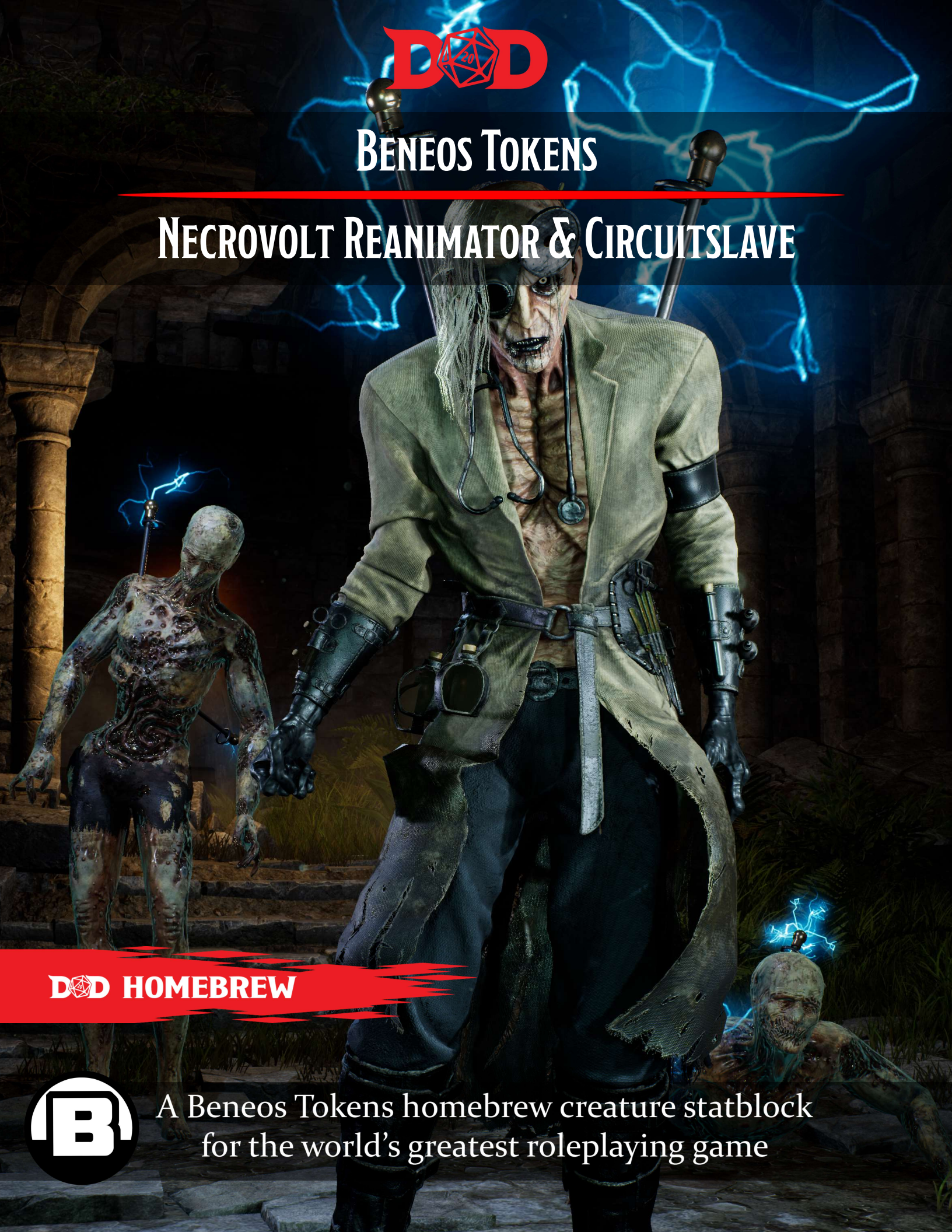




BENEOS TOKENS

NECROVOLT REANIMATOR & CIRCUITSLAVE



D&D HOMEBREW



A Beneos Tokens homebrew creature statblock for the world's greatest roleplaying game

NECROVOLT REANIMATOR

The Necrovolt Reanimators are a conclave of deranged scientists who discovered the abyssal Netherstorm, a sentient tempest of howling souls, charged with cracking aether-lightning. Reanimators harness the Netherstorm's boundless energy with their Necrovoltaic Generators, using it to power various nightmarish machineries and undead constructs. Over time fanatical members of the Reanimator Conclave seemingly discerned sentience within their own devices, remnants of the soul-lightning powering them. This ghost in the machine was dubbed the Necrovolt, a being of unliving lightning made manifest.

