

# Flagstone Devastator

September 27, 2023



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Large construct, unaligned

- **Armor Class** 15 (natural armor)
- **Hit Points** 85 (10d10 + 30)
- **Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 10 (+0) | 16 (+3) | 3 (-4) | 10 (+0) | 1 (-5) |

- **Damage Vulnerabilities** thunder
- **Damage Resistances** piercing, slashing
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 120 ft., tremorsense 60 ft., passive Perception 10
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 2 (450 XP)

**Earthquake Resilience.** The Devastator has advantage on saving throws against effects that would knock it prone or move it involuntarily.

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

**Rolling Charge.** If the Devastator moves at least 20 ft. straight toward a target and then hits it with a Slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Siege Monster.** The Devastator deals double damage to objects and structures.

## Actions

**Multiattack.** The Devastator makes two slam attacks.

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

**Tremor Torrent (Recharge 5-6).** The Devastator slams the ground with tremendous force, creating a 15-foot cone of seismic energy. Each creature on the ground within range must make a DC 14 Dexterity saving throw, taking 18 (4d8) thunder damage on a failed save or half as much damage on a successful one. All structures within range take the full damage. In addition, the ground within a 10-foot radius centered on the Devastator becomes difficult terrain until the end of its next turn as the earth quakes beneath it.

## Reactions

**Reactive Terrain.** Whenever a creature moves within 5 feet of the Devastator, it can use its reaction to cause the ground to shift beneath the creature's feet. The creature must succeed on a DC 14 Dexterity saving throw or be knocked prone.

## Creature Tactics

- The Flagstone Devastator begins by using its "Tremor Torrent" ability to create difficult terrain and damage nearby creatures.
  - It targets the party members with its slam attacks, attempting to knock them prone with "Rolling Charge."
  - The Devastator's attacks will damage nearby buildings, which will collapse if they reach 0 HP
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## Animated Wheelchair

September 27, 2023



Medium construct, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 14 (+2) | 11 (+0) | 14 (+2) | 1 (-5) | 3 (-4) | 1 (-5) |

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion,

frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 6

**Languages** –

**Challenge** 1 (200 XP)

**Antimagic Susceptibility.** The wheelchair is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the wheelchair must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance.** While the wheelchair remains motionless, it is indistinguishable from a normal wheelchair.

## Actions

**Slam.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 12) as the wheelchair has scooped it up and is moving too erratically to escape. The wheelchair must continue moving to retain the grapple. Until this grapple ends, the wheelchair can attack another target, slamming its passenger into the new target, causing both targets to take the same amount of damage. If another target is not within range, the wheelchair slams its passenger into an available solid object, and if no such object is available, it attempts to move 30 feet then stop suddenly, throwing its passenger 10 feet, causing 1d6 bludgeoning damage.

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# Homunculus

September 27, 2023



construct

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# Rug of Smothering

September 27, 2023



construct

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# Shield Guardian

September 27, 2023



construct

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# Iron Golem

September 27, 2023



construct

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# Stone Golem

September 27, 2023



construct

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# Clay Golem

September 27, 2023



construct

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# Flesh Golem

September 27, 2023



construct

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# Golems

September 27, 2023



- [Clay Golem](#)
- [Flesh Golem](#)
- [Iron Golem](#)
- [Stone Golem](#)
- [Vynlanesh's Golem Armor](#)