

Fractal Mascot

Small, Construct (Mascot), Unaligned

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ARMOR CLASS**14****HIT POINTS****22 (5d6 + 5)****CHALLENGE****1/4 | 50 XP****PROFICIENCY****+2**

Speed Walk 30 ft., Climb 30 ft.

Initiative +2

Saving Throws Dex +4

Skills Perception +3

Damage Resistances Force

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft.; Passive Perception 13

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Languages Understands Common but communicates in geometric pulses

STR**8**

-1

DEX**14**

+2

CON**12**

+1

INT**10**

+0

WIS**12**

+1

CHA**8**

-1

Traits

Recursive Body. The mascot has Advantage on saving throws against being pushed, pulled, or knocked Prone.

Impossible Angles. Opportunity Attacks against the mascot are made with Disadvantage.

Actions

Fractal Edge. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Force damage.

Geometric Flash (Recharge 6). Dexterity Saving Throw: one creature within 30 feet. Failure: 7 (2d6) Force damage. Success: Half damage.

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