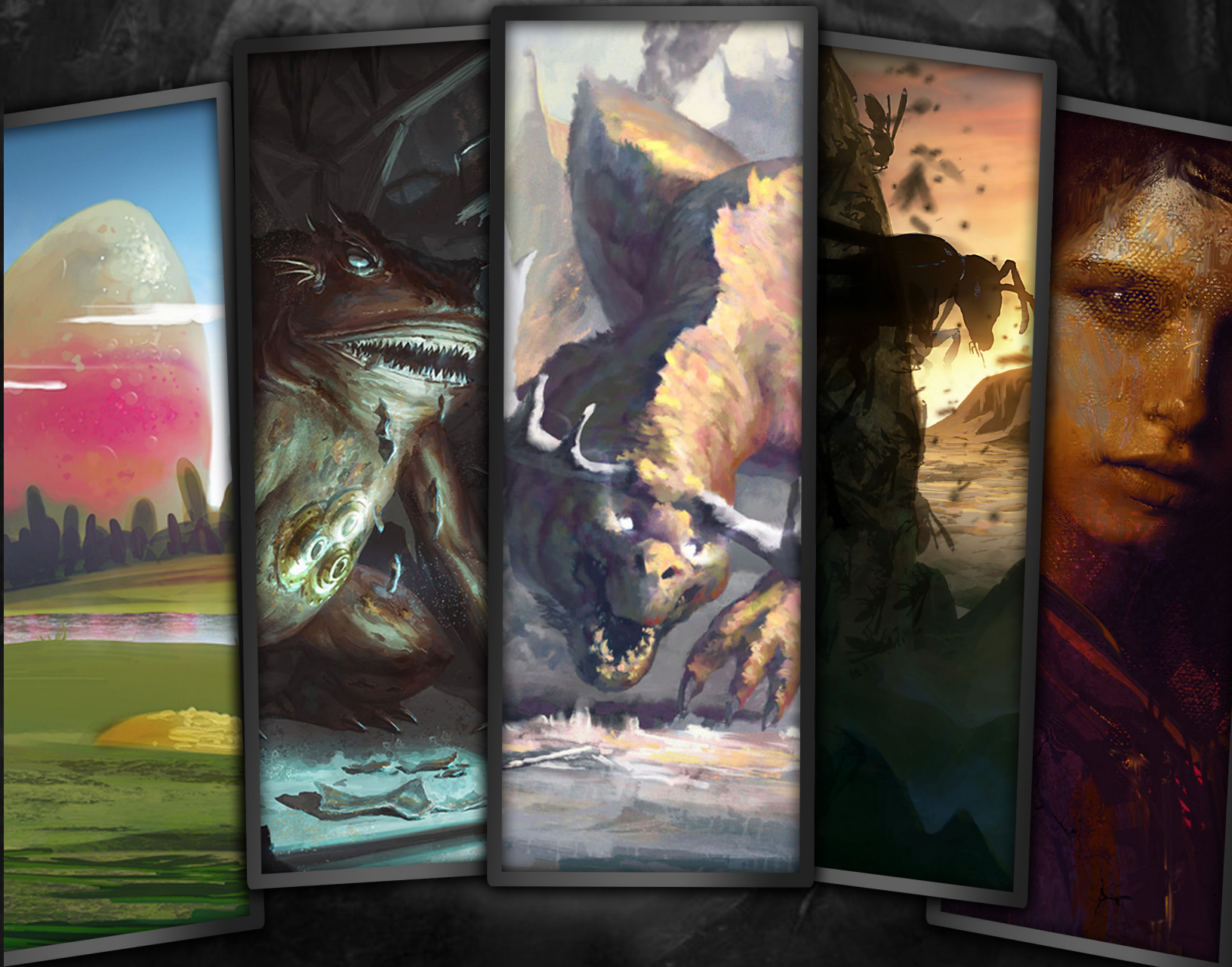


Unusual Creatures

Part of the **Drag & Drop** Series



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INTRODUCTION



Unusual Creatures

Artlords Stories

Once upon a time, we had a dream. We wanted to build a community of digital artists and bring together the art they created. One of our approaches was to create a context for the art. A story, a character, a concept... Something the audiences could sink their teeth into. Our goal was to always elevate the art, make people go beyond simply glancing at an artist's study and moving on. We wanted to mark them.

