Drone Commando

HOMEBREW

elite unit

Drone Commando

Level	Proficiency Bonus	Features	Evolution Points
1st	+2	Drone Summoning, Sharing is caring	6
2nd	+2	Drone Archetype	7
3rd	+2		8
4th	+2	Ability Score Improvement	9
5th	+3	Archetype Feature, Extra attack	10
6th	+3		11
7th	+3	Speed Boost	12
8th	+3	Ability Score Improvement	13
9th	+4	Dangerous duo	14
10th	+4	Archetype feature	15
11th	+4	Improved speed boost	16
12th	+4	Ability score improvement	17
13th	+5	Energy Adept	18
14th	+5		19
15th	+5	Archetype feature	20
16th	+5	Ability score improvement	21
17th	+6	Durable drones	22
18th	+6	Perfect Speed Boost	23
19th	+6	Archetype Feature	24
20th	+6	Evolution Overdrive	25

Drone Commando

The Drone commando is a quick adaptable class that takes charge. When you make this class think of a Navy Seal, Mandalorian or elite soldier with their trusty ally that train from boot camp making a bond through hardships and trials to able to take on what ever challenge comes before them using their smarts and abilities to achieve the unlikely despite the odds against them. A more magic and martial class with some control and flexibility from their abilities and evolutions.

Class Features

As a Drone commando, you gain the following class features

Hit Points

Hit dice: 1d8 per Drone Commando level
Hit points at first level 8 + your constitution modifier
Hit point at higher levels 1d8 (or 5) + your constitution modifier per your Drone Commando level after 1s

Proficiencies

Armor: light armor, medium armor, shields
Weapons: Simple weapons, Martial weapons
Tools: Tinker tools or Alchemy kit or disguise kit

Saving Throws: Intelligence and Dexterity

Skills: choose two Acrobatics, Athletic Deception, Investigation, Perception, Persuasion, Sleight of Hand, and Stealth,

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* two handaxes or *(b)* a shortsword and shield,
- *(a* shortbow and 20 arrows in a quiver, *(b)* light crossbow and quiver of 20 bolts
- *(a)* leather armor and shield or *(b)* studded leather armor, or *(c)* common clothes and pouch of 25 gp
- *(a)* a book or *(b)* trophy from enemy and a dugeoneers pack *(c)* an insignia of rank from a mercenary or military organization and explorers pack

Multiclassing

You need to have 13 intelligence and Dexterity to multi class into or out of drone commando. You gain light armor and simple weapon proficiency when you multi class into drone commando

Drone Summoning

-At first level, The drone commando has learned to summon a single drone from a pocket plane of another dimension the plane depends on your subclass. The summoned drone is loyal to the drone commando and can take directions from the drone commando but can be independent. It moves on the same initiative as drone commando and takes one action and bonus action per turn. You can only have one drone summoned at a time unless you use the extra ally evolution.

-If the drone summoned reaches 0 hp it returns to its home pocket plane leaving no physical trace behind and any evolutions in use cease to function immediately.

-You can summon the drone a number of times equal to your intelligence modifier per short rest. As an action summon the drone to an unoccupied space within 10 feet of you until dismissed as a free action or they reach 0 hp. You can summon a drone which uses the stat block at the end of the class document. You can only have a single drone summoned unless you use extra ally evolution. they each start with their average hit points when summoned.

-You can communicate with this drone using telepathy out to a range of 10 feet per intelligence modifier plus proficiency modifier

-If the drone commando wishes to provide it with items, they must be custom made to fit their unique and alien form. The drones are not able to attune to magic items

-Drones gain a bonus to ac equal to drone commando's proficiency modifier

-What pocket dimension your drone is from is decided by your subclass.

