

ARCFORGE CHIEF

Small or Medium • Humanoid (Artificer) • Any Alignment

Armor Class 17

Initiative +7 (17)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	20 (+5)	15 (+2)	12 (+1)

Saving Throws Con +8, Int +10, Wis +7

Skills Arcana +10, Investigation +15, Perception +7, Sleight of Hands +7

Damage Resistances lightning

Gear half plate, tinkerer's tools

Senses passive Perception 17

Languages Common plus two other languages

CR 13 (XP 10,000; PB +5)



Magnetic Aura. Attacks with metallic objects, such as swords or arrows, have disadvantage against the arcforge chief.

ACTIONS

Multiattack. The arcforge chief makes two Clockwork Arm attacks and uses its Arc Cannon once. It can replace its Arc Cannon for a use of Spellcasting.

Clockwork Arm. *Melee Weapon Attack:* +9, reach 10 ft. *Hit:* 20 (3d10 + 4) bludgeoning damage.

Arc Cannon. *Dexterity Saving Throw:* DC 18 (with disadvantage if target wears metallic armor or is made out of metal), each creature in a 100-foot-long and 5-foot-wide line. *Failure:* 22 (5d8) lightning damage. *Success:* Half damage.

Spellcasting. The arcforge chief casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 18):

At will: *guidance, mage hand, resistance*

1/day: *arcane hand, arcane eye, dispel magic, haste, resilient sphere, slow, telekinesis*

ARCFORGE CHIEF — WEAKER

Armor Class 16

Initiative +5 (15)

Hit Points 172 (23d8 + 69)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	18 (+4)	13 (+1)	10 (+0)

Saving Throws Con +6, Int +8, Wis +5

Skills Arcana +8, Investigation +12, Perception +5, Sleight of Hands +5

Damage Resistances lightning

Gear half plate, tinkerer's tools

Senses passive Perception 15

Languages Common plus two other languages

CR 10 (XP 5,900; PB +4)



Magnetic Aura. Attacks with metallic objects, such as swords or arrows, have disadvantage against the arcforge chief.

ACTIONS

Multiattack. The arcforge chief makes two Clockwork Arm attacks and uses its Arc Cannon once. It can replace its Arc Cannon for a use of Spellcasting.

Clockwork Arm. *Melee Weapon Attack:* +7, reach 10 ft. *Hit:* 14 (2d10 + 3) bludgeoning damage.

Arc Cannon. *Dexterity Saving Throw:* DC 16 (with disadvantage if target wears metallic armor or is made out of metal), each creature in a 80-foot-long and 5-foot-wide line. *Failure:* 18 (4d8) lightning damage. *Success:* Half damage.

Spellcasting. The arcforge chief casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 16):

At will: *guidance, mage hand, resistance*

1/day: *arcane hand, arcane eye, dispel magic, haste, resilient sphere, slow, telekinesis*

ARCFORGE CHIEF — STRONGER

Armor Class 18

Hit Points 262 (25d10 + 125)

Speed 30 ft.

Initiative +8 (18)



STR

21 (+5)

DEX

16 (+3)

CON

20 (+5)

INT

22 (+6)

WIS

17 (+3)

CHA

14 (+2)

Saving Throws Con +9, Int +11, Wis +8

Skills Arcana +11, Investigation +16, Perception +8, Sleight of Hands +8

Damage Immunities lightning

Gear half plate, tinkerer's tools

Senses passive Perception 18

Languages Common plus two other languages

CR 16 (XP 15,000; PB +5)

Magnetic Aura. Attacks with metallic objects, such as swords or arrows, have disadvantage against the arcforge chief.

ACTIONS

Multiattack. The arcforge chief makes two Clockwork Arm attacks and uses its Arc Cannon once. It can replace its Arc Cannon for a use of Spellcasting.

Clockwork Arm. *Melee Weapon Attack:* +10, reach 10 ft. *Hit:* 27 (4d10 + 5) bludgeoning damage.

Arc Cannon. *Dexterity Saving Throw:* DC 19 (with disadvantage if target wears metallic armor or is made out of metal), each creature in a 120-foot-long and 5-foot-wide line. *Failure:* 28 (6d8) lightning damage. *Success:* Half damage.

Spellcasting. The arcforge chief casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 19):

At will: *guidance, mage hand, resistance*

2/day: *arcane hand, arcane eye, dispel magic, haste, resilient sphere, slow, telekinesis*

BONUS ACTIONS

Summon Construct (3/Day). The arcforge chief magically creates a single Small or Medium-sized animated object, as if by the *animate objects* spell. The summoned creature appears in an unoccupied space within 10 feet of the arcforge chief and follows the arcforge chief's verbal commands (no action required). It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as a bonus action.

REACTIONS

Construct Defense. *Trigger:* The arcforge chief takes damage from an attack or spell while one of its creatures from its Summon Construct action is within 10 feet of it. *Response:* All damage is transferred to that creature.

BONUS ACTIONS

Summon Construct (5/Day). The arcforge chief magically creates a single Small or Medium-sized animated object, as if by the *animate objects* spell. The summoned creature appears in an unoccupied space within 10 feet of the arcforge chief and follows the arcforge chief's verbal commands (no action required). It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as a bonus action.

REACTIONS

Construct Defense. *Trigger:* The arcforge chief takes damage from an attack or spell while one of its creatures from its Summon Construct action is within 10 feet of it. *Response:* All damage is transferred to that creature.