One way to do so was to dwell with gamers. Several of our articles dabble in ideas and concepts for tabletop, RPG gaming. Things like "5 Adventure Hooks inspired by digital artwork" and the like. We decided, why not fully realize that dream?

The booklet you now hold is part of a larger dream. We want you to play, to think, to feel, to delve deep into the digital art we curated for you.

Unusual Creatures

Flumph Guardians, Enchanted Paintings, this book is full of weird creatures. Need something off the wall for your next session—maybe a familiar for your wizardly NPC or some creatures to inhabit a fantasy-style-submarine powered with magic? We've got em.

AUTOMATON GUARDIAN *(pg 6)*

Armor Class: 19 (natural armor)
Hit Points: 300
Speed: 30 ft.

KHABUTHAL, FORGEDEMON *(pg 9)*

Armor Class: 16 (natural armor)
Hit Points: 136 (13d10 + 65)
Speed: 30 ft

ELKENFRUM *(pg 7)*

Armor Class: 14
Hit Points: 191
Speed: 60 ft.

GUARDIAN FLUMPH *(pg 10)*

Armor Class: 12
Hit Points: 38 (4d10 + 16)
Speed: 5 ft., Flying 30 ft

ANIMATED PAINTING *(pg 8)*

Armor Class: 16
Hit Points: 15
Speed: flying 60 ft

Automaton Guardian

Petrified masters of martial combat, automaton guardians are dangerous to engage in combat. Once you step within range of their polearm strikes, you may be trapped there until you or the automaton are destroyed.

AUTOMATON GUARDIAN

large construct, neutral

Armor Class 19 (natural armor)

Hit Points 300

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances fire, cold, necrotic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons, lightning, poison, psychic

Condition Immunities poisoned, prone, exhaustion, petrified

Languages Common

Challenge 7 (2,900 XP)

Polearm Master. While wielding his halberd, creatures provoke opportunity attacks from the automaton when they enter his reach.

Sentinel. When the automaton hits a creature with an opportunity attack, that creature's speed becomes 0 for the rest of the turn. Creatures provoke opportunity attacks from him even if they take the Disengage action before leaving his reach.

Actions

Halberd. Melee Weapon Attack: +8 to hit, reach 10ft., one target. *Hit* 5 (1d10 + 5) slashing damage

Bonus Actions

Polearm strike. The automaton strikes with the butt-end of his halberd. *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. *Hit* 5 (1d4 + 5) bludgeoning damage

Legendary Actions

The automaton has 3 legendary reactions, and regains them at the start of each of its turns. It may take a legendary action at the end of anyone's turn.

Polearm strike. The automaton strikes with the butt-end of his halberd. *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. *Hit* 5 (1d4 + 5) bludgeoning damage

Constant Vigilance. The automaton regains his reaction for the turn.



ELKENFRUM

Large fey, neutral

Armor Class 14
Hit Points 191
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	15 (+2)	10 (+0)	17 (+4)	10 (+0)

Condition Immunities charmed, sleep spells
Damage Resistances bludgeoning, slashing, and piercing from nonmagical weapons
Damage Immunities lightning
Languages Common, Sylvan, Elvish
Challenge 10 (5,900 XP)

Charge. If the Elkenfrum moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Magical Resistance The Elkenfrum has advantage on saving throws against spells and other magical effects.

Actions

Ram. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 15 (2d6 + 5) bludgeoning damage

Lightning Breath. The Elkenfrum exhales lightning in an 80-foot line that is 10 feet wide. Each creature in the line must make a DC 18 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Elkenfrum

The Elkenfrum is a sentient being, capable of speech and reason. It does not actually eat meat, it grazes the way an elk does. But it does kill for sport, and does so obsessively. It was created by a cruel feylord who crossed an Elk with a Blue Dragon and infused it with an obsession for hunting and killing.

