



## FLYING CLEANSING CLEAVER

*Tiny construct, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 24 (4d8 + 6)

**Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

**Saving Throws** Dex +4

**Damage Immunities** poison, psychic

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

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 7

**Languages** -

**Challenge** 1 (200 XP)

**Antimagic Susceptibility.** The cleaver is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the cleaver must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute. **False Appearance.** While the cleaver remains motionless and isn't flying, it is indistinguishable from a normal cleaver.

### Actions

**Cleansing Cleaver.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage plus 3 (1d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1d4 turns.