



WASTELAND REAVER

The Strange Wastes are a dangerous place. Far from civilization, only the strongest survive. Within these lands roam monsters - and the Reavers being the worst of them all.

Reavers survive in the wastelands by capturing those who are too weak to defend themselves, and place them into servitude under the threat of death, or worse. Many are put to work as de facto scavengers, scouring the most dangerous places in the wastes for items of value or relics from another world. Being seen as expendable, those under the care of Reavers rarely survive many expeditions.

The unfortunate fact of the matter is that slavery is all too commonplace in the lands surrounding the wastes. Though banned in many of the more civilized areas, such as Mudlark and Titan's Rest - smaller communities have no qualms about keeping household servants and forced labour. Many of these slaves are broken before they even arrive at some of these communities, making it far easier for those purchasing men and women to justify such a vile deed.

WASTELAND REAVER

MEDIUM HUMANOID, CHAOTIC EVIL

Armour Class 13 (armour scraps)

Hit Points 26 (4d8+8)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws STR +4, CON +4

Senses Passive Perception 11

Languages Common

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Immaculate Subdual. When a creature would normally be killed by a strike from a Wasteland Reaver, they are instead knocked unconscious and will awake in 1d4 hours.

Pack Tactics. The Wasteland Reaver has advantage on an Attack roll against a creature if at least one of the Wasteland Reaver's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Reavers Crook. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2), bludgeoning damage