bludgeoning damage and is restrained until the end of its next turn or until the grapple ends. On a successful save the creature takes half as much bludgeoning damage and isn't restrained.

STRONG BOY

A brand new model of harlekin, the Strong Boy was created for the purposes of heavy lifting and handling dangerous goods. Conceived for the sake of simple utility as their predecessors, the Boys of Burden, lacked hands with which to lift objects on their own, the Strong Boy stands upright, towering over common men, with powerful arms and a thick, muscular torso more reminiscent of some great ape than that of a man. Highly successful since their recent launch, the model is popular with clients such as construction firms, warehouses, and shipping companies.

STRONG BOY

Large undead, neutral

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	6 (-2)	10 (0)	5 (-3)

Proficiency +2

Skills Athletics +7

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 10

Languages understands Common and the language of its creator, but can't speak

Challenge 3 (700 XP)

Overriding Directive. The strong boy is immune to being charmed or frightened when its master is within 40 ft. of it.

Twisted Strength. The strong boy's carrying capacity is doubled, as well as the weight it can push, drag, or lift, and it counts as one size larger when grappling.

ACTIONS

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. Instead of dealing damage, the strong boy can choose to grapple the target (escape DC 15).

Object Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage if the object is medium size, 21 (3d10 + 5) bludgeoning damage if the object is large size. To use this action, the strong boy must hold an small, medium, or large object.

Fling. The strong boy throws a small or medium object it's holding or small or medium creature it's grappling. It hurls the object or creature up to 60 ft. horizontally and up to 40 ft. vertically in a direction of the strong boy's choice (up to 30 ft. horizontally and 20 ft. vertically if the object or creature is large). The object or creature takes 1d8 bludgeoning damage for every 10 feet it was thrown and land prone. Any creature or object within a 5 ft. radius of the point of impact (10 ft. radius if the creature or object thrown is size large or larger) must succeed on a DC 15 Dexterity saving throw or take 11 (2d10) bludgeoning damage (16 (3d10) bludgeoning if the creature or object is large). A creature that fails the saving throw by 5 or more is knocked prone.



Artwork by DM Tuz

CREATURES AS OBJECTS:

At your own discretion, you can allow the strong boy to make an object slam attack with a medium or small creature it has grappled. In that case treat the attack as if the strong boy makes attacks with a medium size object and the creature used for the attack takes 9 (2d8) damage with each attack.

Unbound Monsters: Harlekin



Mothman
Artwork by DM Tuz

Necropsy

Necromancy

Level: 1

Casting time: 1 Action

Range: Self

Components: V, S, M (a humanoid's fingerbone)

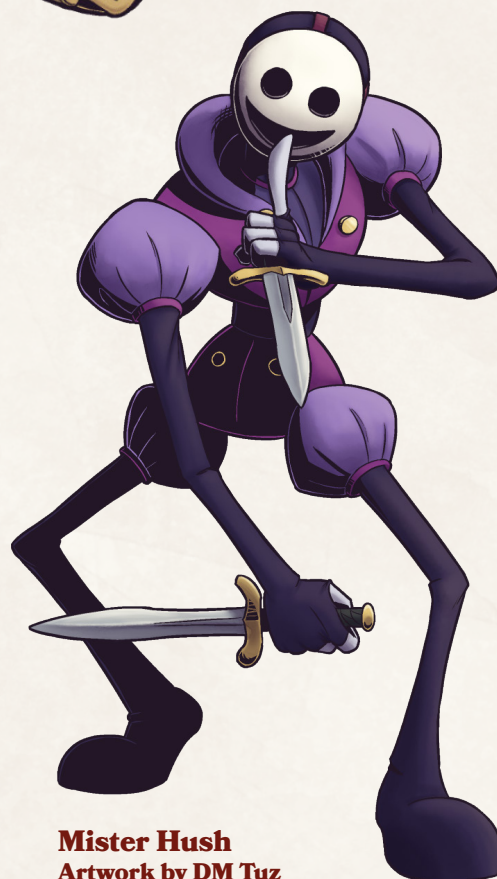
Duration: Concentration, up to 10 minutes

Classes: Sorcerer, Wizard

You imbue your hands with necrotic energies that are able to manipulate and part flesh with your touch. When casting this spell, make a melee spell attack against a creature in range. On a hit, the target takes 2d8 necrotic damage. Until the spell ends, you can repeat this action on each of your turns.

Alternatively, you can cast this spell targeting a dead creature in your reach to perform an autopsy. Over the course of the spell's duration of uninterrupted work you learn the following facts about the body: its age at the time of death, how long it has been dead, its race, its biological sex, and cause of death (such as blunt trauma, suffocation, or poison - but you do not learn of the circumstance of its death). At the Dungeon Master's discretion, you can learn additional facts about the creature, such as its Strength-, Dexterity-, or Constitution score, its character class levels, or other facts your DM deems appropriate.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increased by 1d8 for each slot above 1st.



