

## ARC WALKER

Large • Construct • Unaligned

**Armor Class** 15

**Initiative** +0 (10)

**Hit Points** 102 (12d10 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	2 (-4)	8 (-1)	1 (-5)

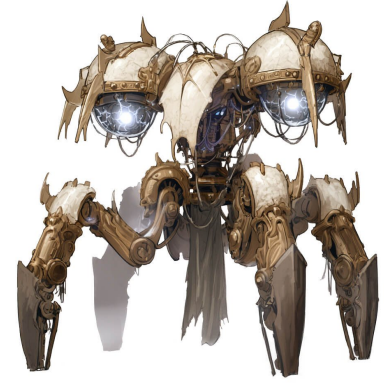
**Damage Immunities** lightning, poison, psychic

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

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands the languages of its creator but can't speak

**CR** 7 (XP 2,900; PB +3)



**Charging.** Whenever the arc walker is subjugated to lightning damage, its Ionize ability recharges.

**Bloodied - Damaged Grounding.** While bloodied, the arc walker's lightning damage immunity turns into a damage resistance. Additionally, when a creature ends its turn within a 5-foot emanation originating from the arc walker, it takes 3 (1d6) lightning damage.

**Unusual Nature.** The arc walker doesn't require air, food, drink, or sleep.

### ACTIONS

**Multiattack.** The arc walker makes two Arc Cannon attacks. When both attacks hit the same target, *Constitution Saving Throw*: DC 14. *Failure*: The target becomes stunned until the end of its next turn.

**Arc Cannon.** *Ranged Weapon Attack*: +6, reach 60 ft. *Hit*: 22 (4d10) lightning damage.

## ARC WALKER — WEAKER

**Armor Class** 14

**Initiative** +0 (10)

**Hit Points** 75 (10d10 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	2 (-4)	8 (-1)	1 (-5)

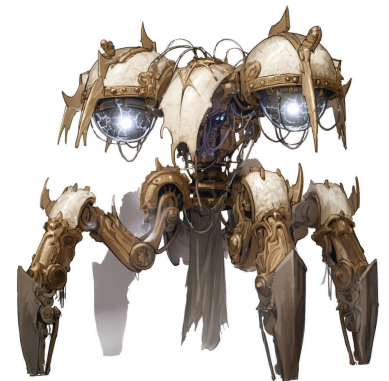
**Damage Immunities** lightning, poison, psychic

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

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands the languages of its creator but can't speak

**CR** 4 (XP 1,100; PB +2)



**Charging.** Whenever the arc walker is subjugated to lightning damage, its Ionize ability recharges.

**Bloodied - Damaged Grounding.** While bloodied, the arc walker's lightning damage immunity turns into a damage resistance. Additionally, when a creature ends its turn within a 5-foot emanation originating from the arc walker, it takes 2 (1d4) lightning damage.

**Unusual Nature.** The arc walker doesn't require air, food, drink, or sleep.

## ACTIONS

**Multiattack.** The arc walker makes two Arc Cannon attacks. When both attacks hit the same target, *Constitution Saving Throw*: DC 12. *Failure*: The target becomes stunned until the end of its next turn.

**Arc Cannon.** *Ranged Weapon Attack*: +4, reach 30 ft. *Hit*: 14 (4d6) lightning damage.

## ARC WALKER — STRONGER

**Armor Class** 16

**Hit Points** 123 (13d10 + 52)

**Speed** 30 ft.

**Initiative** +0 (10)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	2 (-4)	8 (-1)	1 (-5)

**Damage Immunities** lightning, poison, psychic

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

**Senses** darkvision 120 ft., passive Perception 9

**Languages** understands the languages of its creator but can't speak

**CR** 10 (XP 5,900; PB +4)



**Charging.** Whenever the arc walker is subjugated to lightning damage, its Ionize ability recharges.

**Bloodied - Damaged Grounding.** While bloodied, the arc walker's lightning damage immunity turns into a damage resistance. Additionally, when a creature ends its turn within a 5-foot emanation originating from the arc walker, it takes 7 (2d6) lightning damage.

**Unusual Nature.** The arc walker doesn't require air, food, drink, or sleep.

## ACTIONS

**Multiattack.** The arc walker makes two Arc Cannon attacks. When both attacks hit the same target, *Constitution Saving Throw*: DC 16. *Failure*: The target becomes stunned until the end of its next turn.

**Arc Cannon.** *Ranged Weapon Attack*: +8, reach 90 ft. *Hit*: 32 (5d12) lightning damage.

**Spell Break Pulse (1/Day).** *Constitution Saving Throw*: DC 12, each creature in a 10-foot emanation originating from the arc walker. *Failure*: The target loses the concentration it maintains on a spell and can't cast spells until the end of its next turn. *Success*: The target loses the concentration it maintains on a spell.

## BONUS ACTIONS

**Ionize (Recharge 6).** *Constitution Saving Throw*: DC 12, one creature within 30 feet of the arc walker that it can see. *Failure*: The target has disadvantage on Constitution saving throws, and attacks that deal lightning damage have advantage against the target. The effect lasts until the end of the target's next turn.

**Spell Break Pulse (1/Day).** *Constitution Saving Throw*: DC 16, each creature in a 30-foot emanation originating from the arc walker. *Failure*: The target loses the concentration it maintains on a spell and can't cast spells until the end of its next turn. *Success*: The target loses the concentration it maintains on a spell.

## BONUS ACTIONS

**Ionize (Recharge 5-6).** *Constitution Saving Throw*: DC 16, one creature within 60 feet of the arc walker that it can see. *Failure*: The target has disadvantage on Constitution saving throws, and attacks that deal lightning damage have advantage against the target. The effect lasts until the end of the target's next turn.