

ANIMATED ARMOR TACTICS

Animated armors are animated objects made from suits of armor, traditionally plate. Often, transmuters use animated armor to guard their homes and lairs. Here are some tactics for these robo-protectors.

1. **Animated armor has False Appearance.** False Appearance—the pre-5.5 version at least—makes it so that so long as the armor remains motionless, it is indistinguishable from a standard suit of armor. You might allow a character to examine the armor, recognizing its magical nature with a successful DC 15 Intelligence (Arcana) check. If the characters don't recognize that the armor is magical, they are surprised during the first round of combat. *Detect magic* also reveals their true nature.
2. **Some animated armor can “talk.”** Spellcasters may animate the armor with scripted speeches, which lets the armor demand passwords, deliver riddles, or utter warnings. Some can carry on conversations.
3. **Pair with magical *darkness* or *fog clouds*.** Animated objects have blindsight, making them super deadly in magical *darkness* or *fog clouds*. When the armor can see its target but can't see it, the target can't Dodge or take reactions, and the armor has an advantage on attack rolls against the target. This tactic is especially effective in areas roughly the same size as the *darkness/fog cloud's* area of effect that the characters can't easily escape.
4. **Bash bash bash!** Animated armor is little more than a simple machine. They have no tactics, no sense of self or self-preservation, and only exist to smash whatever is violating the parameters of its creation. It attacks the nearest target until that target stops moving or leaves the area it is guarding, then moves on to the next target. They always fight until destroyed.

CLOAKER TACTICS

Cloakers are terrifying subterranean creature that looks like a big, leathery blanket with a moaning face.

1. **Cloakers have False Appearance.** False Appearance—the pre-5.5 version at least—makes it so long as the cloaker remains motionless it is indistinguishable from a dark, leather cloak. You might allow a character to examine the cloaker, recognizing its true nature with a successful DC 18 Intelligence (Nature) check. If the characters don't recognize that the cloaker is a living thing, they are surprised during the first round of combat.
2. **Cloakers bite and use their tail.** So long as the cloaker ambushes the party, it opens with its multiattack. Cloakers are smart enough to recognize spellcasters and target those with their bite attack. It waits until such a target is at least within 20 feet of it while it's hiding—preferably closer. It then reveals its true self and attacks with its bite. If the bite hits, it wraps itself around the target. If the bite misses, it flies as far up into the air as possible to avoid melee weapon attacks, finding cover if available.

3. **Attack!** The cloaker continues to attack the same target with its bite and tail. Both attacks are made with advantage while the target is blinded. It continues to attack that target until the target is dead, the target escapes the cloaker's grasp, or the cloaker's hit points drop below half.
4. **Fly away and find cover.** Once the cloaker can no longer attack the same target, it uses its 40 feet (potentially 80) of movement to put as much distance between itself and the rest of the party as it can. It uses its Moan or its Phantasms features to cover its escape. Pick Moan if the party doesn't seem particularly wise or Phantasms if they have relatively high Wisdom scores/saves. Once out of sight, it uses its +5 Stealth to hide in a nice dark place—it knows its False Appearance won't work on the party a second time.
5. **The cloaker attacks again.** So long as the cloaker has more than half of its hit points remaining, it waits in hiding for the right moment to strike again. Once more, it attacks the weakest-looking target. After witnessing the party in action during its first strike, it has a better sense of its tactics.
6. **Repeat the strategy.** The cloaker then repeats its actions until the entire party dies or loses half its health. It then eats whatever is left (if it killed them) or retreats to lick its wounds and try again later after its Phantasms recharges.

MIMIC TACTICS

Who doesn't love a good mimic adventure? I believe Gyga created mimics to make the party paranoid and more cautious when traipsing through dungeons.

1. **False Appearance.** False Appearance—the pre-5.5 version at least—makes it so that so long as the mimic remains motionless, it is indistinguishable from whatever object it is mimicking. You might allow a character to examine the mimic, recognizing its true nature with a successful DC 12 Intelligence (Nature) check. If the characters don't recognize that the mimic is a living thing, they are surprised during the first round of combat.
2. **Give 'em a reason to get close.** Mimics take on the form of objects an adventurer is likely to examine. Treasure chests, barrels, doors, weapon racks, suits of armor, statues, and even ladders are all common forms for mimics.
3. **Mimics wait 'til something comes close to strike.** The mimic remains perfectly still until something comes within 5 feet of it. It then strikes with its Pseudopod, hoping to adhere to the target.
4. **Bite bite bite.** Once the mimic adheres itself to a target, it has advantage on attack rolls made against it. The mimic relies on its bite attack to deal damage.
5. **Crawl away.** Although it doesn't have a climb speed or the Spider Climb feature, a mimic does technically stick to any surface it touches. So it stands to reason a mimic might adhere to a target then slowly climb its way up a wall or ceiling to stay out of reach of others.
6. **Mimic fakes out.** It's pretty rare that you'll run into a player that doesn't know what a mimic is. That's why it's fun to place lonely treasure chests by themselves in rooms to make the players think it's a mimic. The mimic is a nearby section of the wall or floor for added laughs.

VINE BLIGHT TACTICS

Vine blights are the most clever of the three types of blights, albeit not by much. Whereas their needle and twig cousins don't have enough sense to remain patient or protect themselves from destruction, the vine blight has a little more wisdom.

1. **False Appearance.** False Appearance—the pre-5.5 version at least—makes it so that so long as the vine blight remains motionless, it is indistinguishable from a tangle of vines. You might allow a character to examine the vines, recognizing their true nature with a successful DC 10 Intelligence (Nature) check. If the characters don't recognize that the vine blight is a sentient creature, they are surprised during the first round of combat.
2. **Dangerous in magical *darkness* and *fog clouds*.** All blights possess blindsight out to 60 ft. This tactic makes them particularly deadly in areas affected by magical *darkness* or *fog clouds* where their targets can't see them.
3. **Vine blights wait for a target to come near.** The vine blight stays in its tangle of vines form until targets come within 15 feet of it. It then uses its Entangling Plants feature to grab as many targets as possible. 4.** Vine blights attack with constricting.** Whatever creatures passed their Strength saving throws to avoid the vine blight's Entangling Plants become the vine blight's following targets.
4. **Pair with ranged fighters.** Once the vine blight reveals its nature and entangles whatever targets ranged fighters hidden just out of sight reveal themselves and attack. If attacking in a *fog cloud* or area of magical *darkness*, needle blights make a natural fit. Otherwise, use a creature with excellent scores in Stealth, like goblins or lizardfolk.