-Any effects, evolutions, or conditions transfer between each drone until you summon a new one using drone summoning ability

-You can change which drone stat block at the bottom of this document you currently have summoned as a free action without needing to summon your drone again you can do this once per turn. Any damage, effects or conditions carry over to the next drone until you summon a new drone with the Drone Summoning ability as an action

Sharing is Caring

Additionally at first level. You and your allies can benefit within 30 feet from the drones evolutions which you gain at the rate of the evolution point column in the class document as long as on the same plane of existence and within range. Your drone uses the same feats as drone commando. Your and your drone use intelligence modifier for any of their DC

Drone Commando DC Saves 8 + Intelligence modifier + Proficiency modifier

Drone Commando DC Attack Intelligence modifier + Proficiency modifier

At level one you can concentrate on and activate up to one evolution as an action. Once you reach level ten you can concentrate on and activate up to two evolutions as an action. Once you reach level nineteen you can activate and concentrate on up to three evolutions as an action

Extra attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

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Archetypes

Bodyguard (Planes of the divine)

Emergency Aid

At 2nd level, you can provide some minor emergency first aid. As a bonus action you can heal a creature that you can touch for a number of hit points equal to an amount of 1d8+ intelligence modifier. The amount of 1d8 you roll is equal to your proficiency modifier per use. You can do this a number of times equal to your proficiency modifier, regaining all expended uses on a short rest. You also have expertise in healers kits

Battlefield Support

At 5th level, allies within 30 feet you or your drone can add half the drone commando's Intelligence modifier to their Armour Class as long as one of you are conscious. You can do this an amount of turns equal to your proficiency plus intelligence modifier per short rest. takes a bonus action to activate

In the Nick of Time

From 10th level, they may also expend a use of your Battlefield Support to add a 1d8 bonus to a single saving throw before the results are announced while an ally is within 30 feet of you or your drone up to an amount of times equal to your intelligence modifier per short rest.

Swarm Pheromones

From 15th level, As a bonus action to activate for the duration you can deactivate this ability as a free action. Allies that begin their turn within 30 feet of your drone gain healing equal to 1d8 plus intelligence modifier an amount of turns equal to the drone commando proficiency modifier. You can use this ability an amount of minutes equal to your intelligence modifier per short rest

Parasitic Drain

At 19th level, when your drone commando or an ally hits an enemy, a nearby ally in 60 foot range heals for up to half of the damage dealt. Takes a bonus action to activate only lasts amount of turns equal to your intelligence modifier. can only be used an amount of times equal to intelligence modifier per short rest.

Drone Expert (Plane of the Shadows)

Drone Superiority

When you choose this subclass, starting at level 2, your drone is able to speak and send images to anyone with in its telepathic range via the message spell. The drone can automatically translate any of the languages known by those connected to the drone via this ability

Drone Support

At 5th level, your drone through your telepathic link gets an 1d4 to a single skill checks the drone commando is proficient in while within range to share messages with the drone commando you can only do this once per turn before the results are announced. At 10th level the bonus becomes a d6. At 15th level becomes a d8. you can only use it equal to an amount of times equal to the drone commando intelligence modifier per short rest

Drone possession

At level 10, your drone can temporarily take over a creature by casting the dominate beast or dominate person spell your vs DC. it can be cast an amount of times equal to proficiency modifier per short rest

Drone Regeneration

At level 15, if you or an ally in 30ft range rolls at advantage on an attack with a weapon or spell with an attack roll over 1st level they are proficient with you or the ally gain half the hit of the damage done by the attack or spell as a bonus to hit and damage to the next attack or spell.

Drone Strike

At level 19, you gain the the drone strike feature on a successful hit with a weapon you are proficient. Roll damage twice take the better result. The creature that was hit rolls a constitution save vs your DC, if it fails, has disadvantage on all saving throws and ability checks for an amount of turns equal to drone commando intelligence modifier. You can only effect the same target once per duration.

Sibling Duo (Plane of the Fey)

Sibling Care

When you choose this subclass at 2nd level, your drone gains the ability to innately produce rations within itself for your consumption. During a long rest, your Drone may produce a number of rations equal to your proficiency modifier. When consumed as an action, each ration heals the consumer for a number of hit points equal to your proficiency modifier. These rations maintain their effectiveness for 8 hours before being rendered inert.

