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THE MECHANICAL GOD

Gargantuan construct, Lawful Neutral

Armor Class 26 (natural armor)

Hit Points 648 (35d20+280)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	30 (+10)	28 (+9)	23 (+6)

Saving Throws Con +17, Int +19

Skills Arcana +19, History +19, Insight +18, Perception +18, Religion +19

Damage Resistances Radiant,

Damage Immunities Lightning, Psychic, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, prone, sleep

Senses tremorsense 500 ft., truesight 300 ft., passive Perception 28

Languages All, telepathy 500 ft.

Challenge 30

Constructed Nature The mechanical god doesn't require air, food, drink, or sleep.

Immutable Form. The mechanical god is immune to any spell or effect that would alter its form.

Legendary Resistance (3/day). If the mechanical god fails a saving throw, it can choose to succeed instead.

Magic Resistance. The mechanical god has advantage on saving throws against spells and other magical effects.

Discorporation. When the mechanical god's body drops to 0 hit points or dies, the body is destroyed but the essence of the mechanical god transfers to a modron who ascends to become the next mechanical god.

Persistent Construction. The mechanical god is always improving and repairing itself. It regains 6d12 hit points at the start of its turn each round.

Limited Magical Immunity. Unless it wishes to be affected, the mechanical god is immune to all spells of 5th level or lower, and it has advantage on all saving throws against spells and magical effects.

Spellcasting. The Mechanical God is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 25, +19 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): fire bolt, light, shocking grasp
1st lvl (4 slots): absorb elements, magic missile, thunderwave

2nd lvl (3 slots): detect thoughts, mind spike, shatter

3rd lvl (3 slots): counterspell, dispel magic, haste, lightning bolt

4th lvl (3 slots): banishment, storm sphere

5th lvl (3 slots): animate objects, hold monster

6th lvl (1 slot): chain lightning, globe of invulnerability

7th lvl (1 slot): finger of death, forcecage

8th lvl (1 slot): feeblemind, power word stun

9th lvl (1 slot): psychic scream

Actions

Multiattack. The mechanical god makes three Fist Slam attacks

Fist Slam. Melee weapon attack: +17 to hit, 15 ft. range, one target. *Hit* 3d12+8 bludgeoning damage. If the attack hits, the target must make a DC 25 Strength saving throw or be knocked prone.

Core Node Beam (Recharge 5–6). The Mechanical God fires a beam of light in a 100-foot line that is 10 feet wide. Each creature in the line must make a DC 26 Dexterity saving throw or take 60 (11d10) radiant damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this beam is disintegrated.

Legendary Actions

Fist Slam. The Mechanical God makes a Fist Slam attack

Summon Constructs. The Mechanical God summons 2d10 modrons of its choice (any combination of monodrone, duodrone, tridrone, quadrone, and pentadron).

Cast Spell (costs 2 actions). The Mechanical God casts a spell from its prepared spell list. This expends a spell list as if it were cast as an action.



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