**December Issue**

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| **Animated Ice Sculpture**  |
| *Medium construct, unaligned*  |
| **Armor Class 15 (natural)**  |
| **Hit Points 39 (6d8 +12)**  |
| **Speed 30 ft.**  |
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| **STR**  | **DEX**  | **CON**  | **INT**  | **WIS**  | **CHA**  |
| 14 (+2)  | 10 (+0)  | 14 (+2)  | 1 (-5)  | 3 (-4)  | 1  (-5)  |

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| **Damage Vulnerabilities** fire  |
| **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks  |
| **Damage Immunities** poison, psychic  |
| **Condition Immunities** blinded, charmed, deafened**,** exhaustion, frightened, paralyzed, petrified, poisoned  |
| **Senses blindsight 60ft (blind beyond this radius); passive perception 6**  |
| **Languages —**  |
| **Challenge 1 (200 xp)**  |
| **Antimagic Susceptibility**. The animated ice sculpture is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the ice sculpture must succeed on a Constitution saving throw against the caster’s spell DC or fall unconscious for 1 minute.  **False Appearance.** While the animated ice sculpture remains motionless, it is indistinguishable from a normal sculpture.  |
| **ACTIONS**  |
| **Multiattack.** The animated ice sculpture makes two melee slam attacks.  **Slam.** Melee Weapon Attack +4 to hit, reach 10ft, one creature. Hit 5 (1d6 +2) bludgeoning damage.   |

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| **Chocolate Golem**  |
| *Medium construct, unaligned*  |
| **Armor Class 8**  |
| **Hit Points 38 (7d8 +7)**  |
| **Speed 20 ft.**  |
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| **STR**  | **DEX**  | **CON**  | **INT**  | **WIS**  | **CHA**  |
| 18 (+4)  | 7 (-2)  | 12 (+1)  | 5 (-3)  | 5 (-3)  | 5  (-3)  |

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| **Damage Vulnerabilities** fire  |
| **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks  |
| **Damage Immunities** poison, psychic  |
| **Condition Immunities** blinded, charmed, deafened**,** exhaustion, frightened, paralyzed, petrified, poisoned  |
| **Senses blindsight 60ft (blind beyond this radius); passive perception 7**  |
| **Languages** understands the language of its creator, but cannot speak  |
| **Challenge 3 (700 xp)**  |
| ***Berserk.*** Whenever the golem starts its turn with 15 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points. The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.  ***Aversion to Fire.*** If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.  ***Immutable Form.*** The golem is immune to any spell or effect that would alter its form.  ***Magic Resistance.*** The golem has advantage on saving throws against spells and other magical effects.  ***Magic Weapons.*** The golem's weapon attacks are magical.   |
| **ACTIONS**  |
| **Multiattack.** The animated ice sculpture makes two melee slam attacks.  **Slam.** Melee Weapon Attack +6 to hit, reach 10ft, one creature. Hit 7 (1d6 +4) bludgeoning damage.   |

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| **Disgruntled Wizard**  |
| *Medium humanoid, any*  |
| **Armor Class 12**  |
| **Hit Points 22 (5d8)**  |
| **Speed 30 ft.**  |
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| **STR**  | **DEX**  | **CON**  | **INT**  | **WIS**  | **CHA**  |
| 9 (-1)  | 14 (+2)  | 11 (+0)  | 17 (+3)  | 12 (+1)  | 11  (+0)  |

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| **Skills: Arcana +5, History +5**  |
| **Senses passive perception 11**  |
| **Languages** any (usually common)  |
| **Challenge 2 (450 xp)**  |
| ***Spellcasting.*** The wizard is a 4th-level spellcaster who uses Intelligence as their spellcasting ability (spell save DC 13; +5 to hit with spell attacks). The wizard has the following wizard spells prepared:  Cantrips (at will): *light, mending, shocking grasp* 1st level (4 slots): *disguise self, hideous laughter, shield* 2nd Level (3 slots): *hold person, misty step*   |
| **ACTIONS**  |
| ***Quarterstaff.*** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 – 1) bludgeoning damage.   |