

Monodrone

Medium, Construct (Modron), Lawful Neutral

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ARMOR CLASS

13

HIT POINTS

6 (1d8 + 2)

CHALLENGE

1/8 | 25 XP

PROFICIENCY

+2

Speed Fly 30 ft., Walk 30 ft.

Initiative +1

Saving Throws N/A

Skills N/A

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Truesight 30 ft.; Passive Perception 10

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Languages Modron

STR10
+0**DEX**12
+1**CON**14
+2**INT**4
-3**WIS**10
+0**CHA**5
-3

Traits

Single Directive. The monodrone can focus on only one simple task at a time. It has Advantage on checks made to repeat that task without deviation.

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

Actions

Gear Spear. Melee Attack Roll: +2, reach 5 ft. Hit: 3 (1d6) Piercing damage.

Alignment Dart. Ranged Attack Roll: +3, range 30/90 ft. Hit: 4 (1d6 + 1) Piercing damage.

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