

REFORGED AMALGAM

Medium • Construct • Unaligned

Armor Class 12

Initiative +0 (10)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	4 (-3)	10 (+0)	3 (-4)

Damage Immunities lightning, poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages understands creator's languages but can't speak them

CR 3 (XP 700; PB +2)

Customizable Servant. Upon creation, the amalgam gains an additional trait from the Ability table below.

Immutable Form. The amalgam can't shape-shift.

Lightning Absorption. Whenever the amalgam is subjected to lightning damage, it regains a number of hit points equal to the amalgam damage dealt.

Unusual Nature. The amalgam doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The amalgam makes two Slam attacks.

Slam. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) lightning damage.



REFORGED AMALGAM — WEAKER

Armor Class 10

Initiative +0 (10)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	4 (-3)	10 (+0)	3 (-4)

Damage Immunities lightning, poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages understands creator's languages but can't speak them

CR 1/2 (XP 100; PB +2)

Immutable Form. The amalgam can't shape-shift.

Lightning Absorption. Whenever the amalgam is subjected to lightning damage, it regains a number of hit points equal to the amalgam damage dealt.

Unusual Nature. The amalgam doesn't require air, food, drink, or sleep.

ACTIONS

Slam. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 3 (1d6) lightning damage.



REFORGED AMALGAM — STRONGER

Armor Class 14

Initiative +0 (10)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	4 (-3)	10 (+0)	3 (-4)

Damage Immunities lightning, poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages understands creator's languages but can't speak them

CR 6 (XP 2,300; PB +3)



Customizable Servant. Upon creation, the amalgam gains an additional trait from the Ability table below.

Immutable Form. The amalgam can't shape-shift.

Lightning Absorption. Whenever the amalgam is subjected to lightning damage, it regains a number of hit points equal to the amalgam damage dealt.

Unusual Nature. The amalgam doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The amalgam makes two Slam attacks.

Slam. Melee Weapon Attack: +5, reach 5 ft. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 9 (2d8) lightning damage.

REMARKS

D8 Ability Table

1. **Remote Limbs.** The amalgam gains two additional sophisticated appendages with which it can precisely manipulate things at a reach of 10 feet. The limbs are unfit for combat or wielding weapons. Additionally, the creator can use an action while within 30 feet of the amalgam to take total and precise control of it for 1 minute or until the creator uses a bonus action to end this effect.
2. **Armored.** The amalgam has heavy steel plates bolted on its body. Its AC increases by 3.
3. **Beast of Burden.** The amalgam's carrying capacity (including maximum load and lift) is doubled, and it has advantage on Strength checks made to push, pull, or lift objects. Further, it has several hooks protruding from its body to easily attach things, and its chest is partially hollowed out to serve as a liquid-proof container (1/2 cubic foot, 4 gallons, or 15 pounds of gear).
4. **Pistons and Blades.** The amalgam's hands are replaced by blades, and it has pistons set into its limbs to enable it to attack faster and deadlier. The amalgam can no longer use objects and items or manipulate them. The amalgam Slam attacks deal slashing damage instead of bludgeoning damage and score a critical hit on a 18 to 20. Further, it has advantage on the attack rolls in the first round of combat.
5. **Enhanced Muscles.** The amalgam can take the Dash or Disengage action as a bonus action.
6. **Powerful Legs.** The amalgam's speed increases by 20 feet. Further, its long jump is up to 20 feet, and its high jump is up to 10 feet, with or without a running start.
7. **Magnetic.** The amalgam's Slam attacks deal an additional 1d8 lightning damage. If it hits a creature, the target's speed is reduced by 10 feet until the end of the target's next turn.
8. **Spell Storing.** A creator can cause the amalgam to store one spell of level 3 or lower. To do so, the creator must cast the spell on the amalgam while within 5 feet of it. The spell has no effect but is stored within the amalgam. Any previously stored spell is lost when a new spell is stored. The amalgam can cast the spell stored with any parameters set by the original caster, requiring no spell components and using the caster's spellcasting ability. The stored spell is then lost.