

Clockwork Horror

Small, Construct, Lawful Evil

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

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ARMOR CLASS

16

HIT POINTS

45 (10d6 + 10)

CHALLENGE

2 | 450 XP

PROFICIENCY

+2

Speed Fly 30 ft., Walk 30 ft.

Initiative +2

Saving Throws N/A

Skills Perception +2

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft.; Passive Perception 12

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Languages understands Modron and one creator language but cannot speak

STR

8

-1

DEX

14

+2

CON

12

+1

INT

12

+1

WIS

10

+0

CHA

6

-2

Traits

Cog Mind. The horror has Advantage on saving throws against being Charmed or Frightened.

Metal Shell. Critical Hits against the horror become normal hits unless the attacker uses an adamantine weapon.

Actions

Saw Mandibles. Melee Attack Roll: +4, reach 5 ft. Hit: 7 (2d4 + 2) Slashing damage.

Spark Ray. Ranged Spell Attack: +4, range 60 ft. Hit: 9 (2d8) Lightning damage.

Repair Pulse (Recharge 6). The horror or one Construct within 10 feet regains 10 Hit Points.

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CONTENT NOTICE

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block.

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