Sibling Communication

Also at 2nd level, you are able to speak to and through your drone while within 180 feet of them. You can each see through each others senses without loosing any of your senses

Sibling Connection

Beginning when you reach 5th level if you get advantage your weapon attacks score a critical hit on a roll of 18-20 You also can roll an additional weapon die for that attack on a critical hit

Sibling Interception

At 10th level, as a reaction, while within 30 feet of each other once per turn, one of you roll a 1d6+dexterity modifier and the number one got, one takes for damage, and is removed from the damage on the other once per turn. At 15th it changes to 1d12+dexterity modifier

Sibling Support

A creature that partakes of the ration of sibling care gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Intelligence saving throws with advantage. These benefits last for an hour

Sibling Strike

Starting at 19th level, if you get advantage on your weapon attacks score a critical hit on a roll of 16-20 and add an additional 2 weapon die on critical hits

Elemental Expert (Elemental Planes)

Elemental Boon

At level 2 you can as part of a short rest make an 1 pound round explosive ball that you can activate as part of an attack action detonates in a 10 foot radius at the end of your turn. All creatures and objects in the radius make a dexterity save or on a save for half of 1d4 damage plus intelligence modifier. The damage can be fire, thunder, thunder, force, lightning, cold, acid, or poison damage. You determine damage type when you activate the explosive You can only make an amount of these equal to your intelligence modifier per short rest and they go inert after 8 hours.

Improved Explosive

At level 5 the explosive you make now can now be activate an amount of explosives equal to your intelligence modifier. You can set any the explosives to explode in an maximum amount of turns equal to intelligence modifier or less as a free action of drone commando

Explosive Elemental

At level 10 the explosive is now able to move on its own up to the duration until the explosive explodes. It moves 30 feet per turn in a straight line. The damage now increases 2d4 damage. It now does double damage against objects. The radius of the damage is now 20 feet for the explosion

Elemental Adept

At 15th level you can now emit an elemental damage in a 20ft foot radius around the commando and its drone for each turn for an amount of turns equal to your intelligence modifier per short rest. The damage is 1d4+intelligence modifier of damage of either fire, thunder, lightning, cold, acid, or poison damage. this can only be done once per turn. Each hostile that starts their turn or moves into the radius for the first time each turn must make a dexterity save and upon failure takes damage no effect on a save

Elemental Boom

At level 19 the explosive you make now can now be activated and set to explode in an amount of turns equal to intelligence plus intelligence modifier. It now explodes 3d8 damage and does triple damage of the chosen type against objects. The radius is now 30ft for the explosion

Evolution

As you train as a drone commando through your bond with your drone and training at 1st level you have an amount of energy known as evolution points shared between the drone commando and drone. Your access of this energy is represented on the evolution point column as according in the drone commando class table at the top of this document

The drone commando or drone spends points to use an evolution feature as an action to activate. Any spent evolution points can not be used again until you regain any spent evolution points up to your maximum on a short rest or long rest. You can only use the evolutions up to your current level or below.

Each evolution lasts an amount of turns equal to your intelligence modifier and the effects stop at the end of the turn

tier 1 evolutions require 1 evolution point spent per use
tier 2 evolution require 2 evolution point spent per use
tier 3 evolution require 3 evolution point spent per use
tier 4 evolution require 4 evolution point spent per use
tier 5 evolution require 5 evolution point spent per use
tier 6 evolution require 6 evolution point spent per use

tier 1 Evolutions requires level 1 drone commando

- **Spectral 1** you can cast the silent image spell once per duration of the evolution. the spell is cast at 1st level. You can only be under the Spectral evolution effect once during the duration.
- **Conduit** When you activate this evolution any spells or attacks you or an allies cast or make can have the point of origin of yourself or your drone as long as cast within 30 feet of the drone through a small portal. Any conduit evolution can be used an amount of times equal to drone commando proficiency modifier per turn
- **Inhibit**: The terrain around an amount of allies equal to your intelligence modifier is dangerous terrain to hostile creatures within 15 feet of targeted allies. You can only have one inhibit evolution active during the duration.
- **Disorient** You can cast the fog cloud spell oncer per duration at 1st level. You can only be under the Disorient evolution once per duration.
- **Analyze** When you use this evolution and a target is a within 30 feet you or your drone you can see you can determine one of the following each turn you use this evolution if you succeed an insight check versus their deception check. You can determine if a creatures strength, dexterity, constitution, intelligence, wisdom, or charisma stat is lower the same or higher than yours for an amount of creatures equal to your intelligence modifier for the duration.

