

Tridrone

Medium, Construct (Modron), Lawful Neutral

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ARMOR CLASS

15

HIT POINTS

22 (4d8 + 4)

CHALLENGE

1/2 | 100 XP

PROFICIENCY

+2

Speed	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
Passive Perception	12
Languages	Modron

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

Traits

Tactical Triad. The tridrone can track three nearby targets. It has Advantage on Opportunity Attacks against creatures it can see.

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

Actions

Multiattack. The tridrone makes three Gear Spear attacks or three Alignment Dart attacks.

Gear Spear. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage.

Alignment Dart. Ranged Attack Roll: +4, range 60/180 ft. Hit: 5 (1d6 + 2) Piercing damage.

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