Stat Block Template

Animated Armor
Medium construct, unaligned

Armor Class 18 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 25 ft.

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 armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.
False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions
Multiattack. The armor makes two melee attacks.
Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

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