

Hellfire Engine

Huge, Construct (Infernal War Machine), Lawful Evil

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ARMOR CLASS**20****HIT POINTS****345 (30d12 + 150)****CHALLENGE****16 | 15,000 XP****PROFICIENCY****+5**

Speed Walk 40 ft.

Initiative +1

Saving Throws Con +10, Str +13

Skills N/A

Damage Resistances Cold; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Fire, Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 120 ft.; Passive Perception 11

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Languages Understands Infernal but cannot speak

STR**26**
+8**DEX****12**
+1**CON****20**
+5**INT****8**
-1**WIS****12**
+1**CHA****10**
+0

Traits

Infernal Siege Engine. The engine deals double damage to objects and structures.

Hell Furnace. A creature that starts its turn within 10 feet takes 10 (3d6) Fire damage unless it has total cover from the engine.

Actions

Multiattack. The engine makes two Iron Ram attacks and one Hellfire Cannon attack.

Iron Ram. Melee Attack Roll: +13, reach 10 ft. Hit: 31 (4d10 + 8) Bludgeoning damage.

Hellfire Cannon. Ranged Spell Attack: +10, range 150 ft. Hit: 45 (10d8) Fire damage.

Infernal Overrun (Recharge 5-6). Dexterity Saving Throw: creatures in a 60-foot Line. Failure: 90 (20d8) Fire and Bludgeoning damage, split evenly, and the target falls Prone. Success: Half damage.

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