Mister Hush
Artwork by DM Tuz

Unbound Monsters: Harlekin

MOTHMAN

Easily considered the peak of necromantic achievement, the Mothman is a towering harlekin plated in a nearly impenetrable metallic carapace, powerful enough to break through walls with ease. Designed as a city's protector and the last word in combat capabilities, it even possesses a pair of mighty wings, both acting as its namesake and transporting the crime-fighting model anywhere it needs to be in a hurry.

Law Enforcement Apparatus. Unlike all other harlekin models, the Mothman was designed from the ground up to be used by militaries and law enforcement. Something of a shock trooper designed to take on high-risk criminal activity, the Mothman- like the posters say- knows no rest; even when not actively assigned to a mission, it patrols its given territory from above, using a powerful spotlight to search for criminal activity even in the dead of night.

Shock and Awe. When deployed to a mission, the Mothman takes a straight path to its destination, acting like some manner of organic cruise missile as it crashes through walls, roofs, and masonry with ease, delivering a devastating shockwave on impact that is often enough to outright incapacitate any would-be assailant in itself. If this- or the Mothman's natural strength- isn't enough, it is capable of delivering a cloud of irritating dust that serves as a form of non-lethal crowd control, or even concealment from enemy fire.

MOTHMAN

Large undead, neutral

Armor Class 16 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	17 (+3)	6 (-2)	12 (+1)	7 (-2)

Proficiency +3

Skills Athletics +7, Perception +7

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft. passive Perception 17

Languages understands Common and the language of its creator, but can't speak

Challenge 6 (2,300 XP)

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

Searchlight. The mothman has 3 searchlights that it can turn on and off as a bonus action. Each searchlight shines bright light in a 60 ft. cone and additional dim light in a 40 ft. radius around it.

Track Control Wand. The mothman always aware of the exact location of its control wand as long as it is within 2 miles of it.

Turning Resistance. The mothman has advantage on saving throws that turn undead.

MOTHMAN VARIANT: HYPNOTIC LIGHTS

Some mothmen carry modified search lights. Their lights give of strange colors that have been magically enhanced to have an enchantment effect on creature as a non-lethal form of crowd control.

Mothmen that carry hypnotic lights lose access to their moth dusk but gain the following action:

Hypnotic Lights (1/Short Rest). The mothman projects hypnotic, shifting colors into a 60 ft. cone originating from itself. Each creature in the area that can see the mothman must succeed a DC 14 Wisdom saving throw or be charmed as long as it can see the hypnotic lights. While charmed by the light, the creature is incapacitated and has a speed of 0. The charm is broken if the affected creature takes any damage, it is ever outside of the area, or if another creature uses an action to wake the creature from its hypnosis.

The Mothman must use an action on each of its following turns to keep projecting the hypnotic light. Using its action to do anything else ends the effect.

Necromantic Masterpiece. Uniquely for a harlekin, the Mothman possesses an exceptional amount of personal agency. Its complex animus allows it to make decisions and adapt to a changing situation with relative ease, a necessity in taking on more intelligent foes. Indeed, despite its appearance as an implement of brute force, the Mothman was designed to be an intelligent adversary, and it is this aspect that is often more surprising than its array of weapons.

ACTIONS

Multiattack. The mothman makes 2 slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Impact Shock (Recharge 5-6). If the Mothman flies at least 20 ft. straight towards the ground and lands as part of its movement, it can then use this action to impact on the ground with a powerful shockwave. Each creature within a 5ft radius of the Mothman must make a DC 16 Strength saving throw. On a failed save a creature takes 11 (2d10) bludgeoning damage, be knocked prone, and is stunned until the end of its next turn. On a successful save a creature takes half damage and suffers no additional effects.

Moth Dust (1/Short Rest). The Mothman dispenses a cloud of dust in a 10 ft. radius around itself that heavily obscures the area. A creature that starts its turn within the area must succeed a DC 14 Constitution saving throw or is poisoned until the end of it's next turn. A creature that fails the saving throw by 5 or more must spend its action that turn coughing and gagging. The dust lingers for 1 minute or until a wind of at least 10 miles per hour blows it away.

MISTER HUSH

Given the vast utility provided by all models of harlekin, it should come as little surprise that some renegade factions have produced unofficial models for their own nefarious purposes. Created by unsanctioned necromancers, Mister Hush is a unique, highly illegal model of harlekin created for the purpose of assassination, rebuilt from a number of other harlekins that have been 'repurposed' for its new, grim task.

