

Retriever

Huge, Construct, Chaotic Evil

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ARMOR CLASS

19

HIT POINTS

247 (19d12 + 124)

CHALLENGE

14 | 11,500 XP

PROFICIENCY

+5

Speed Walk 40 ft., Climb 40 ft.

Initiative +3

Saving Throws Con +11, Str +12, Wis +7

Skills Perception +7

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

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 120 ft.; Passive Perception 17

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Languages Understands Abyssal but cannot speak

STR25
+7**DEX**16
+3**CON**22
+6**INT**6
-2**WIS**14
+2**CHA**8
-1

Traits

Relentless Tracker. The retriever knows the direction of a quarry it has damaged within the last hour if both are on the same plane.

Abyssal Mechanism. The retriever has Advantage on saving throws against spells and magical effects.

Actions

Multiattack. The retriever makes two Foreleg Spear attacks and uses one Eye Beam.

Foreleg Spear. Melee Attack Roll: +12, reach 10 ft. Hit: 25 (4d8 + 7) Piercing damage.

Eye Beam. Ranged Spell Attack: +8, range 120 ft. Hit: 36 (8d8) Fire, Cold, Lightning, or Necrotic damage, retriever choice.

Capture Protocol (Recharge 5-6). Strength Saving Throw: one Large or smaller creature within 30 feet. Failure: 72 (16d8) Force damage and the target is pulled up to 30 feet and Restrained until the end of its next turn. Success: Half damage.

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