BENEOS TOKENS

This creature was released on [Patreon](#) and is part of weekly Animated Tokens to impress your players. Each creature comes with different animations and Top Down and Isometric perspectives.

NECROVOLT REANIMATOR

Medium humanoid, neutral evil

Armor Class 15

Hit Points 154 (21d8+63)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	8 (-1)	16 (+3)	19 (+4)	16 (+3)	17 (+3)

Saving Throws CON +7, Int +8

Damage Resistances Lightning, Thunder

Senses Passive Perception 13

Language Common, Abyssal

Challenge 9

Necrovoltaic Generator. Creatures starting their turn within 15 ft. or moving within 15 ft. of the Necrovolt Reanimator for the first time on their turn must succeed on a DC 16 Constitution saving throw or suffer 9 (2d8) lightning damage. If a creature dies within 15 ft. of the Necrovolt Reanimator, it is reanimated as an Necrovolt Circuitslave at the start of the Reanimator's next turn, sharing its Initiative.

Cursed Circuit. At the start of the Reanimator's turn, choose up to three Necrovolt Circuitslaves within 30 ft. of the Reanimator. Electricity surges in a straight line 5 ft. wide between the Reanimator and the Circuitslaves. Each creature in those lines must succeed on a DC 16 Dexterity saving throw, taking 11 (2d10) lightning damage on a failed save or half as much on a successful one.

Lifeleech Protocol (1/Day). When the Reanimator drops to 0 hit points, the Necrovoltaic Generator unleashes a burst of life-leeching aether-lightning. Each creature in a 10 ft. sphere centered on the Reanimator must succeed on a DC 16 Constitution saving throw or suffer 17 (3d10) lightning damage and be stunned until start of their next turn. The Reanimator regains hit points equal to half the total damage.

Legendary Resistance (1/Day). If the Necrovolt Reanimator fails a saving throw, it can choose to succeed instead.

ACTIONS

Necrovoltaic Grasp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one targets. *Hit:* 11 (3d6) lightning damage and the target must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. It can repeat the saving throw at the end of each of its turns to end the effect. The Reanimator can then immediately roll a d6 in an attempt to either recharge its **Necrovoltaic Beam** or **Voltgheist Barrage**.

Necrovoltaic Beam (Recharge 5-6). A concentrated beam of etheric lightning forming a line 60 feet long and 5 feet wide erupts from the Reanimator in a direction of its choice. Each creature in the line must make a DC 16 Dexterity saving throw. A creature takes 36 (8d8) lightning damage on a failed save, or half as much damage on a successful one.

Voltgheist Barrage (Recharge 6). The Reanimator opens a portal to the depths of the Netherstorm, summoning vengeful, volatile Voltgheists. The Reanimator can choose 1d4+1 points within 50 ft. of it. Each creature within 5 feet of these points must make a DC 16 Dexterity saving throw. A creature takes 17 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Netherlightning Siphon. A creature of the Reanimator's choice within 30 ft. of it must succeed on DC 16 Dexterity saving throw or take 9 (2d8) lightning damage. The Reanimator gains temporary hit points equal to the damage dealt.

REACTION

Netherstorm Backlash. After hitting the Necrovoltaic Reanimator with a melee attack, the attacking creature must succeed on a DC 16 Constitution saving throw. On a failure, it suffers 11 (2d10) thunder damage and is pushed 20 ft. away from the Reanimator. On a success, it suffers only half damage and is not pushed.

