

FORGEFIEND

CREATURE 10

LE LARGE ELEMENTAL EARTH

Perception +19; darkvision

Languages common, dwarven, infernal, terran

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

AC 29; **Fort** +22, **Ref** +14, **Will** +19

HP 215; **Immunities** fire, poison; **Resistances** acid 10, cold 10

Speed 25ft, burrow 25ft, earth glide

Melee ♦ bite +23 (reach 10ft), **Damage** 2d12+13 piercing plus rend armor

Melee ♦ claw +23 (agile, reach 10ft), **Damage** 2d10+11 slashing

Primal Spells DC 26, attack +18 ; **5th** *wall of stone, passwall*; **4th** *wall of fire, shape stone*; **2nd** *shatter*; **cantrips** (5th) *Produce Flame*

Adamantine Bite The Forgefiend's bite treat any object it hits as if it had half as much Hardness as usual, unless the object's Hardness is greater than that of the adamantine weapon.

Rend Armor ➤ **Trigger:** The Forgefiend hits with a bite attack.

When the Forgefiend chews the target's armor, tearing and munching it into scraps. The target makes a Basic Reflex DC 26, on a failure the target's armor becomes broken. On a critical failure, the armor is so destroyed that the status penalty from broken armor is doubled: -2 for light armor, -4 for medium armor, and -6 for heavy armor.

Searing Spew ♦♦ A forgefiend can belch forth a searing pile of slag from its body maw dealing 11d6 damage in an 10 foot square area adjacent to the forgefiend (DC 26 basic Reflex save). The slag quickly cools, forming a rugged pile of useless scrap on the ground which is treated as difficult terrain. The forgefiend cannot use Searing Spew again for 1d4 rounds.