



FROM BEYOND this world

Monstrous Pages for Shadow of the Demon Lord

It usually begins with random dissections of farm animals, such as pigs, cattle, and even horses. After that, the children go missing—the foolish or the unwanted, the strays and orphans who won't be quickly missed. Soon, though, they're found in the same condition as the mutilated livestock, precisely divided into so many oddly shaped parts, spread out and arranged in mysterious patterns, the cuts and slices impossibly neat, well beyond the skill of the finest surgeon in Rûl.

For those few who know the meaning behind this, the strange, bloody remains are an obvious sign: the reen have arrived, with an obsessive curiosity that drives them to brutal and horrific experimentation on the denizens of Urth. *From Beyond this World* joins other installments of *Monstrous Pages* by revealing secrets of some of the most notorious creatures found in the world. In the following pages, the reen receive extensive treatment, details that highlight their origins, activities, and new options to make them the perfect antagonists for your *Shadow of the Demon Lord* adventures!

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ORIGINS FAR-FLUNG

The reen are clearly not of Urth. Machine-like creatures far more advanced than clockworks, they are composed of a sphere-like metallic core to which a tangle of writhing tentacles are attached. A single large eye is mounted in their center, always glowing red, as if a bright furnace burns within them. Possessed of a cold, calculating intellect and practical cunning, their penchant for dissecting living creatures as well as for dismantling complex machinery is known throughout all of Urth. Despite this, no one has ever communicated with them—or, if any have, none survived to tell the tale. The reen recognize no boundaries and prowl the whole of the world, the grisly remains of their experiments left in bizarre patterns wherever they go.

Alien Creations: Urth is not the only world to suffer the coming of the Demon Lord. Across a void so vast, another world, not unlike Urth, has fallen under the Demon Lord's shadow, but with direr consequences. Once filled with continent-spanning empires founded upon the mystical fusion of magic and machine, their planet now rots and burns at the edge of utter annihilation. Faced with oblivion, the best and brightest among them abandoned any notion of ethics and principles to find any way they could to survive. They reasoned that since their efforts to thwart their planet's doom have all failed, they must instead find some new world to inhabit, regardless of who may already live there.

To this end, the creators fashioned the reen, a breed of semi-sentient beings crafted of metal and powered by strange energies. Spreading across the vastness of space and dimension, the reen descend onto worlds to gather what information they can and send what they have discovered back so that their makers can find the best new world to call their own.

Ruthless Explorers: The reen have spread across the cosmos, piercing the boundaries of countless dimensions, heedless of the chaos and upheaval their intrusions create. With the collection of knowledge as their singular motivation, their efforts and actions are dedicated solely to gathering data about the realms they visit and sending what they learn back to their masters' home world.

Unfortunately for those who become the focus of the reen's curiosity, the mechanized horrors show no consideration whatsoever for their well-being. The reen do what they must, even if it means taking apart a living creature one screaming bit at a time, or reducing a whole community to molten slag in order to determine the durability of locally harvested materials. Each time a reen survives a battle or claims a victim, they add to their already vast store of knowledge about Urth, which in turn improves their chances at ultimately conquering it for their masters.

As terrifying and dangerous as the reen are, they do not act with malice—in fact, they have no emotions at all. They maim, kill, and destroy only to collect information, heedless of the suffering they create in doing so. Reen lack the capacity to reflect on the morality of their actions, undertaking their activities with the cold calculation of the machines that they are.

Built to Last: Constructed of an alloy of metals unknown to Urth, the reen can survive extreme conditions and endure great punishment. If subjected to significant damage, a reen's first instinct is to retreat from threat and repair itself. As their mission requires self-sufficiency, reen can transmogrify native minerals and incorporate them into their own composition. Their central eye plays some role in this process, emitting a field which deconstructs and modifies inanimate, and sometimes organic, matter. Such matter can then be used to patch up damage and even modify their existing forms, based on the knowledge they have obtained.

If a reen becomes damaged beyond its ability to repair itself, it detonates in a furious explosion, obliterating almost all traces of its existence, as well as anything around it. Doing so results in the loss of vital information, but it protects the reen and their masters from others learning anything about them or using their own technology against them.

