

ANIMATED TROPHY MOUNT

Small construct, unaligned

Armor Class 14 (natural armor)

Hit Point 17 (5d6)

Speed 0 ft., fly 30 ft. (hover)

Str	Dex	Con	Int	Wis	Cha
12 (+1)	15 (+2)	10 (+0)	1 (-5)	5 (-3)	12 (+1)

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

False Appearance. While the animated trophy mount remains motionless and isn't flying, it is indistinguishable from a normal mounted head.

Random Song. The animated trophy mount compels those who hear it sing to join along. Each creature that starts its turn within 30 feet of the animated trophy mount must succeed on a DC 11 Wisdom saving throw or fall prone and begin singing, becoming incapacitated for the duration. A creature with an Intelligence score of 4 or lower is not affected. On a successful saving throw, the creature is immune to the animated trophy mount's *Random Song* for 24 hours.

If a target fails their save against the *Random Song*, they may make another Wisdom saving throw to overcome the effect at the end of each of the animated trophy mount's turns, and each time it takes damage. The target has advantage on any saving throw that was triggered by damage.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.



TACTICS

Before Combat The animated trophy mount is not looking for a confrontation and for the most part will remain silent or periodically engage in typical conversations. However, if asked for a song, or it hears music, or is generally agitated it can become excited.

During Combat If forced into combat, the animated trophy mount will begin its *Random Song* ability, oftentimes hovering out of reach of those trying to shut it up.

Morale Once its victim is reduced to 0 hp or the song is concluded, the animated trophy mount will quickly return to its intended place on the wall.

Animated trophy mounts were a novelty that wore out quickly. Created by wizards as a practical joke after too much drinking, they saw a surge in popularity, especially in lower-class establishments.

The animated trophy mount can be created from any creature, but are traditionally the heads of deer, boar, bear, and on a few occasions fish. The mount is typically a harmless creature, just very annoying in the company of the wrong crowd. As long as the tavern, inn, or whoever is present sings along with the animated object, it seems to sport no ill will to those around them.

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