tier 2 Evolutions requires level 3 drone commando

- **Mobile 1**: once per turn You can target up to the drone commando's intelligence modifier amount of targets they gain 15 feet of movement as well as jump distance and can disengage or dash as a bonus action for the duration. Any mobile evolution can only be used once per duration
- **Infiltrate 1**: once per turn you can target drone or allies up to drone commando's intelligence modifier amount of targets gain 15 feet of swim and climb speed while this drone is within 30 feet for the duration. Any infiltrate evolution can only be used once per duration
- ** Hinder 1**: You can target creatures up to drone commando's proficiency modifier have the drone commando's proficiency modifier reduced to the to hit on attacks within 30 ft if they fail versus intelligence save. Takes a bonus action to to change targets. Any Hinder evolution can only be used once per turn
- **Far reach 1**: While this drone is within 30 feet, all allies or drone commando double the reach to their attacks with weapons they are currently proficient. Any far reach evolution can only be used once per turn
- **Observation 1**: All allies or the drone up to the drone commando's intelligence modifier have darkvision within 30 ft for the duration. Any observation evolution can only be used once per duration
- **Camouflage** When you use this evolution the drone commando and an amount of allies up to drone commando's intelligence modifier can change its color to allow it to get +10 on stealth checks for the duration. Any camouflage evolution can be used once per duration

tier 3 Evolutions requires level 6 drone commando

- **Mobile 2**:Once per turn target up to intelligence modifier of the drone commando amount of targets as a bonus action they gain 30 feet of movement for any drone or ally targeted by this ability. The drone or ally must be within 30 feet to be a target. Any mobile evolution Can only be used once per duration
- **Far reach 2**: This bonus increases to any allies or drone commando within 30 ft and and triple the reach to all attack with weapons currently proficient for a turn. Any far reach evolution only be used once per turn
- **Observation 2**: All drones and allies up to drone commando's intelligence modifier have tremorsense within 60 feet for each drone or allies within 30 ft of the drone for a turn. Any observation evolution only be used once per duration
- **Quick Recovery**: While this evolution is active for the duration. Allies up to your intelligence modifier per turn within 30 feet can recover from the prone condition with 5 feet of movement up to for the duration
- **Hinder 2**: Increase the effect of hinder 1 to include the targets ability checks and saves for any targets within 30 feet you or an ally can not target the same being twice with this evolution. Any hinder evolution can only be only used once per duration
- **Spectral 2** you can cast the major image spell once per duration of the evolution at level 3. You can only be under the Spectral evolution once per duration.

tier 4 Evolutions requires level 9 drone commando

- **Lock down**: Whenever the drone commando or an ally in range of 30 feet of the drone damages a target with an attack action or a spell 1st level or higher the target makes a constitution save or the targets movement is reduced to zero the target can repeat the save on the end of its turn until it succeeds or until the end of the duration. Any lock down evolution can effect an amount of targets up to drone commandos intelligence modifier per duration
- **Control**: When you use this evolution an amount of targets equal to your drone proficiency modifier within 30 feet is charmed or frightened for until it succeeds its save at the end of its turn or until the end of the duration. If the target fails an intelligence save to resist no effect if the target succeeds. if the target is damaged they snap out of it. They are aware that they have been charmed or frightened after it wears off. This is only while this drone is within 30 feet otherwise the effect ends. Any control evolution can only effect the target once per duration
- **Infiltrate 2**: This changes this bonus to 20 feet for targeted drone or allies starting within 30 ft and they gain a fly speed equal to their movement. Any infiltrate evolution can only be taken once per duration.
- **Swapping**: Drone commando can teleport besides it's drone and then your drone moves to where you were at before teleporting. You can use this evolution up to the drone commando's intelligence modifier per duration . You can do this as long as you can share as you are in range of your telepathic link. Any swapping evolution can only be used once per turn
- **Tenacious 1**:All allies and drone in 30 ft gain temporary hit points equal to an amount of temporary hit points equal to 1d4 plus drone commando's intelligence modifier while this drone is within 30 feet for the duration. The amount of temporary hit points doesn't reset until you activate the evolution again. Any tenacious evolution can only be used once per duration
- **Spectral 3** You can cast hallucinatory terrain once per duration at 4th level. You can only be under the Spectral evolution once per duration.
- **Surge 1**: an amount of allies equal to your intelligence modifier within 30 feet can use a single extra action, bonus action, or reaction each turn for the duration of the evolution. You can only target each ally once per turn with this evolution. You can only have one surge evolution active at a time

