

## HELL PEON

Small • Fiend (Devil) • Lawful Evil

**Armor Class** 12

**Initiative** +2 (12)

**Hit Points** 10 (3d6)

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	13 (+1)	12 (+1)	9 (-1)

**Skills** Athletics +3, Investigation +3, Sleight of Hand +4

**Gear** smith's tools, tinkerer's tool

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Infernal

**CR** 1/4 (XP 50; PB +2)



**Tool Proficiency.** The peon makes an ability check using a tool; it can add its Proficiency Bonus to the check.

**Trap Expert.** The peon has advantage on checks to find and disarm traps. Additionally, it can discern the status and timer of a Hellish Contraption and doesn't trigger it by entering its space.

### ACTIONS

**Cog.** *Melee or Ranged Weapon Attack:* +4, reach 5 ft. and range 20/40 ft. *Hit:* 4 (1d6 + 2) bludgeoning damage.

**Hellish Contraption (2/Day).** The peon creates a contraption in an unoccupied space within 5 feet of it. The space becomes difficult terrain as long as the contraption is there. As part of this action, the peon can arm the trap. While the contraption is armed, it triggers when a creature enters its space, and the creature is subjected to the following effect. *Dexterity Saving Throw:* DC 12. *Failure:* 5 (2d4) piercing damage and the target is restrained (escape DC 12). *Failure or Success:* The contraption is triggered and can't force the save again until it is rearmed.

### BONUS ACTIONS

**Arm Contraption.** The peon arms a triggered or unarmed contraption within 5 feet of it. It can also add a timer of up to 10 rounds, after which it explodes and is destroyed. *Constitution Saving Throw:* DC 12, each creature in a 5-foot emanation originating from the contraption. *Failure:* 7 (2d6) force damage. *Success:* Half damage. *Failure or Success:* The contraption is destroyed.

## HELL PEON — WEAKER

**Armor Class** 11

**Initiative** +1 (11)

**Hit Points** 5 (2d6 - 2)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	9 (-1)	11 (+0)	10 (+0)	7 (-2)

**Skills** Athletics +2, Investigation +2, Sleight of Hand +3

**Gear** smith's tools, tinkerer's tool

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Infernal

**CR** 0 (XP 10; PB +2)



**Tool Proficiency.** The peon makes an ability check using a tool; it can add its Proficiency Bonus to the check.

**Trap Expert.** The peon has advantage on checks to find and disarm traps. Additionally, it can discern the status and timer of a Hellish Contraption and doesn't trigger it by entering its space.

### ACTIONS

**Cog.** *Melee or Ranged Weapon Attack:* +3, reach 5 ft. and range 20/40 ft. *Hit:* 2 bludgeoning damage.

**Hellish Contraption (1/Day).** The peon creates a contraption in an unoccupied space within 5 feet of it. The space becomes difficult terrain as long as the contraption is there. As part of this action, the peon can arm the trap. While the contraption is armed, it triggers when a creature enters its space, and the creature is subjected to the following effect. *Dexterity Saving Throw:* DC 11. *Failure:* The target is restrained (escape DC 11). *Failure or Success:* The contraption is triggered and can't force the save again until it is rearmed.

### BONUS ACTIONS

**Arm Contraption.** The peon arms a triggered or unarmed contraption within 5 feet of it.

# HELL PEON — STRONGER

**Armor Class** 13

**Initiative** +3 (13)

**Hit Points** 10 (3d6)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	14 (+2)	14 (+2)	9 (-1)

**Saving Throws** Dex +5

**Skills** Athletics +4, Investigation +4, Sleight of Hand +5

**Gear** smith's tools, tinkerer's tool

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Common, Infernal

**CR** 2 (XP 450; PB +2)



**Tool Proficiency.** The peon makes an ability check using a tool; it can add its Proficiency Bonus to the check.

**Trap Expert.** The peon has advantage on checks to find and disarm traps. Additionally, it can discern the status and timer of a Hellish Contraption and doesn't trigger it by entering its space.

## ACTIONS

**Cog.** *Melee or Ranged Weapon Attack:* +5, reach 5 ft. and range 20/40 ft. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 7 (2d8) fire damage.

**Hellish Contraption (3/Day).** The peon creates a contraption in an unoccupied space within 5 feet of it. The space becomes difficult terrain as long as the contraption is there. As part of this action, the peon can arm the trap. While the contraption is armed, it triggers when a creature enters its space, and the creature is subjected to the following effect. *Dexterity Saving Throw:* DC 12. *Failure:* 10 (3d6) piercing damage and the target is restrained (escape DC 12). *Failure or Success:* The contraption is triggered and can't force the save again until it is rearmed.

## BONUS ACTIONS

**Arm Contraption.** The peon arms a triggered or unarmed contraption within 5 feet of it. It can also add a timer of up to 10 rounds, after which it explodes and is destroyed. *Constitution Saving Throw:* DC 12, each creature in a 5-foot emanation originating from the contraption. *Failure:* 18 (4d8) force damage. *Success:* Half damage. *Failure or Success:* The contraption is destroyed.