

## NECROMONGER FRIGATE

For the armies of the Necromonger Empire, scouting missions are often handled by smaller transport carriers capable of traversing the void of the Astral Sea. Heavily armored and manned by a small flight crew these frigates can also take to the skies to offer a rapid means of travel on any world invaded by the Shadowfell armies. While not designed for combat, a small forward facing force turret provides cover for the troops deployed and ensure their cargo are protected en route.

### NECROMONGER FRIGATE

*Gargantuan vehicle (32,000 lb.)*

**Creature Capacity** 36 Medium creatures

**Cargo Capacity** 2 tons

**Armor Class** 24

**Hit Points** 250 (damage threshold 12, mishap threshold 24)

**Speed** 0 ft., fly 200 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	23 (+6)	0	0	0

**Damage Resistances** cold, fire

**Damage Immunities** psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

**Hard Hull.** The Necromonger Frigate can move through the space of any Large or smaller creature. When it does, the creature must succeed on a DC 9 Dexterity saving throw or take 22 (4d10) bludgeoning damage and be knocked prone. This trait can't be used against a particular creature more than once each turn.

**Destabilizing Impact.** If the Necromonger Frigate moves through a space of any Large or smaller creature it must succeed on a DC 9 or it's movement is thrown off course. On a failure the Necromonger Frigate continues the rest of its movement in a random direction. To determine its horizontal direction, roll a d8 and assign a direction to each die face. Then roll a d2 to determine its vertical direction and assign a direction to each die face.

#### ACTIONS

**Helm (Requires 3 Crew and Grants Full Cover).** Drive and steer the Necromonger Frigate.

**Force Cannon (Requires 1 Crew and Grants Full Cover).**

*Ammunition:* 10 force blasts per station. *Ranged Weapon*

*Attack:* +5 to hit, range 240 ft., one target. *Hit:* 18 (4d8) force damage.



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### ENERGY CELLS

The engine at the heart of every necromonger frigate has a core that is fueled by energy cells (see the *Dungeon Master's Guide* pg 268 for more on Alien Technology). Among the vehicle's helm controls is a panel into which 10 energy cell's are fed. Energy cells placed in this panel fit into place with a firm snap.

A necromonger frigate's engine consumes 10 energy cell's over the course of 24 hours. If the panel at any point during these 24 hours lacks 10 cells, the frigate immediately becomes inoperable for 5 minutes. If it is in flight when it becomes inoperable, the frigate falls to the nearest and largest gravitational body if there is one. The necromonger frigate's weapon station can not be replaced with a different weapon. For more information on how war machines work, see *Baldur's Gate - Descent into Avernus*.