Fluid Morphology: Reen anatomy hints at their alien origins. Appearing as armored cephalopods, jellyfish, they move with liquid grace through the air, flying with perfect ease through almost any condition. The reen's superior mobility comes from a system of eldritch field generators integrated within their superstructure, which lets them negate gravity and move with great speed and precision.

Lone Scouts: Dispatched in great numbers, spreading across the universe, the reen approach potential worlds singly and conduct much of their initial exploration alone. Only after they ascertain that a world is potentially habitable by their masters do they signal for other nearby reen to join them, or begin to create copies of themselves using materials harvested from their environment. Even when multiple reen explore the same world, they tend to scout alone, at least until they encounter hostiles that show some resistance to being dissected alive. At that point the reen gather in sufficient numbers to carry out a focused investigation to ascertain whether the threat is one that could hamper their masters' efforts at colonization, and, if so, deal with it accordingly.

Exploration and Investigation: When a reen reaches a particular world, it begins its explorations far from inhabited areas, scouring the wilderness to survey the basic features of the plane as well as to collect specimens from the local flora and fauna. Once the reen has determined the world's viability for habitation, it moves on to collect information about more complex species and different regions, usually with the aid of one or more copies it has made of itself.



Reen adapt their tactics based on the threats they encounter. When faced with overwhelming force, a reen is quick to quit the battlefield and process its opponent's strengths and weaknesses in order to devise better tactics when it returns to collect the specimen. Reen are not above ambushing potential targets and many deploy traps to secure and neutralize dangerous opponents to be studied without interference.

Communing Across the Vast: In abandoned mines, caverns, and atop high mountains, the reen build communication arrays to transmit their findings to their masters across the vastness of space. Reen choose these sites for their defensibility and isolation, as building the beacons takes a considerable amount of time and resources. Even then, the reen protect these transmitters with drones (see below) they construct from creatures whose lives they "spare."

Each beacon is an organo-mechanical device powered with energy drawn from the environment that can propel messages across any distance at unfathomable speeds. When reen have gathered substantial information, they set to work building the transmitter, using materials they plunder from their surroundings. Reen take whatever resources are easiest to acquire, so nearby towns and villages might be stripped of everything from arrowheads to plow blades, anvils to copper pots.

It usually takes several weeks of collection and construction for the reen to complete one of their bizarre antennae. The devices are incredibly unnatural in appearance, their non-Euclidean geometry offending the eye and disturbing the mind. Made of metal fused with flesh, vibrating with an intensity that loosens the bowels and hurts the teeth, the beacon pulses its messages across the vast nothing.

Unhealthy Replication: While reen are not living beings, they can make copies of themselves. Each reen body incorporates several hundred pounds of various ferrous metals, several chunks of precious

stones such as diamonds, and the brain matter and nervous systems of a dozen or more sentient creatures. The reen assembles the new form from these components over the span of several weeks and then invests the copy with a portion of its own energy, which gives the new reen the semblance of life. At this point, the reen imparts its programming and information it has accumulated thus far. Since the process of building a copy takes so much time, and quickening the copy takes a considerable amount of energy, reen make copies rarely. Once a reen has made a copy, it must wait weeks or even months before its personal energy stores have recovered enough to create another one.

In this way, reen act as both explorers and colonizers. Once suitable conditions are established, protocol dictates that information be transmitted back and that the reen establish a foothold. However, the establishment of a foothold does not necessarily mean an imminent invasion—the masters, if they still exist or have not yet found another world, might wait until the last possible moment to set out to ensure they make their decision with all the information they can gather.

A Growing Cyst: Efficiency drives reen in everything they do. This is why reen never waste resources anesthetizing their victims prior to dissection. So, when reen find little resistance to their investigations, they might establish a cyst where a small town once stood. From a distance, the community appears as it always did, but close inspection reveals tendrils of cold, oily metal snaking through wattle-and-daub houses, barns holding farm animals connected to a barrel-sized tumor via snaking metal pipes, and residents trudging about with pulsing, metallic nodules along their heads.