Undead Killer. Among necromancers, the practice of deploying the undead as assassins-on-demand is a tried-and-true method of dealing with foes, as their lack of a need to sleep or breathe lends a certain degree of natural patience and stealth. However, to give a typical undead the array of skills and techniques necessary to make for a good assassin, it is usually required that said undead be given a high degree of autonomy and individualism, traits that can interfere with keeping them under control. Mister Hush, however, has no such flaws- with simply a given target and method, the harlekin will set about its work without question or pause.

Harlekin Infiltration. Of particular benefit to using a harlekin as an assassin is the fact that, in areas where these constructs are in common use, Mister Hush can blend in almost flawlessly. Able to 'kill' and replace one of the servants of a given target thanks to a natural knack for disguise, the assassin's infiltration skills are further aided by its unique design, as its flexible joints allow it to be packed into small spaces such as boxes or suitcases. Thus, Mister Hush can be deployed quite literally to a target's doorstep, unfurling like a grim marionette to set about its work when the coast is clear.

The Last Laugh. Even in the event of capture, Mister Hush has one last ace in the hole. Loaded with a single-shot dartgun in its 'mouth,' the harlekin can launch one last lethal attack even if bound in place or otherwise incapacitated, the poisoned projectile more than capable of finishing off a mortal foe. If this fails, many models are equipped with a powerful self-destruct mechanism, which upon activation can destroy the unsanctioned assassin, their foe, and any evidence they were there at all. In a sense, this harlekin ensures it always has the last laugh...

MISTER HUSH VARIANT: LEAVE NO TRACE

Some masterminds who utilize a Mister Hush might think ahead in case of its failure, or to simply clean up after itself once its task is complete. Therefore some Mister Hush were created with a self destruction feature by means of an inlaid bottle of alchemist's fire which can be broken through the contraction of muscles:

Leave No Trace. When the Mister Hush is reduced to 0 hit points and its inlaid alchemist's fire has not been removed, the Mister Hush ignites and burns to ash. Any creature within 5 ft. of it must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) fire damage. The master of the Mister Hush can command it to self destruct as an action, or command the Mister Hush to self destruct if certain conditions are fulfilled such as to destroy itself after the next dawn, after reaching a certain destination, or when captured.

MISTER HUSH

Medium undead, neutral

Armor Class 15 (natural armor)

Hit Points 72 (13d8+13)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	18 (+4)	13 (+1)	7 (-2)	12 (+1)	6 (-2)

Proficiency +3

Saving Throws Dex +7, Con +4, Wis +4

Skills Acrobatics +7, Perception +4, Stealth +7

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft. passive Perception 14

Languages understands Common and the language of its creator, but can't speak

Challenge 5 (1,800 XP)

Sneaky Ambusher. In the first round of a combat, the mister hush has advantage on attack rolls against any creature it has surprised and it can use its sneak attack on both of its attacks.

Contorting Limbs. The mister hush can hide in spaces as small as 2 cubic feet and can squeeze through spaces as if it were a small creature.

Sneak Attack. Once per turn, the mister hush deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the mister hush that isn't Incapacitated and the mister hush doesn't have disadvantage on the attack roll.

Spider Climb. The mister hush can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Overriding Directive. The mister hush is immune to being charmed or frightened when its master is within 40 ft. of it.

Turn Resistance. The mister hush has advantage on saving throws that turn undead.

ACTIONS

Multiattack. The mister hush makes two dagger attacks.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 4) piercing damage.

Dagger (Thrown). *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 4) piercing damage.

Poison Dart (1/Short Rest). *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 4) piercing damage plus 28 (8d6) poison damage. The target must make a DC 15 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one. This attack ignores disadvantage imposed by being restrained, unless the mister hush's mouth is covered.

Thank you for your continued support, dear patrons!



Adventurers

Archcanni
Daniel
Highway
Jacob
John



Bosses

Dallas
Micah
RatOrchestra
Reddest Mage



Henchman

1 Captain Obvious
Alice Verrino
Andrew
Ariel G.
ARLO
Bayushi-San
Ben S
Brandon P.
Casiah L.
Castreek
Cesil M.
Cesar C.
Christian J.
Christopher R.
Claton P.
Colin S.
Crabmalique
Curly
Dae V.
DiceLordMutt
Elijah M.
Gavin R.
Gemini N.
Grandor H.
Jacob F.
Jarrod F.

Joe B.
JediRedPanda
Joe S.
Jonas F.
Khal N.
Kye Mila W.
Liam H.C. L.
Logan R.
M Didact
Magaret B.
Maris B.
Mark S.
Marvin M.
Mary F.
Matteo M.
Nick R.
Nicki L.
Patrick Line
Phil B.
Phillip E. M.
Ric V.
Roberto G.
Rudy J.
Ryck
Sabrina B.
Salem A.
Sam H.
Silverbane
Squidentacle
Stephen T.
Thy Anubis King
Tindalos
Walkersniper
Zerk