

Duodrone

Medium, Construct (Modron), Lawful Neutral

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ARMOR CLASS

14

HIT POINTS

11 (2d8 + 2)

CHALLENGE

1/4 | 50 XP

PROFICIENCY

+2

Speed	Walk 30 ft.
Initiative	+1
Saving Throws	N/A
Skills	N/A
Damage Immunities	Poison
Condition Immunities	Charmed, Exhaustion, Poisoned
Senses	Truesight 60 ft.; Passive Perception 10
Passive Perception	10
Languages	Modron

STR11
+0**DEX**12
+1**CON**12
+1**INT**6
-2**WIS**10
+0**CHA**7
-2

Traits

Dual Processing. The duodrone can maintain two simple directives at once. It has Advantage on checks made to guard, count, sort, or patrol.

Ordered Mind. The duodrone has Advantage on saving throws against being Charmed or Frightened.

Actions

Multiattack. The duodrone makes two Gear Fist attacks or two Bolt Launcher attacks.

Gear Fist. Melee Attack Roll: +3, reach 5 ft. Hit: 4 (1d6 + 1) Bludgeoning damage.

Bolt Launcher. Ranged Attack Roll: +3, range 60/180 ft. Hit: 4 (1d6 + 1) Piercing damage.

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