Colony maintenance falls to the drones, which the reen create via bio-mechanical tumors capable of subverting the will of living creatures. Locals are immobilized, the tumors implanted into their brains by removing the skin and bone in a 1-inch-radius circle on the victim's head. The implant erases the creature's mind and replaces it with a service algorithm to ensure total obedience as a reen drone. The resulting drone can relay its experiences to reen and other drones via a sub-audible frequency. Thus, reen can manipulate a small population to ensure compliance and a more consistent environment for testing. An individual reen can control up to twenty drones at a time, so larger groups of reen might control hundreds of drones.

The Invasion of Urth: Urth is but one world visited by the reen, albeit one that began with great promise. Arriving shortly before the Demon Lord's arrival, the first reen explorers found a world ripe for conquest, ideal for colonization.

That changed somewhat with the Demon Lord's arrival. The corruption and decay on Urth are nowhere near as advanced as on their masters' home world, so the reen continue their efforts to study life here. The ultimate objective, which has not yet been realized, is the construction of a gateway that will allow the reen's creators to come to Urth. Those few scholars who know of the reen believe that this might already be underway, far to the south, in the Patchwork Lands, in a small, abandoned town shunned by locals and avoided by travelers, from whence reports of reen have come. Beneath its streets, reen antennae pulse with arcane energy and a giant ring of meat and steel is being crafted, a gateway to something terrible that Urth has not yet seen.

CUSTOMIZING REEN

Reen are identical when first created and change in appearance and form only after they discover, analyze, and deconstruct materials suitable for physical adaptation into their bodies.

OCULUS OF ANALYSIS

When suitable conditions are at hand, reen can modify their central eye to better examine and counteract the arcane. These reen are denoted by a central eye offset by a bladed iris capable of focusing its naturally emitted light into a coherent beam. This beam is capable of rapidly assessing and deconstructing matter for ease of analysis.

INCREASE BY 1 DIFFICULTY STEP

Defense +1
Strength -1, Agility -1

MAGIC

Power 2
Destruction *break (3), dissolve (2), erode (1)*

OCULUS OF OBSCURITY

The ability to hide is paramount when reen select and track targets. Some reen, given favorable conditions, can modify their central eye in such a way as to render themselves invisible. It is a draining process the reen can use only sparingly, but it provides a tremendous temporary tactical advantage.

INCREASE BY 1 DIFFICULTY STEP

SPECIAL ACTIONS

Obfuscate Sight If the reen does not have a penalty to its Health, it can use an action, or a triggered action on its turn, to become invisible for 1 round. Once the reen uses Obfuscate Sight, it takes a -5 penalty to its Health. At the end of each round, roll a d6. On a 5 or 6, the penalty disappears.

OCULUS OF SCRUTINY

One of the more common upgrades found among reen that have been active in areas with aggressive inhabitants, the oculus of scrutiny allows the reen to immobilize a target, lift it up, and rotate it so that the reen can find the best places to cut.

INCREASE BY 1 DIFFICULTY STEP

SPECIAL ATTACK

Holding Ray The reen can use an action to emit a beam of light at one Size 2 or smaller creature or object within medium range. The reen makes an Agility attack roll against the target's Agility. On a success, the target becomes immobilized for as long as the reen concentrates. If the line between the target and the reen is interrupted at any time, the effect ends immediately. While immobilized in this way, the target is also defenseless. Each time the reen uses an action to concentrate on this effect, it can move the target up to 5 yards in any direction and hold it there or the reen can make a tentacle attack against the target.

SAMPLE REEN

Reen adapt to their environments and experiences, changing their natures as needed to continue their mission. Reen active in a region for a time might develop new capabilities that set them apart from their peers more significantly than the minor upgrades they might make on themselves.



OPTIONAL RULE: REEN ADAPTATION

Reen learn from their experiences and share their experiences with other reen. Whenever a reen encounters a group of characters and survives, it takes time to adapt its tactics to better address those characters when it or its fellow reen within 100 miles go to study them again. These improved tactics can apply just to the original reen or might be disseminated to other reen within range at your option.

Improving Tactics When a creature the reen has previously fought would attack the reen, the reen imposes 1 bane on the creature's attack roll and the reen makes the challenge roll to resist the attack with 1 boon. As well, the reen makes attack rolls against creatures it has previously fought with 1 boon and it imposes 1 bane on such creatures' challenge rolls to resist its attacks.