tier 5 Evolutions requires level 12 drone commando

- **Tenacious 2**: The amount of temporary hit points is now calculated 1d6 plus drone commando intelligence plus proficiency modifier the temporary hitpoints from this evolution doesn't reset until you activate this evolution again. Any tenacious evolution can only be used once per turn
- **Mobile 3**: Once per turn as a bonus action up to your intelligence modifier of targets that start their of targets ignore difficult terrain for the duration. You can only use one mobile evolution per duration
- **Hinder 3**: The modifier to hit, checks and saves from hinder 2 is now intelligence modifier plus proficiency modifier. You can only use one hinder evolution per turn
- **Force multiplier**: The damage from weapons that you or an amount of allies up to your intelligence modifier. they must be proficient in the weapon to add force damage equal to the weapon dice damage for up to an amount of attacks equal to your intelligence modifier within 30 feet of you per turn for the duration of the evolution. Can only target an ally once per turn with this evolution.
- **Spectral 4**: You can cast the seeming spell once per duration at 5th level. You can only be under the spectral evolution once per duration
- **Surge 2**: an amount of allies equal to your intelligence modifier within 30 feet can use a combination of 2 of an extra action, bonus action, or reaction each turn for the duration of the evolution. You can only target an ally once per turn with this evolution. You can only have one surge evolution active at a time

tier 6 Evolutions requires level 15 drone commando

- **Observation 3**: All drones and allies up to drone commando's intelligence modifier have true sight within 60 feet for each drone or allies within 30 ft for a turn. Any observation evolution can only be used once per turn
- **Tenacious 3**: The amount of temporary hit points is now calculated 1d8 plus drone commando intelligence plus proficiency modifier temporary hit points from this evolution doesn't reset until you activate this evolution again. Any tenacious evolution can only be used once per turn
- **Spectral 5**: You can cast the programmed illusion spell once per duration at 6th level and lasts the duration as if cast by a caster. You can be under the spectral evolution once per duration
- **Phantom** You and an amount of allies up to drone commando's intelligence modifier are under the effects of the disguise self spell for the duration You can only use the Phantom evolution once per duration
- **Infiltrate 3** You and and an amount of allies up to your intelligence modifier gain the ability to teleport using the misty step spell once per turn for the duration. You can only use one infiltrate evolution per duration.
- **Extra Ally** Allows you to use drone summoning to temporarily summon an extra drone from the bottom of the class document for the duration of the duration of the evolution. You can only use the extra ally evolution once per duration.
- **Surge 3**: an amount of allies equal to your intelligence modifier within 30 feet can use an extra action, bonus action, and reaction each turn for the duration of the evolution. You can only target an ally once per turn with evolution. You can only have one surge evolution active at a time

Drone ooze

Size Small, Alignment same as Drone commando

Armor Class AC 14
Hit Points 1d4 (2) per Drone commando level
Speed Speed 40ft walking, 40 ft swimming

STR	DEX	CON	INT	WIS	CHA
Str 6 (-2)	Dex 10 (0)	Con 14 (+2)	Int 10 (+0)	Wis 6 (-2)	Cha 6 (-2)

Saving Throws Same as Drone Commando
Skills skills Same as General
Senses Same as Drone General
Languages Languages Same as Drone Commando
Challenge half of drone commando level
Amorphous -Can move through holes as small as 1 inch hole