NECROVOLT CIRCUITSLAVES

Circuitlaves are burned-out husks powered by the abyssal energies of the Netherstorm. Through the shapeless Necrovolt, a being of sentient lightning accidentally created and worshipped by the Reanimator Conclaves, they are connected to their masters in a cursed circuit, living lightning coursing continuously through them. They eternally hunger for more energy, seeking out living creatures to drain their bodies of it.

NECROVOLT CIRCUITSLAVE

Medium undead, neutral evil

Armor Class 12

Hit Points 20 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	16 (+3)	5 (-3)	6 (-2)	4 (-3)

Damage Resistances Necrotic

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Exhaustion, Poisoned

Senses Darkvision 60 ft., passive Perception 20

Languages Can't speak but understands the language of its master

Challenge 1

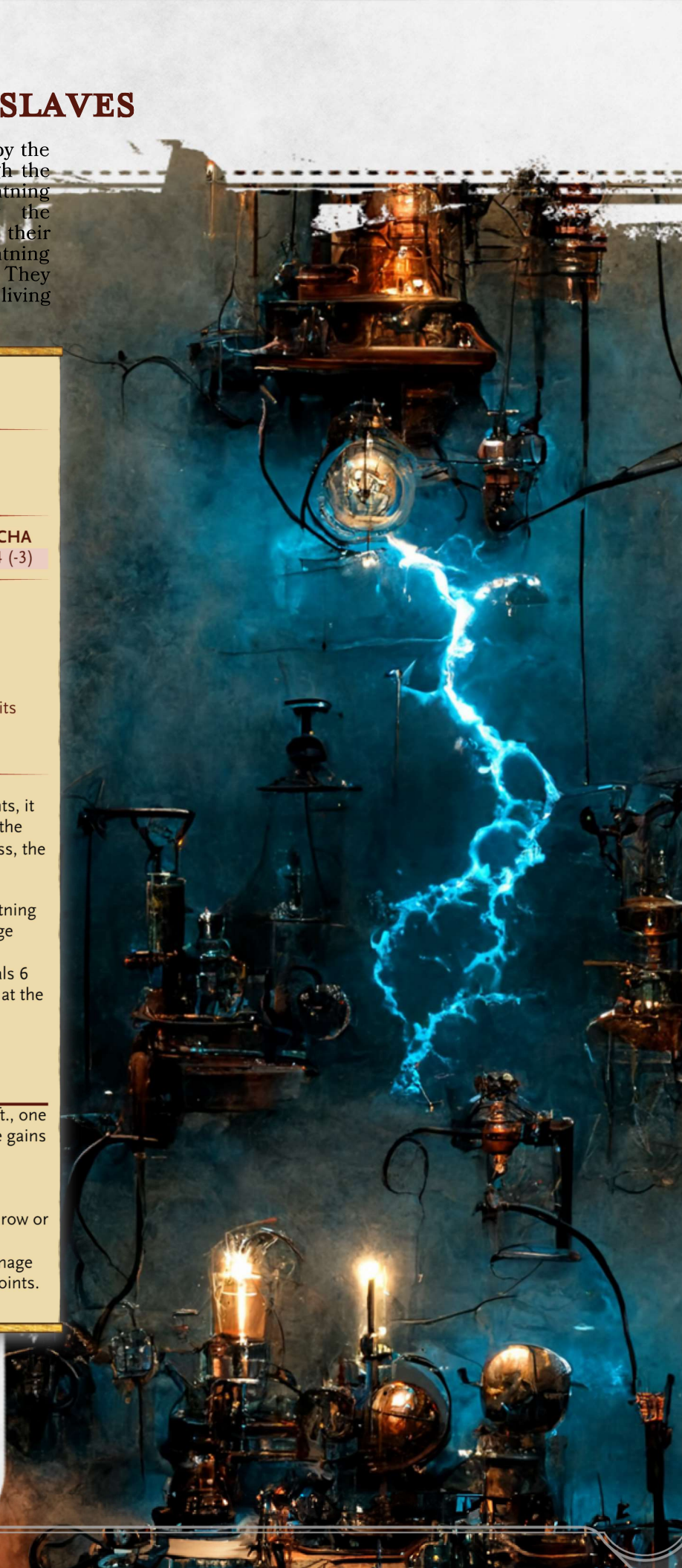
Undead Vigour. If the Circuitslave is reduced to 0 Hit Points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant. On a success, the Circuitslave drops to 1 hit point instead.

