ANIMATED ARMORY

Huge • Swarm of Tiny Constructs • Unaligned



Armor Class 17 **Initiative** +3 (13)
Hit Points 75 (10d12 + 10)
Speed 5 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	1 (-5)	8 (-1)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses blindsight 60 ft., passive Perception 9
Languages -
CR 5 (XP 1,800; PB +3)

Reactive. While the animated armory is not blooded, it can take one reaction on every turn of combat.

Swarm. The animated armory can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny weapon. The swarm can't regain hit points or gain temporary hit points.

Unusual Nature. The animated armory doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The animated armory makes two Strikes attacks.

Strikes. *Melee Weapon Attack:* +6, reach 5 feet. *Hit:* 17 (4d6 + 3) damage, or 10 (2d6 + 3) damage if the swarm is bloodied. Roll a d3 to determine the damage type: 1 for bludgeoning, 2 for piercing, or 3 for slashing damage.

REACTIONS

Riposte. *Trigger:* The animated armory is hit by a melee attack roll. *Response:* The animated armory adds 3 to its AC against that attack, possibly causing it to miss. If the attack misses and the swarm is not bloodied, it then makes a Strikes attack against the attacker.

ANIMATED ARMORY — WEAKER



Armor Class 16 **Initiative** +2 (12)
Hit Points 39 (6d12)
Speed 5 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (-5)	8 (-1)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses blindsight 60 ft., passive Perception 8
Languages -
CR 2 (XP 450; PB +2)

Reactive. While the animated armory is not blooded, it can take one reaction on every turn of combat.

Swarm. The animated armory can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny weapon. The swarm can't regain hit points or gain temporary hit points.

Unusual Nature. The animated armory doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The animated armory makes two Strikes attacks.

Strikes. *Melee Weapon Attack:* +4, reach 5 feet. *Hit:* 12 (3d6 + 2) damage, or 5 (1d6 + 2) damage if the swarm is bloodied. Roll a d3 to determine the damage type: 1 for bludgeoning, 2 for piercing, or 3 for slashing damage.

REACTIONS

Riposte. *Trigger:* The animated armory is hit by a melee attack roll. *Response:* The animated armory adds 2 to its AC against that attack, possibly causing it to miss. If the attack misses and the swarm is not bloodied, it then makes a Strike attack against the attacker.

ANIMATED ARMORY — STRONGER



Armor Class 18
Initiative +4 (14)
Hit Points 119 (14d12 + 28)
Speed 5 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	1 (-5)	8 (-1)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses blindsight 60 ft., passive Perception 10
Languages -
CR 8 (XP 3,900; PB +3)

Reactive. While the animated armory is not blooded, it can take one reaction on every turn of combat.

Swarm. The animated armory can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny weapon. The swarm can't regain hit points or gain temporary hit points.

Unusual Nature. The animated armory doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The animated armory makes two Strikes attacks.

Strikes. *Melee Weapon Attack:* +7, reach 5 feet. *Hit:* 25 (6d6 + 4) damage, or 14 (3d6 + 4) damage if the swarm is bloodied. Roll a d3 to determine the damage type: 1 for bludgeoning, 2 for piercing, or 3 for slashing damage.

REACTIONS

Riposte. *Trigger:* The animated armory is hit by a melee attack roll. *Response:* The animated armory adds 3 to its AC against that attack, possibly causing it to miss. If the attack misses and the swarm is not bloodied, it then makes a Strike attack against the attacker.