

BULGASARI

Huge • Giant • Neutral Evil

Armor Class 20

Initiative -1 (9)

Hit Points 175 (13d12 + 91)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	25 (+7)	12 (+1)	15 (+2)	14 (+2)

Saving Throws Str +12, Con +12

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities poisoned

Senses passive Perception 12

Languages Common, Giant

CR 13 (XP 10,000 or 11,500 with 4 or more active metals; PB +5)



Fire Weakness. When the bulgasari takes 10 or more fire damage, attacks against it gain advantage, and the bulgasari has disadvantage on saving throws. This effect lasts until the end of bulgasari's next turn.

Metal Eater. When the bulgasari consumes a mundane Small or larger metallic object (or multiple objects that amount to a Small or large pile), it gains the following effects depending on the metal type for 10 days. The bulgasari can have multiple effects active at the same time, and the GM decides which effects are already active at the start of the combat:

- Adamantine. Any critical hit scored against the bulgasari becomes a normal hit.
- Brass or Bronze. The bulgasari gains proficiency in the Athletics and Perception skills.
- Gold. The bulgasari gains darkvision out to 120 feet.
- Iron or Steel. The bulgasari AC increases by 2.
- Lead. The bulgasari gains proficiency in the Strength and Constitution saving throw.
- Mithril. The bulgasari's speed increases by 20 feet.
- Silver. The bulgasari's attacks count as magical.
- Tin. The bulgasari becomes immune to being charmed or frightened.

Statue Form. If reduced to 0 hit points, the bulgasari turns into a Medium metallic statue (AC 20, HP 100, immune to all damage except fire damage, damage threshold of 20 against fire) weighing 3000 pounds. The bulgasari reforms in 1d10 days, reviving with all its hit points.

BULGASARI — WEAKER

Armor Class 19

Initiative -1 (9)

Hit Points 125 (10d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	23 (+6)	12 (+1)	15 (+2)	14 (+2)

Saving Throws Str +10, Con +10

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities poisoned

Senses passive Perception 12

Languages Common, Giant

CR 10 (XP 5,900 or 7,200 with 4 or more active metals; PB +4)



ACTIONS

Multiattack. The bulgasari makes one Slam and one Tusks attack, and uses its Trunk once.

Slam. *Melee Weapon Attack:* +12, reach 10 ft. *Hit:* 18 (2d10 + 7) bludgeoning damage.

Trunk. *Strength Saving Throw:* DC 20, one creature within 10 feet that the bulgasari can see. *Failure:* 14 (2d6 + 7) bludgeoning damage, and the target becomes grappled (escape DC 20). Optionally, instead of dealing damage, the bulgasari can disarm the target of an object that it is holding, such as a weapon or shield.

Tusks. *Melee Weapon Attack:* +12, reach 10 ft. *Hit:* 33 (4d12 + 7) bludgeoning damage, and the target is knocked prone. The attack deals double damage to objects.

BONUS ACTIONS

Swallow Metal. The bulgasari consumes a mundane Smaller or smaller metallic object it is holding or has grappled. It then gains the benefits of its Metal Eater trait according to the type of metal it ate.

Fire Weakness. When the bulgasari takes 10 or more fire damage, attacks against it gain advantage, and the bulgasari has disadvantage on saving throws. This effect lasts until the end of bulgasari's next turn.

Metal Eater. When the bulgasari consumes a mundane Small or larger metallic object (or multiple objects that amount to a Small or large pile), it gains the following effects depending on the metal type for 10 days. The bulgasari can have multiple effects active at the same time, and the GM decides which effects are already active at the start of the combat:

- Adamantine. Any critical hit scored against the bulgasari becomes a normal hit.
- Brass or Bronze. The bulgasari gains proficiency in the Athletics and Perception skills.
- Gold. The bulgasari gains darkvision out to 120 feet.
- Iron or Steel. The bulgasari AC increases by 2.
- Lead. The bulgasari gains proficiency in the Strength and Constitution saving throw.
- Mithril. The bulgasari's speed increases by 20 feet.
- Silver. The bulgasari's attacks count as magical.
- Tin. The bulgasari becomes immune to being charmed or frightened.

