

Animated Wheelchair

September 20, 2023



Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 14 (+2) | 11 (+0) | 14 (+2) | 1 (-5) | 3 (-4) | 1 (-5) |

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages –

Challenge 1 (200 XP)

Antimagic Susceptibility. The wheelchair is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the wheelchair must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the wheelchair remains motionless, it is

indistinguishable from a normal wheelchair.

Actions

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 12) as the wheelchair has scooped it up and is moving too erratically to escape. The wheelchair must continue moving to retain the grapple. Until this grapple ends, the wheelchair can attack another target, slamming its passenger into the new target, causing both targets to take the same amount of damage. If another target is not within range, the wheelchair slams its passenger into an available solid object, and if no such object is available, it attempts to move 30 feet then stop suddenly, throwing its passenger 10 feet, causing 1d6 bludgeoning damage.