

Myrmidon Construct

Large, Construct, Lawful Neutral

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ARMOR CLASS

18

HIT POINTS

152 (16d10 + 64)

CHALLENGE

7 | 2,900 XP

PROFICIENCY

+3

| | |
|-----------------------------|---|
| Speed | Walk 30 ft. |
| Initiative | +1 |
| Saving Throws | Con +7, Str +8, Wis +5 |
| Skills | Athletics +8, Perception +5 |
| Damage Resistances | Bludgeoning, Piercing, Slashing from nonmagical attacks |
| Damage Immunities | Poison, Psychic |
| Condition Immunities | Charmed, Exhaustion, Frightened, Paralyzed, Poisoned |
| Senses | Darkvision 60 ft.; Passive Perception 15 |
| Passive Perception | 15 |
| Languages | Understands the language of its maker but cannot speak |

STR20
+5**DEX**12
+1**CON**18
+4**INT**10
+0**WIS**14
+2**CHA**10
+0

Traits

Shield-Engine Frame. The construct has Advantage on saving throws against being pushed, pulled, or knocked Prone.

Tactical Lockstep. Allied Constructs within 10 feet have Advantage on the first Strength saving throw they make each round.

Actions

Multiattack. The construct makes two Iron Pike attacks.

Iron Pike. Melee Attack Roll: +8, reach 10 ft. Hit: 16 (2d10 + 5) Piercing damage.

Formation Breaker (Recharge 5-6). Strength Saving Throw: creatures in a 20-foot Line. Failure: 36 (8d8) Bludgeoning damage and the target falls Prone. Success: Half damage and no Prone.

Reactions

Interlocking Guard. When a creature within 5 feet is hit by an attack, the construct adds 3 to that creature AC against the triggering attack, potentially causing it to miss.

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