



## DINZER GHOST

This clandestine caste of warriors are employed by the Dinzers as scouts, spies, and often assassins. The ghosts train at the Temple of Truth in the Valley of Dreams, Odonburg. Rarely seen, few believe they even exist.

**Lumibike Riders.** Dinzer ghosts are rarely seen away from their infamous lumibikes. Like most Dinzer technology, lumibikes are powered by emerald odonburgite cores. The green glow from the gems lend the bikes their name. While mounted on a lumibike, the lumibike shares the benefits of the ghost's *blur* and *invisibility* spells.

## DINZER GHOST

Medium humanoid (human), any lawful

**Armor Class** 15 (desert drake leather)  
**Hit Points** 97 (15d8 + 30)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	13 (+1)	14 (+2)	10 (+0)

**Saving Throws** Str +5, Con +4  
**Skills** Perception +4, Stealth +6  
**Senses** passive Perception 14  
**Languages** Common  
**Challenge** 4 (1,100 XP)

**Innate Spellcasting.** The Dinzer's ghost innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells.

At will: *blur*, *disguise self*, *invisibility*

**Sand Camouflage.** The ghost has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

### Actions

**Multiattack.** The Dinzer ghost makes three melee attacks.

**Greatsword.** *Melee Weapon Attack:* +5 to hit, 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +6 to hit, range 30/120, one target. *Hit:* 7 (1d6 + 4)

## LUMIBIKE

Large vehicle (12 ft. by 3 ft.)

**Creature Capacity** 1 crew  
**Cargo Capacity** 500 pounds  
**Speed** 60 miles per hour (1,440 miles per day)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	0	0	0

**Damage Immunities** poison, psychic  
**Condition Immunities** blinded, charmed, defaened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

### Actions

On its turn, the lumibike can take 2 actions, choosing form the options below. It can't take these actions if it has no crew.

**Fire Firecasters.** The lumibike can fire its firecasters.  
**Move.** The lumibike can use its helm to move with its wheels.

### Hull

**Armor Class** 18  
**Hit Points** 50 (damage threshold 5)

### Control: Helm

**Armor Class** 12  
**Hit Points** 50

Move up to the bike's speed, with one 90-degree turn. If the helm is destroyed, the lumibike can't move.

### Movement: Wheels

**Armor Class** 15  
**Hit Points** 50; -200 ft. speed per 25 damage taken  
**Speed (land)** 500 ft.

### Weapon: Firecasters

**Armor Class** 15  
**Hit Points** 25

*Ranged Weapon Attack:* +6 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.