Necrovoltic Overcharge. When the Circuitslave takes lightning damage, it gains temporary hit points equal to the damage instead. If it has more than 10 temporary hit points, it is considered overcharged. An overcharged Circuitslave deals 6 (2d4) lightning damage to every creature within 5 ft. of it at the start of its turn and deals an additional 6 (2d4) lightning damage with its **Leech Bio-Energy** attacks.

ACTIONS

Leech Bio-Energy. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 6 (2d4) lightning damage and the Circuitslave gains temporary hit points equal to the damage dealt.

Necrovolatile Burn-Out. Each creature within 10 ft. of the Circuitslave must succeed on a DC 12 Dexterity saving throw or suffer 12 (4d4) lightning damage. If the Circuitslave is overcharged, the Burn-Out deals additional lightning damage equal to the amount of the Circuitslave's temporary hit points. The Circuitslave then takes drops to 0 hit points.



HOW TO RUN NECROVOLT REANIMATORS & CIRCUITSLAVES

1. OFFENSIVELY.

- Even though the **Beam** and the **Barrage** can be used from quite a distance, you should absolutely stay within 30 ft. of your opponents to guarantee a **Netherlightning Siphon** bonus action per turn to get some damage in and bolster your defenses via temporary hit points.
- The Reanimators offense is also its defense. Getting close to it sucks, as you risk 2d8 (**Necrovoltic Generator**) + 2d10 (**Cursed Curcuit**) + 3d6 (**Necrovoltic Grasp**) lightning damage each time you get into its face. The first creature getting too close should get absolutely **grilled** to intimidate the players and make them think twice about getting into its grill again. This is kind of a bluff, because the Reanimator may die to a stiff breeze.
- The aforementioned **Necrovoltic Beam** and **Voltgeist Barrage** are the big hitters, and with a bit of grasping going on (**Necrovoltic Grasp** for the additional chance to recharge), especially the **Beam** can be fired more often than your players might prefer.
- If you support your Reanimator with **Circuitslaves** (which you absolutely should), each of its offensive abilities is also a great way to power them up with temporary hit points and **Overcharge** them - try to line your Circuitslaves up and hit them with a **Necrovoltic Beam** for a *devastating Necrovolatile Burn-Out*, as their explosion deals additional damage equal to their temporary hit points.

2. DEFENSIVELY.

- There is not that much to say about its defense. Be sure to obliterate sources of spike damage early and with extreme prejudice and pray that your **Circuitslaves** (other other supporting creatures) can keep the party occupied long enough to get some damage in.
- **Lifeleech Protocol** is a last hurrah, after which the Reanimator eager to live another day should at least attempt to get away. In the best case, surrounding creatures are stunned for a moment, allowing the Reanimator to hobble away without risking an opportunity attack.

2. GENERAL INFOS.

- Circuitslaves are simple - charge them with lightning damage and hurl them at your enemies. They **can not** be “revived” through **Undead Vigour** if they use their **Necrovolatile Burn-Out** action, as they don’t take damage - they are reduced to 0 hit points outright.
- As always, the CR is only mildly indicative of a creatures’ true potential. Supported by a host of **Circuitslaves** and aided by some lucky/unlucky rolls, an encounter with a Reanimator is able to nuke a party - especially the combination of **Necrovoltic Beam**, **Necrovoltic Overcharge** and **Necrovolatile Burn-Out** can wreak havoc on a groups defenses, as the Circuitslaves gain temp hit points equal to the lightning damage they receive and dish this damage right back out when exploding. Unlucky (or outmaneuvered) players may eat a **Beam** first and then get blown up by a **Burn-Out**.

