

## FOUNDRY REBUILDER

Medium construct, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 93 (11d8 + 44)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	18 (+4)	16 (+3)	5 (-3)	3 (-4)

**Skills** Medicine +3

**Damage Resistances** lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft., truesight 15 ft., passive Perception 7

**Languages** understands commands given in any language but can't speak

**Challenge** 7 (2,900 XP)

**Continue Production.** When under the stunned or incapacitated condition, the rebuilder can still take actions normally, but has disadvantage on ability checks and attack rolls.

**Exert Defenses (3/Day).** The rebuilder grants itself an additional reaction (no action required) and takes 16 (3d10) fire damage.

### ACTIONS

**Multiattack.** The rebuilder uses its Inspect & Protect, then makes two lightning blaster attacks.

**Inspect & Protect.** The rebuilder makes a Wisdom (Medicine) check to inspect another construct within 5 feet of it. On a roll of 14 or lower, the construct regains 9 (2d8) hit points. On a 15 or higher, the construct regains 18 (4d8) hit points and gains an electrical barrier. Until the end of the rebuilder's next turn, whenever a non-construct creature walks within 10 feet of the construct, it must succeed on a DC 14 or take 7 (2d6) lightning damage.

**Lightning Blaster.** Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 11 (2d6 + 4) lightning damage.

### REACTIONS

**Shield Production.** As a reaction to a construct other than itself being hit with an attack, the rebuilder shields it with an electromagnetic shield, granting it +3 AC until the start of the rebuilder's next turn, including against the triggering attack. If the attack still hits, the attacker takes lightning damage equal to the damage dealt.

## FOUNDRY FLAMESPEAR

Large construct, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 104 (11d10 + 44)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	7 (-2)	13 (+1)	3 (-4)

**Damage Resistances** fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft., truesight 30 ft., passive Perception 11

**Languages** understands commands given in any language but can't speak

**Challenge** 7 (2,900 XP)

**Continue Production.** When under the stunned or incapacitated condition, the flamespear can still take actions normally, but has disadvantage on ability checks and attack rolls.

**Rogue Construct.** The flamespear cannot be controlled by machinery or other magic items that control constructs.

### ACTIONS

**Multiattack.** The flamespear makes two flamespear attacks, then uses his burning chains.

**Bring to the Forge (Recharge 5-6).** The flamespear connects all his chains to a single spear, which he can throw to any point within 60 feet. Each creature connected to a chain must make a DC 15 Strength saving throw. On a failure, a creature is pulled to the spear, takes 13 (3d8) fire damage and become restrained for the next minute. A creature can break a restraint by spending its action to make a DC 15 Strength (Athletics) check, breaking the restraints on a success. On a success, a creature takes half damage and its chain is broken.

**Burning Chains.** Each creature connected to a chain must make a DC 15 Constitution saving throw, taking 9 (2d8) fire damage on a failure and half on a success.

**Flamespear.** Melee or Ranged Weapon Attack: +7 to hit, reach 10 ft. or range 60/120 ft., one target. Hit: 8 (1d8 + 4) piercing damage and 3 (1d6) fire damage, and the spear is stuck inside the target. The spear is connected to the flamespear by a long chain. A creature with a spear inside it cannot willingly move away from the flamespear. It can attempt to remove the spear by spending its action to make a DC 15 Strength (Athletics) check.





## CANNONBACK DEMOLISHER

Small construct, neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 82 (15d6 + 30)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	5 (-3)	10 (+0)	8 (-1)

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 9 (5,000 XP)

**Magic Weapons.** The demolisher's weapon attacks are magical.

**Nimble Escape.** The demolisher can take the Disengage or Hide action as a bonus action on each of its turns.

**Overheated Cannon.** Whenever the demolisher takes fire damage from a source other than its spheres, its cannon overheats. The next cannon attack the demolisher makes until the end of its next turn deals an additional 11 (2d10) fire damage and stuns the creature until the end of its next turn.

**Spider Climb.** The demolisher can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### ACTIONS

**Multiattack.** The demolisher makes two fiery claw attacks.

**Cannon.** *Ranged Weapon Attack:* +7 to hit, range 120/240 ft., one target. *Hit:* 19 (3d10 + 3) bludgeoning damage.

**Encircling Spheres (Recharge 5-6).** The demolisher creates three burning spheres of flame within 60 feet of itself. Each sphere has an AC of 15 and 20 hit points and lasts for 1 minute or until destroyed. The demolisher can move the spheres telekinetically as a bonus action. Whenever a creature hits a sphere with a melee attack or starts its turn within the sphere's space, it must make a DC 15 Dexterity saving throw. On a failure, a creature takes 7 (2d6) fire damage and has its AC reduced by 1d6 until the end of the demolisher's next turn. On a success, a creature takes half damage and suffers no additional effect.

**Fiery Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and 3 (1d6) fire damage.

### BONUS ACTIONS

**Burning Shell (3/Day).** The demolisher creates a burning hot armor around it. It gains 5 (1d10) temporary hit points. Until the end of its next turn, whenever a creature hits it with a melee attack or ends its turn within 5 feet of it, it takes 7 (2d6) fire damage.

