

MACHINE HULK

Huge humanoid construct (Mechanized Metallus), lawful evil

Armor Class 18 (natural armor)

Hit Points 187 (15d12 + 90)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	22 (+6)	3 (-4)	11 (+0)	5 (-3)

Saving Throws Str +12, Con +11

Skills Athletics +12

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities acid, poison

Condition Immunities exhaustion, frightened, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Common

Challenge 14 (11,500 XP)

Energy Drain. Whenever a creature within 60 feet of the hulk casts a spell of 5th level or higher, that creature must make a DC 20 Constitution saving throw. On a failure, the spell fails and has no effect.

Immutable Form. The hulk is immune to any spell or effect that would alter its form.

Life in Steel. The hulk is considered as wearing metal armor for the purpose of spells and other abilities.

Magic Resistance. The hulk has advantage on saving throws against spells and other magical effects.

Magic Weapons. The hulk's weapon attacks are magical.

ACTIONS

Multiattack. The hulk uses its Metallic Reform, then makes two slam attacks.

Metallic Reform. The hulk draws from the deepest forges of the world to briefly enhance itself. Roll 1d8 to determine which of the following effects is inflicted upon the hulk:

1 - **Chemical Imbalance.** The hulk's body fails it in the time of need. It is stunned until the start of its next turn.

2-4 - **Reinforced Iron.** The hulk regains 20 hit points and its AC is increased by 2 until the start of its next turn.

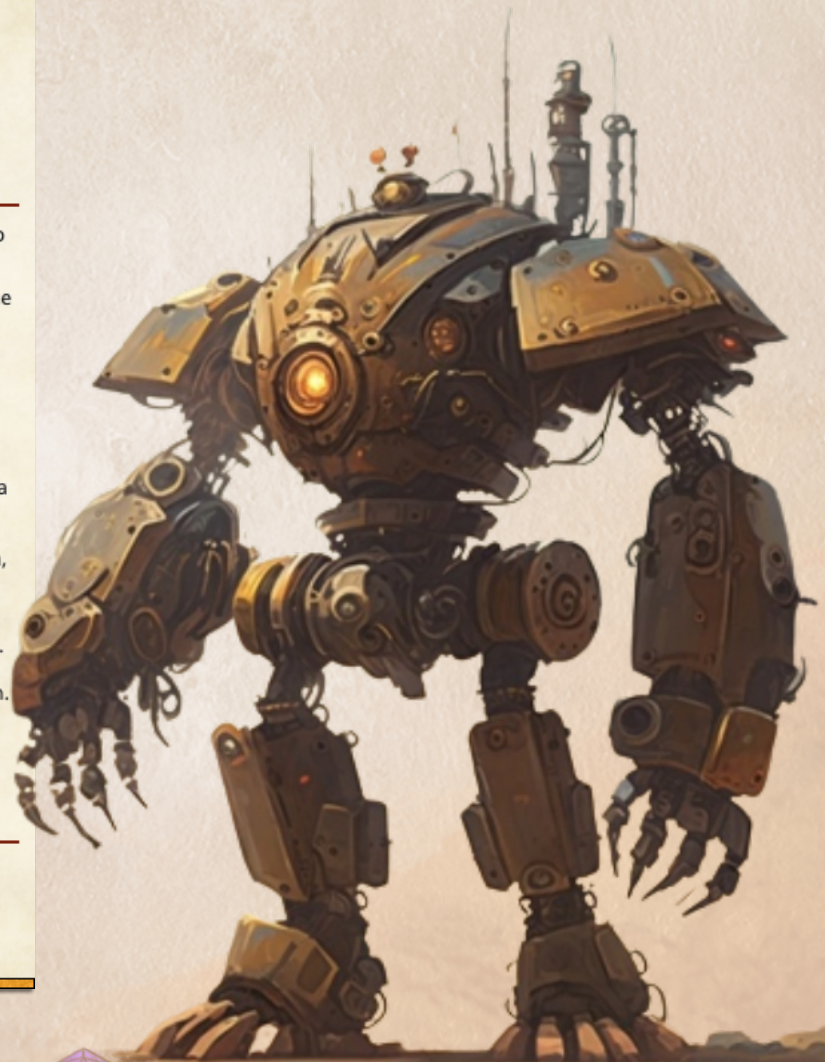
5-6 - **Acidic Upheaval.** The hulk's inner acidic blood comes out. Until the start of its next turn, whenever it is damaged by a melee attack, the attacker takes 20 (8d4) acid damage.

7-8 - **Reflective Gold.** The hulk's body becomes golden. Whenever it is targeted by a spell until the start of its next turn, it can deflect the spell onto a creature of its choice within 60 feet (no action required).

Smash. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage and the target's movement speed is halved until the end of the hulk's next turn. The hulk can only reduce a target's speed in this way once per turn.

REACTIONS

Brutish Denial. As a reaction to a creature making a successful melee attack against the hulk, the hulk can make a Smash attack against the attacker. If smash attack roll is higher than the original attack, the original attack misses.





AGGRESSIVE CHARBELCHER

Small construct (mecha-goblin), neutral evil

Armor Class 17 (natural armor)

Hit Points 36 (8d6 + 8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	5 (-3)	10 (+0)	8 (-1)

Skills Stealth +8

Damage Resistances fire

Condition Immunities unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 5 (1,800 XP)

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

Explosive Insides. When the charbelcher is brought to 0 hit points, its stomach explodes, casting the *fireball* spell (DC 14) centered on itself.

Overheated Rampage. If the charbelcher is below half of its maximum hit points, it can make an additional fiery claw attack as part of its attack action.

ACTIONS

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

Spellcasting. The charbelcher casts one of the following spells, using Strength as the spellcasting ability (spell save DC 14):

1/day each: *flaming sphere*, *scorching ray*