REEN

Most reen encountered in the world act as scouts, whose programming drives them to gather information about the terrain and creatures in it. Some search for raw materials with which they can construct beacons to communicate their findings to their makers while others drift from place to place, dissecting the creatures they choose to study, oblivious to the harm they cause, their only concern being the acquisition of as much information as possible.

REEN

DIFFICULTY 50

Size 1 construct

Perception 15 (+5); darksight
Defense 18; **Health** 25; **Insanity** —; **Corruption** —
Strength 13 (+3), **Agility** 13 (+3), **Intellect** 11 (+1), **Will** 12 (+2)
Speed 12; climber, flier
Immune damage from disease or poison; asleep, charmed, compelled, diseased, frightened, poisoned
Detonation When a reen becomes incapacitated, it dies instantly and explodes. The blast extends into a 5-yard-radius sphere centered on a point within its former space. Everything in the area takes 3d6 damage. Each creature in the area must make an Agility challenge roll, taking half the damage on a success.

ATTACK OPTIONS

Tentacle (melee; reach +2) +3 with 2 boons (1d6)

SPECIAL ATTACKS

Tentacle Flurry The reen flails at everything in a 3-yard cone originating from a point it can reach. Each creature in the area must get a success on an Agility challenge roll with 1 bane or take 3d6 damage.

SPECIAL ACTIONS

Evade and Strike When a creature makes an attack against the reen's Defense or Agility, the reen can use a triggered action to impose 1 bane on the triggering creature's attack roll. If the attack misses, the reen moves up to half its Speed and attacks the triggering creature with its tentacle.

REEN VIVISECTOR

The dissection and study of living beings is one of the first major experiments reen tend to make. Understanding the threats and the general usefulness of indigenous life is one of the highest priorities of their mission. Thus, when reen can secure enough building materials, usually ores and minerals, they upgrade themselves, becoming even deadlier hunters, suited to stalking, abducting, and surgically deconstructing creatures with terrifying ease. Reen vivisectors sport additional limbs as well as an array of brutal tools designed to part flesh and bone. Flicking blades, stilettos, hooks, and retractors crown the machine's tentacles eagerly seeking new specimens to examine.



REEN VIVISECTOR

DIFFICULTY 250

Size 1 frightening construct

Perception 15 (+5); darksight
Defense 18; **Health** 80; **Insanity** —; **Corruption** —
Strength 11 (+1), **Agility** 13 (+3), **Intellect** 12 (+2), **Will** 12 (+2)
Speed 12; climber, flier
Immune damage from disease or poison; asleep, charmed, compelled, diseased, frightened, poisoned
Detonation When a reen vivisector becomes incapacitated, it dies instantly and explodes. The blast extends into a 5-yard-radius sphere centered on a point within its former space. Everything in the area takes 4d6 damage. Each creature in the area must make an Agility challenge roll, taking half the damage on a success.

ATTACK OPTIONS

Tentacle (melee; reach +2) +3 with 2 boons (2d6 plus Paralysis)

Paralysis If the target is a living creature of flesh and blood, the reen injects the target with poison. The target must get a success on a Strength challenge roll with 1 bane or become poisoned for 1 hour. While poisoned in this way, the target is stunned.

SPECIAL ATTACKS

Dissection The reen vivisector takes apart one stunned or unconscious creature it can reach, which kills the target immediately. Each creature that can see the act must get a success on a Will challenge roll with 1 bane or gain 1 Insanity.

Tentacle Flurry The reen vivisector flails at everything in a 3-yard cone originating from a point it can reach. Each creature in the area must get a success on an Agility challenge roll with 1 bane or take 3d6 damage.

SPECIAL ACTIONS

Evade and Strike When a creature makes an attack against the reen vivisector's Defense or Agility, the reen vivisector can use a triggered action to impose 1 bane on the triggering creature's attack roll. If the attack misses, the reen vivisector moves up to half its Speed and attacks the triggering creature with its tentacle.

REEN SPELLBREAKER

Perhaps the greatest threat reen face comes from individuals capable of wielding magic. Reen have little experience in using magic, though some learn to do so, so when they encounter a creature armed with spells, the reen might devote time and attention to the field of energy that powers those spells. From its efforts, the reen learns how to dampen the magical field around itself, thus reducing the threat spells pose to its work.

