

# REMOTE TRAVELER ALPHA-CLASS

A remote traveler is a top-of-the-line suit of animated armor/shield guardian hybrid that allows its owner to operate the construct from an unlimited distance. The alpha-class is an especially durable version of the remote traveler, with improved strength, speed, and defensive capabilities.

Currently, the alpha-class models are in the prototype stage. Very few exist. One of the alpha-class models dubbed the "knight-in-shining-armor" was spotted in Orbea attacking casino owner Prayer in the Morning.

**Construct Nature.** The remote traveler does not require air, drink, food, or sleep.



## REMOTE TRAVELER ALPHA-CLASS

Medium construct, unaligned

**Armor Class** 19 (natural armor)  
**Hit Points** 170 (20d8 + 80)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	19 (+4)	1 (-5)	10 (+0)	3 (-4)

**Saving Throws** Dex +6

**Damage Immunities** poison, psychic

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

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

**Languages** understands commands given in any language but can't speak

**Challenge** 11 (7,200 XP)

**Remote Controlled.** The remote traveler is magically bound to an amulet, its control device. As long as the remote traveler and its amulet are on the same plane of existence, the amulet's wearer can telepathically control the traveler. While the amulet's wearer controls the traveler, the wearer can see through the traveler's eyes and hear what it hears, gaining the benefits of the traveler's special senses. During this time, the wearer is incapacitated and deaf and blind with regard to their own senses. The wearer can also speak through the traveler.

**Antimagic Susceptibility.** The traveler is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the traveler must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**Armadillo Mode.** When the remote traveler uses the Dodge action, it also gains a +4 bonus to its AC and the number of hit points it regenerates at the start of its next turn doubles.

**Regeneration.** The remote traveler regains 15 hit points at the start of its turn if it has at least 1 hit point.

**Spell Storing.** A spellcaster who wears the remote traveler's amulet can cause the traveler to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the traveler. The spell has no effect but is stored within the traveler. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the traveler casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

### Actions

**Multiattack.** The remote traveler makes three fist attacks.

**Fist. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage.

**Illusory Appearance.** The traveler covers itself and anything it is wearing or carrying with a magical illusion that makes it look like another creature of its general size and humanoid shape. The illusion ends if the traveler takes a bonus action to end it or if the traveler dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the traveler could appear to have human skin, but someone touching it would feel the cold metal underneath. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the traveler is disguised.

**Flame Thrower (Recharge 5-6).** A jet of flame launches from the remote traveler's wrist in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 10 (3d6) fire damage on a failed saving throw or half as much damage on a successful one.

### Reaction

**Forcefield.** When the remote traveler is hit by an attack or targeted by the magic missile spell, it can use its reaction to create an invisible barrier of magical force that protects it. The traveler has a +4 bonus to AC against the triggering attack, or it takes no damage from the magic missile spell that triggered this reaction.