

HELLION'S CHASSIS

CREATURE 10

UNIQUE**CE****LARGE****CONSTRUCT****AGGREGATE****AI****ROBOT****TECHNOLOGY**

Perception +21; darkvision

Languages Androffan, Common, Orc

Skills Athletics +23, Deception +19, Intimidation +17, Religion +16, Thievery +15, Engineering Lore +16, Numeria Lore +14

Str +7, **Dex** +3, **Con** +5, **Int** +2, **Wis** +4, **Cha** +5

Items aggression facet^, ego facet^

AC 31 (construct armor); **Fort** +21, **Ref** +15, **Will** +21

HP 155 (Hardness 10); **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

Weaknesses electricity 10

Construct Armor Once Hellion's Chassis is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 27.

Speed 30 feet, climb 30 feet

Melee ♦ claw +23 (reach 10 ft), **Damage** 2d6+10 bludgeoning plus Grab

Ranged ♦ integrated plasma beam +19 (beam^, plasma^, range increment 50 ft, technology^), **Damage** 1d6+3 fire plus 1d6+3 electricity

Divine Prepared Spells DC 26, attack +18 ; **5th** *divine wrath, moon frenzy*; **4th** *confusion, divine wrath, shape stone*; **3rd** *circle of protection, heroism, whirling scarves*; **2nd** *dispel magic, shape wood, touch of idiocy*; **1st** *animate rope, befuddle, command, protection*;

Align Armament ♦ (divine, evocation) Hellion blesses one of his chassis' weapons. Choose either chaotic or evil damage; for the next minute, Hellion's integrated plasma beam deals an additional 1d6 damage of that type.

Constrict ♦ 2d8+11 bludgeoning, DC 29