

Pentadrone

Medium, Construct (Modron), Lawful Neutral

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ARMOR CLASS

16

HIT POINTS

45 (6d8 + 18)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed	Walk 30 ft.
Initiative	+2
Saving Throws	Con +5
Skills	Perception +3
Damage Immunities	Poison
Condition Immunities	Charmed, Exhaustion, Poisoned
Senses	Truesight 60 ft.; Passive Perception 13
Passive Perception	13
Languages	Modron

STR14
+2**DEX**14
+2**CON**16
+3**INT**10
+0**WIS**12
+1**CHA**10
+0

Traits

Fivefold Awareness. The pentadrone cannot be surprised while conscious.

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

Actions

Multiattack. The pentadrone makes five Arm Blade attacks.

Arm Blade. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Slashing damage.

Coordinated Steam (Recharge 5-6). Constitution Saving Throw: creatures in a 15-foot Cone. Failure: 10 (3d6) Fire damage. Success: Half damage.

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