Flying Sword

Small Construct, Unaligned

Armor Class 17 (natural)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft.

INIT

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, Frightened, Paralyzed, Petrified, Poisoned

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

Challenge 1/4 (50 XP)

Traits

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

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

Actions

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage.