

Quadrone

Medium, Construct (Modron), Lawful Neutral

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ARMOR CLASS

15

HIT POINTS

33 (6d8 + 6)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed Fly 30 ft., Walk 30 ft.

Initiative +2

Saving Throws N/A

Skills Perception +2

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Truesight 60 ft.; Passive Perception 12

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Languages Modron

STR12
+1**DEX**14
+2**CON**12
+1**INT**9
-1**WIS**10
+0**CHA**8
-1

Traits

Fourfold Formation. If the quadrone is within 5 feet of at least one allied construct, it gains a +1 bonus to AC.

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

Actions

Multiattack. The quadrone makes two Gear Blade attacks or two Bolt Launcher attacks.

Gear Blade. Melee Attack Roll: +4, reach 5 ft. Hit: 6 (1d8 + 2) Slashing damage.

Bolt Launcher. Ranged Attack Roll: +4, range 80/240 ft. Hit: 6 (1d8 + 2) Piercing damage.

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