Amphibious. The drone can breathe air and water

Actions

Drone can take the help, hide, dash, use skill or tool disengage, dodge, disarm, use evolution, use mimicry actions

Mimicry The monster can mimic sounds it has heard, including voices. Creatures that hear the sounds can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Drone Fiend

Size, small Alignment same as drone commando

Armor Class 14
Hit Points 1d4 (2) per drone commando level
Speed 40 ft walking 40ft fly

STR	DEX	CON	INT	WIS	CHA
Str 10 (0)	Dex 14 (+2)	Con 10 (0)	Int 10 (0)	Wis 6 (-2)	Cha 6 (-2)

Saving Throws same as drone commando
Skills same as drone commando
Senses same as drone commando
Languages same as drone commando
Challenge half of the drone commando level

Actions

Drone can take the help, hide, dash, use skill or tool disengage, dodge, disarm, use evolution, use mimicry actions

Gibbering. The monster babbles incoherently while it can see a hostile creature and isn't incapacitated. Each hostile creature that starts its turn up to your intelligence modifier within 20 feet of the monster can hear the gibbering must succeed on against your DC Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d12 to determine what it does during its turn. On a 1 to 3 the creature does nothing. On a 4 to 6, the creature takes no action or bonus action. On a 7 to 9 it uses all its movement to move in a randomly determined direction but has its action and bonus action. On a 10 to 12, it makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack. When a creature succeeds their save versus gibbering they are immune for to the effect for an hour.

Mimicry The monster can mimic sounds it has heard, including voices. Creatures that hear the sounds can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Drone Aberation

Size, small Alignment same as drone commando

Armor Class 14
Hit Points 1d4 (2) per drone commando level
Speed 40 feet walking 40 feet burrowing

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (0)	10 (10)	6 (-2)	6 (-2)

Saving Throws Same as drone commando
Skills same as drone commando
Senses Senses same as drone commando
Languages same as drone commando
Challenge half of the drone commando

Earth Armor The monster doesn't provoke opportunity attacks when it burrows or move

Actions

drone can use the help, dash, hide, use skill or tool, dash, disengage, disarm, dodge, use evolution, use mimicry actions

Mimicry The monster can mimic sounds it has heard, including voices. Creatures that hear the sounds can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check

Drone construct

Size, Small Alignment same as drone commando

Armor Class 14
Hit Points 1d4 (2) per drone commando level
Speed 40 feet walking

STR	DEX	CON	INT	WIS	CHA
6(-2)	6 (-2)	Con (10)	Int (10)	Wis (14)	6 (-2)

Saving Throws same as drone commando
Skills same as drone commando
Senses Same as drone commando
Languages same as drone commando
Challenge half of Drone Commando

Actions

drone can use antennae, help, dash, disengage, disengage, hide, use skill or tool, dodge , use evolution, use shapechange, use mimicry, dash action

Shapechange The drone construct can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Mimicry The monster can mimic sounds it has heard, including voices. Creatures that hear the sounds can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check

Antennae. The drone corrodes a nonmagical metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a Dexterity saving throw vs your DC to avoid the drones touch. If the object touched is either metal armor or a metal shield or weapon being worn or carried, its takes a permanent and cumulative -1 penalty to the AC it offers in the case of non magical weapons it is a cumulative -1 to damage rolls and to hit if the item reaches -5 penalty it is destroyed. metal ammunition is automatically destroyed after doing damage

Drone fey

Size, Small Alignment same as drone commando

Armor Class 14
Hit Points 1d4 (2) per drone commando level
Speed 40 feet walking

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (0)	Con (10)	6 (-2)	6 (-2)	14 (+2)

Saving Throws Same as drone commando
Skills Same as drone commando
Senses Same as drone commando
Languages Same as drone commando
Challenge half of the drone commando level __

Inscrutable. The monster is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the monster's intentions or sincerity have disadvantage.

