

LONGBEARD

Small construct, lawful evil

Armor Class 18 (Obsidian Exoskeleton)

Hit Points 191 (20d8 + 70)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	18 (+4)	12 (+1)	18 (+4)

Damage Resistances bludgeoning, cold, fire, necrotic, piercing, poison, slashing

Damage Vulnerabilities lightning

Condition Immunities blinded, exhaustion, poisoned

Senses truesight 60 ft., passive Perception 11

Languages Common, Draconic, Dwarvish, Gnomish

Challenge 14 (11,500 XP)

Autohealing. If Longbeard has not been damaged by lightning type damage in the last round his exoskeleton repairs 2d10hp of damage.

Sturdy. Longbeard's exoskeleton gives him advantage on saving throws against being grappled, knocked prone, or shoved.

Actions

Multiattack. Longbeard makes 3 attacks: two with his drill and one with his laser beam.

Drill Attack. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. Hit: 12 (2d6+5) piercing damage.

Laser Beam. Ranged Spell Attack:* +10 to hit, reach 50 ft., or range 60/5 ft., one creature. Hit: 11 (1d12+5) lightning damage.

Reactions

Anti-Magic Shell. If a spell is targeting Longbeard he may use his reaction to trigger his Anti-Magic Shell to gain +5 AC against the attack or advantage on the saving throw.

Legendary Actions

Longbeard can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Longbeard regains spent legendary actions at the start of his turn.

Heat Sink. Longbeard's exoskeleton releases a burst of scalding-hot steam. All creatures within 10 ft. of Longbeard must make a DC 15 Dexterity Saving Throw, taking 3d8 fire damage on a failed save, or half as much damage on a successful one.

Auto-Targeting. Longbeard's modified eyes lock onto 1 creature of his choice. Until the end of his next turn, Longbeard's next attack against the creature is at advantage.

Drill Break. Longbeard's thrusters engage and grant him a burst of speed. He can move 30 ft. in a straight line. He is too fast for attacks of opportunity to be taken against him while he uses Drill Break. He will stop at the first enemy he collides with during this charge and make a *Drill Attack* against them. He gains 1d6 piercing damage for each 5 ft. of movement he takes before impacting a creature.