REEN SPELLBREAKER

DIFFICULTY 500

Size 2 construct

Perception 17 (+7); **darksight**
Defense 18; **Health** 150; **Insanity** —; **Corruption** —
Strength 11 (+1), **Agility** 13 (+3), **Intellect** 12 (+2), **Will** 14 (+4)
Speed 12; climber, flier
Immune damage from disease or poison; asleep, charmed, compelled, diseased, frightened, poisoned
Detonation When a reen spellbreaker becomes incapacitated, it dies instantly and explodes. The blast extends into a 10-yard-radius sphere centered on a point within its former space. Everything in the area takes 5d6 damage. Each creature in the area must make an Agility challenge roll, taking half the damage on a success.
Dampening Field The reen spellbreaker emits a field of antimagic that extends out in a 5-yard radius centered on a point in its space. All creatures and objects in the area take half damage from spells. When a creature casts an attack spell against a target into the field or affecting an area inside the field, the field imposes 2 banes on the attack roll and grants 2 boons on challenge rolls made to resist the spell. Finally, when a creature in the area would cast a spell, it must first make a Will challenge roll with 1 bane. On a failure, the creature expends the casting to no effect and wastes its action doing so.

ATTACK OPTIONS

Tentacle (melee; reach +3) +3 with 2 boons (3d6)

SPECIAL ATTACKS

Cutting Beam The reen spellbreaker focuses a deadly beam of crimson energy from its central eye at a creature or object within medium range. The reen spellbreaker makes an Agility attack roll with 1 boon against the target's Agility. On a success, the target takes 3d6 + 4 damage from the beam's burning intensity. If you are using *Battle Scars* and the total of the attack roll is 20 or higher, beating the target number by at least 5, the beam also burns off one of the creature's limbs. If you don't use *Battle Scars*, the attack instead deals 2d6 extra damage.

Tentacle Flurry The reen spellbreaker flails at everything in a 3-yard cone originating from a point it can reach. Each creature in the area must get a success on an Agility challenge roll with 1 bane or take 3d6 damage.

SPECIAL ACTIONS

Break Spell When a creature the reen can see within medium range would cast a spell, the reen can use a triggered action to break the spell. The reen makes a Will attack roll against the triggering creature's Will. On a success, the creature expends the casting, but the spell has no effect.

Evasion When a creature makes an attack against the reen spellbreaker's Defense or Agility, the reen can use a triggered action to impose 1 bane on the triggering creature's attack roll. If the attack misses, the reen spellbreaker moves up to half its Speed.

REEN DRONE

Created when a reen control tumor is implanted into the brain of a sentient creature, a reen drone is an automaton. Reen drones are as diverse as the creatures on Urth. Bent and twisted by living nodules of machinery, the drones emit a low, disturbing drone that causes fear and confusion. Reen drones are also implanted with helpful tools such as saws, blades and tongs. Capable of subsisting off almost any organic matter, drones are hardy and capable fighters that work in concert with one another via their shared experience with other drones and their creators.

CREATING A REEN DRONE

To create a reen drone, apply the following modifications to the base creature. Transformation into a drone is permanent and cannot be undone. If the base creature had a soul, the soul remains trapped in the body until the body is destroyed.

Difficulty: The creature's Difficulty increases to 5 if it was less than 5.

Descriptor: The creature's descriptor changes to construct.

Attributes: The creature's Strength increases to 13 if it wasn't 13 already. Its Intellect drops to 5 if it's higher than 5, and its Will increases to 15 if it's less than 15.

Characteristics: The creature increases its Health by 5 and drops its Speed by 2 (minimum 2). The creature does not have an Insanity score and cannot gain Insanity. If the creature had a Corruption score before being transformed, it retains that score, but cannot gain more Corruption. The creature's Perception score becomes 15 and its Power score becomes 0.

Traits: The creature gains the following traits.

Frightening The creature gains the frightening trait (*Shadow*, page 214).

Darksight The creature gains the darksight trait (*Shadow*, page 215).

Immune damage from disease or poison; asleep, charmed, compelled, diseased, frightened, poisoned

Self-Repair When a reen drone becomes incapacitated, it does not die. Instead, roll a d3 to determine the number of rounds the drone must wait until its body repairs itself. If the reen drone takes any damage while it's incapacitated, it's destroyed. Otherwise, at the end of this time, the reen drone heals 3d6 damage, stands up, and takes the next available turn.