Actions

drone can use help, disengage, hide, disarm, use skill or tool, dodge, use evolution, use shapechange, use mimicry dash action

Shapechanger The drone fey can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies

Mimicry The monster can mimic sounds it has heard, including voices. Creatures that hear the sounds can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Drone monsterous

Size, small Alignment same as drone commando

Armor Class 14
Hit Points 1d4 (2) per drone commando level
Speed 40 ft walking

STR	DEX	CON	INT	WIS	CHA
6 (-2)	6 (-2)	10 (0)	6 (-2)	14 (+2)	6 (-2)

Saving Throws same as drone commando
Skills Same as drone commando
Senses Same as drone commando
Languages Same as drone commando
Challenge Half of drone commando

Uncanny Senses The monster can't be surprised while it isn't incapacitated.

***Keen Senses**" The monster has advantage on Wisdom (Perception) checks that rely on either one or a combination of sight, sound, or smell

Actions

drone can use help, disengage, hide, use skill or tool, dodge , use evolution, use mimicry dash action

Mimicry The monster can mimic sounds it has heard, including voices. Creatures that hear the sounds can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check

Drone Plant

Size, small Alignment same as drone commando

Armor Class 14
Hit Points 1d4 (2) per drone commando level
Speed 40 feet walking 40 feet climb

STR	DEX	CON	INT	WIS	CHA
Str 10 (0)	Dex 12 (+1)	Con 10 (0)	Int 10 (0)	Wis 14 (+2)	Cha 6 (-2)

Saving Throws same as drone commando
Skills same as drone commando
Senses Same as drone commando
Languages. Same as drone commando
Challenge half of drone commando level

Actions

drone can use help, disengage, hide, disarm, use skill or tool, dodge, use evolution, use adhesive vines, use shapechange, use mimicry dash action

Mimicry. The monster can mimic sounds it has heard, including voices. Creatures that hear the sounds can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Adhesive Vines. The monster can use its action to extend a sticky vines up to 60 feet, and the vines adheres to anything of large size or smaller that touches it. A creature adhered to the vines is grappled by the monster (escape is equal to your DC), and ability checks made to escape this grapple have disadvantage. The vines can be attacked (AC 15; 5 hit points; immunity to poison and psychic damage), but a weapon that fails to sever it becomes stuck to it, requiring an action and a successful Strength check vs your DC to pull free. Destroying the vines causes no damage to the monster, which can extrude a replacement vines on its next turn.

Drone Elemental

Size, small Alignment same as drone commando

Armor Class 14
Hit Points 1d4 (2) per drone commando level
Speed 40 feet walking

STR	DEX	CON	INT	WIS	CHA
Str 12 (+1)	Dex 14 (+2)	Con 10 (0)	Int 10 (0)	Wis 6 (-2)	Cha 6 (-2)

Saving Throws same as drone commando
Skills same as drone commando
Senses same as drone commando
Languages same as drone commando
Challenge half of drone commando

Actions

Drone can take the help, hide, dash, use skill or tool disengage, dodge, disarm, use resonant connection, use living storm, use evolution, use mimicry actions

Resonant Connection. If the monster has even a tiny piece of a creature or an object in its possession, such as a lock of hair or a splinter of wood, it knows the most direct route to that creature or object if it is within 10 miles of the monster.

Living Storm. The monster is always at the center of a storm 30ft in diameter. Heavy precipitation in the form of either rain or snow falls there, causing the area to be lightly obscured. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing. In addition, strong winds swirl in the area covered by the storm. The winds impose disadvantage on ranged attack rolls. The winds extinguish open flames and disperse fog.

Mimicry. The monster can mimic sounds it has heard, including voices. Creatures that hear the sounds can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Explosive ball

magical common item

Credit: Reboomus

Explosive ball has 1 hp and 10 ac and weighs 1 pound and does the damage based in the Elemental Expert archetype

Item Detail thrown light 30/60ft damage see elemental expert

credit to man behind the mask and many others for testing and helping me refine this homebrew

Practice Safe Homebrewing

People love to flex their creative muscles while composing new homebrew content. More often than not, the inspiration for you homebrew comes from another source. Sometimes significantly. Other times just as a spark.

What is important for the community is that you share your sources of inspiration. This back cover can serve as an easy to find, easy to read place for you to do just that.

So go ahead, remove this chunk of copy and tell everyone who inspired you.

Cover Art: Skiorh

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