

Animated Armor

Medium, Construct, Unaligned

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ARMOR CLASS

18

HIT POINTS

33 (6d8 + 6)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed Walk 25 ft.

Initiative +0

Saving Throws N/A

Skills N/A

Damage Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft.; Passive Perception 6

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Languages None

STR14
+2**DEX**11
+0**CON**13
+1**INT**1
-5**WIS**3
-4**CHA**1
-5

Traits

Antimagic Susceptibility. The armor is incapacitated while in the area of an antimagic field.

False Appearance. While motionless, the armor is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two Slam attacks.

Slam. Melee Attack Roll: +4, reach 5 ft. Hit: Bludgeoning damage.

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