ANIMATED PAINTING

Small construct, any alignment

Armor Class 16

Hit Points 15

Speed flying 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	8 (-1)	8 (-1)	14 (+2)	10 (+0)

Condition Immunities prone, poisoned, stunned, restrained

Languages None

Challenge 1

Magical Reflection. When an Animated Painting is hit with an attack or by a spell with a single target, it makes a Dexterity Saving Throw, on a 16 or higher the attack is absorbed into it's portal. If another Animated Painting is within 30 feet, the attack can be redirected at one of it's enemies.

Actions

Bash. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2)

Animated Painting

These magical paintings seem normal when not moving, but if they are activated can cause a world of hurt. Their magical portals which are held within their frames can deflect or redirect magic back at their attacker, turning their own spells against them. A good sturdy hit or two will destroy them, but these delicate works of enchanted art are glass cannons in the truest sense.



KHABUTHAL, FORGEDEMON

Small beast, silly neutral

Armor Class 16 (natural armor)

Hit Points 136(13d10 + 65)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	20 (+5)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Str + 7, Con +8, Wis +4

Damage Resistances bludgeoning, piercing, and slashing
Damage Immunities cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical weapons

Languages Becktonth enables Khabuthal to understand and speak all languages

Magic Resistance Khabuthal has advantage on saving throws against spells and other magical effects

Weakness. Due to the three extradimensional spaces inside of Khabuthal's body, an item with an extradimensional space inside of it, such as a Bag of Holding, placed inside his chest will destroy him and suck everything within 10 feet into the Ethereal plane. To accomplish this Khabuthal needs to be grappled and then lose an Athletics contest with the person grappling him

Demon of the Forge. One of Khabuthal's extradimensional spaces contains one of every weapon he has made, which he can retrieve as a reaction. The range of these weapons changes based on what they are, but each weapon does 2d10 magical damage of its type. He can also retrieve his thrown bombs this way

Actions

Multiattack. Khabuthal makes three attacks, two with his weapon and one with his claws or bite.

Khabuthal's Weapon. *Melee Weapon Attack:* +9 to hit, reach X ft., one target. *Hit* 16 (2d10 + 2)

Bomb. *Ranged Weapon Attack:* +7 to hit, reach 30ft., one target. *Hit* 35 fire damage.

Claw attack. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit* 12 (2d6 + 5) slashing damage and 9 (3d6) fire damage

Becktonth's Gift. Khabuthal casts one of the following spells (1/day): *dominate person*, *greater invisibility*, *blink*. The Spell Save DC for spells cast this way is 16.



Khabuthal, Forgedemon

Khabuthal is a middling demon somewhat recently escaped from the Nine Hells, with powers over the forge and not a small amount of magic under his control. Compared to Baphomet or any of the other demon lords, Khabuthal is small potatoes. And this infuriates him. Ever since he was spawned Khabuthal has been convinced of his own destiny, to usurp the throne of one of the Demon Lords and to claim their power for himself. Being little more than a demonic blacksmith, he has a long way to go.

Guardian Flumph

The larger, angrier older brother to the standard flumph. Guardian Flumphs are the watchdogs of flumph herds, charging and slapping at predators (or anyone who gets too close). They're hardier, more dangerous, but still have that same flumph charm.

GUARDIAN FLUMPH

Large aberration, lawful good

Armor Class 12

Hit Points 38(4d10+ 16)

Speed 5 ft., Flying 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	10 (+0)

Languages Can understand Common but can't speak, telepathy 60 ft.

Challenge 3 (700 XP)

Flying Charge. If the Guardian Flumph moves at least 20 feet and hits with a Tentacle Slap on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength Saving Throw or be knocked prone.

Actions

Tentacle Slap. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit* 14 (2d8 + 5) bludgeoning damage

Digital **ArtLords**

A white crown icon is positioned between the words 'Digital' and 'ArtLords' in the main title.

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