Disquieting Drone Each living creature within short range of the reen drone must make a Will challenge roll with 1 bane. A creature gains 1 Insanity on a failure, or becomes immune to all drones' Disquieting Drone until it completes a rest.

Weapons: The creature can use whatever weapons it wielded before its transformation, but is usually equipped with a tool limb, which counts as a basic weapon with which the drone can make attack rolls with 1 boon that deal 1d6 damage. The tool limb cannot be dropped and the drone cannot be disarmed unless the appendage is cut off.

SAMPLE DRONES

Here are a few sample drones of creatures the group might encounter at one of the reen cysts.

REEN DRONE COMMONER

DIFFICULTY 1

Size 1 frightening construct

Perception 13 (+3); darksight
Defense 10; **Health** 16; **Insanity** —; **Corruption** —
Strength 13 (+3), **Agility** 10 (+0), **Intellect** 5 (-5), **Will** 15 (+5)
Speed 8
Immune damage from disease or poison; asleep, charmed, compelled, diseased, frightened, poisoned
Self-Repair When a reen drone becomes incapacitated, it does not die. Instead, roll a d3 to determine the number of rounds the drone must wait until its body repairs itself. If the reen drone takes any damage while it's incapacitated, it is destroyed. Otherwise, at the end of this time, the reen drone heals 3d6 damage, stands up, and takes the next available turn.

ATTACK OPTIONS

Tool Limb (melee) +3 with 1 boon (1d6)

END OF THE ROUND

Disquieting Drone Each living creature within short range of the reen drone must make a Will challenge roll with 1 bane. A creature gains 1 Insanity on a failure, or becomes immune to all drones' Disquieting Drone until it completes a rest.

REEN DRONE MERCENARY

DIFFICULTY 10

Size 1 frightening construct

Perception 13 (+3); darksight
Defense 17 (mail, large shield); **Health** 25; **Insanity** —; **Corruption** —
Strength 13 (+3), **Agility** 10 (+0), **Intellect** 5 (-5), **Will** 15 (+5)
Speed 8
Immune damage from disease or poison; asleep, charmed, compelled, diseased, frightened, poisoned
Self-Repair When a reen drone becomes incapacitated, it does not die. Instead, roll a d3 to determine the number of rounds the drone must wait until its body repairs itself. If the reen drone takes any damage while it's incapacitated, it is destroyed. Otherwise, at the end of this time, the reen drone heals 3d6 damage, stands up, and takes the next available turn.

ATTACK OPTIONS

Sword (melee) +3 with 1 boon (1d6 + 2)
Tool Arm (melee) +3 with 2 boons (1d6)
Large Shield (melee) +3 with 1 boon (1d3)
Crossbow (long range) +0 with 1 boon (2d6)

END OF THE ROUND

Disquieting Drone Each living creature within short range of the reen drone must make a Will challenge roll with 1 bane. A creature gains 1 Insanity on a failure, or becomes immune to all drones' Disquieting Drone until it completes a rest.

REEN DRONE PATROLLER

DIFFICULTY 5

Size 1 frightening construct

Perception 13 (+3); darksight
Defense 14 (hard leather, small shield); **Health** 16; **Insanity** —; **Corruption** —
Strength 13 (+3), **Agility** 11 (+1), **Intellect** 5 (-5), **Will** 15 (+5)
Speed 8
Immune damage from disease or poison; asleep, charmed, compelled, diseased, frightened, poisoned
Self-Repair When a reen drone becomes incapacitated, it does not die. Instead, roll a d3 to determine the number of rounds the drone must wait until its body repairs itself. If the reen drone takes any damage while it's incapacitated, it is destroyed. Otherwise, at the end of this time, the reen drone heals 3d6 damage, stands up, and takes the next available turn.

ATTACK OPTIONS

Tool Arm (melee) +3 with 1 boon (1d6)
Spear (melee) +3 (1d6)

END OF THE ROUND

Disquieting Drone Each living creature within short range of the reen drone must make a Will challenge roll with 1 bane. A creature gains 1 Insanity on a failure, or becomes immune to all drones' Disquieting Drone until it completes a rest.