



THE TIN TURNCOAT

The tin turncoat, despite looking like a pathetic toy, is a marvel of machinery. Once wound, it will function for a full day. It marches about and utters nonsensical jokes with its scratchy metallic voice box. It seemingly believes itself to be a defector from a "GREAT AND GRAND ARMY TO THE WEST." While no one believes that the tin turncoat is actually conscious, it demonstrates a surprising degree of sarcastic self-awareness, simulated or otherwise.

Programmed Obedience. Anyone nearby can command the tin turncoat to "participate in the parade," "debrief the superior," or "perform its duties." The tiny automaton will then exaggeratedly execute each military command. In practice, this is usually just for laughs, but the automaton can occasionally assist teams with scouting or distractions.

TIN TURNCOAT

Tiny construct, unaligned

Armor Class 12 (natural armor)

Hit Points 16 (3d4 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	13 (+1)	16 (+3)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +3

Damage Immunities fire, poison, psychic

Condition Immunities deafened, exhaustion, frightened, petrified, poisoned

Senses passive Perception 13

Languages understands the languages of its creator but can only speak predetermined phrases

Challenge 1/4 (50 XP)

Agreeable Automaton. The tin turncoat must attempt to obey any commands uttered by any creature that it can hear and understand. If the tin turncoat is in the process of executing a previous command, it must make a DC 11 Wisdom saving throw, ignoring the new command on a success.

Clockwork Cadet. The tin turncoat needs to be wound up every 12 hours to avoid being paralyzed. A creature other than the tin turncoat can take an action to do so.

If the tin turncoat ends its turn wound up, it has a 20 percent chance of starting to emit rattling and squeaking sounds until the end of its next turn. While doing so, it has disadvantage on Dexterity (Stealth) checks.

Forced March. The tin turncoat can take the Dash action as a bonus action on each of its turns. If it does, it has a 10 percent chance of being paralyzed and triggering a dazzling flash for each 5 feet it moves until the end of its turn. Each other creature within 5 feet of the tin turncoat that can see the flash must succeed on a DC 11 Constitution saving throw or be blinded until the start of the tin turncoat's next turn. The tin turncoat remains paralyzed until wound up again.

"Marvelous" Malfunction. Each time the tin turncoat attacks with its Tinny Musket, it has a 60 percent chance of backfiring and causing a tiny explosion. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 3 (1d6) fire damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, a Medium or smaller-sized target also falls prone.

ACTIONS

Tinny Bayonet. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Tinny Musket (Recharge 4-6). *Ranged Weapon Attack:* +3 to hit, range 20/40 ft., one target. *Hit:* 1 piercing damage.