Statue Form. If reduced to 0 hit points, the bulgasari turns into a Medium metallic statue (AC 20, HP 75, immune to all damage except fire damage, damage threshold of 15 against fire) weighing 3000 pounds. The bulgasari reforms in 1d10 days, reviving with all its hit points.

BULGASARI — STRONGER

Armor Class 21

Hit Points 217 (15d12 + 120)

Speed 30 ft.

Initiative -1 (9)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	25 (+7)	12 (+1)	15 (+2)	14 (+2)

Saving Throws Str +13, Con +13

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities poisoned

Senses passive Perception 12

Languages Common, Giant

CR 16 (XP 15,000 or 18,000 with 4 or more active metals; PB +5)

ACTIONS

Multiattack. The bulgasari makes one Slam and one Tusks attack, and uses its Trunk once.

Slam. *Melee Weapon Attack:* +10, reach 10 ft. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Trunk. *Strength Saving Throw:* DC 18, one creature within 10 feet that the bulgasari can see. *Failure:* 9 (1d6 + 6) bludgeoning damage, and the target becomes grappled (escape DC 18). Optionally, instead of dealing damage, the bulgasari can disarm the target of an object that it is holding, such as a weapon or shield.

Tusks. *Melee Weapon Attack:* +10, reach 10 ft. *Hit:* 28 (4d10 + 6) bludgeoning damage, and the target is knocked prone. The attack deals double damage to objects.

BONUS ACTIONS

Swallow Metal. The bulgasari consumes a mundane Small or smaller metallic object it is holding or has grappled. It then gains the benefits of its Metal Eater trait according to the type of metal it ate.



Fire Weakness. When the bulgasari takes 10 or more fire damage, attacks against it gain advantage, and the bulgasari has disadvantage on saving throws. This effect lasts until the end of bulgasari's next turn.

Metal Eater. When the bulgasari consumes a mundane Small or larger metallic object (or multiple objects that amount to a Small or large pile), it gains the following effects depending on the metal type for 10 days. The bulgasari can have multiple effects active at the same time, and the GM decides which effects are already active at the start of the combat:

- Adamantine. Any critical hit scored against the bulgasari becomes a normal hit.
- Brass or Bronze. The bulgasari gains proficiency in the Athletics and Perception skills.
- Gold. The bulgasari gains darkvision out to 120 feet.
- Iron or Steel. The bulgasari AC increases by 2.
- Lead. The bulgasari gains proficiency in the Strength and Constitution saving throw.
- Mithril. The bulgasari's speed increases by 20 feet.
- Silver. The bulgasari's attacks count as magical.
- Tin. The bulgasari becomes immune to being charmed or frightened.

Statue Form. If reduced to 0 hit points, the bulgasari turns into a Medium metallic statue (AC 20, HP 150, immune to all damage except fire damage, damage threshold of 30 against fire) weighing 3000 pounds. The bulgasari reforms in 1d10 days, reviving with all its hit points.

ACTIONS

Multiattack. The bulgasari makes one Slam and one Tusks attack, and uses its Trunk once.

Slam. *Melee Weapon Attack:* +13, reach 10 ft. *Hit:* 24 (3d10 + 8) bludgeoning damage.

Trunk. *Strength Saving Throw:* DC 21, one creature within 10 feet that the bulgasari can see. *Failure:* 18 (3d6 + 8) bludgeoning damage, and the target becomes grappled (escape DC 20). Optionally, instead of dealing damage, the bulgasari can disarm the target of an object that it is holding, such as a weapon or shield.

Tusks. *Melee Weapon Attack:* +13, reach 10 ft. *Hit:* 40 (5d12 + 8) bludgeoning damage, and the target is knocked prone. The attack deals double damage to objects.

BONUS ACTIONS

Swallow Metal. The bulgasari consumes a mundane Small or smaller metallic object it is holding or has grappled. It then gains the benefits of its Metal Eater trait according to the type of metal it ate.