



## MAGE SLAYER

Since the dawn of time, magic has been the most powerful force known to the universe. Those who master it are able to shape reality by their sheer will and desire. This great and terrifying power has both built and destroyed empires, wiped out entire civilizations, and broken worlds in half.

There are those who would want to see a balance to this power, to keep those who would abuse it in check. In order to do so, they created the mage slayers; magical constructs built from the sacrifice of those who would protect their world from the destructive forces of magic.

These constructs can only be controlled by their creator who imbues a large portion of their own life force in the creation process, effectively cutting their lifespan in half.

**Boneless Body.** Mage Slayers are humanoid in appearance and unassumingly average in every aspect but that is where any resemblance to humanity ends. The body of a mage slayer is completely empty, allowing it to compress and squeeze itself through impossibly small openings while seeking its target. It can alternatively harden its fists and feet to produce powerful strike attacks while at the same time bending its body in unnatural ways to avoid being hit.

**Magical Sponge.** Specifically built to hunt down magic users, the mage slayer turns their enemy's strength against them. Immune to all but the most powerful of magics, it will also turn any magical damage done to it into health. Nonmagical silver weapons seem to be the only way to cause damage to these constructs.

### MAGE SLAYER

Medium construct, unaligned

**Armor Class** 15  
**Hit Points** 93 (11d8 + 44)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	18 (+4)	12 (+1)	14 (+2)	8 (-1)

**Saving Throws** Str +7, Dex +8  
**Skills** Acrobatics +8, Athletics +7  
**Damage Immunities** lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses** truesight 60 ft., passive Perception 12  
**Languages** the language of its creator  
**Challenge** 7 (2,900 XP)

**Immutable Form.** The mage slayer is immune to any spell or effect that would alter its form.

**Amorphous.** The mage slayer can move through a space as narrow as 1 inch wide without squeezing.

**Evasion.** If the mage slayer is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the mage slayer instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Limited Magic Immunity.** The mage slayer can't be affected or detected by spells of 7th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

**Magic Absorption.** Whenever the mage slayer is subjected to magical damage, it takes no damage and instead regains a number of hit points equal to the magical damage dealt.

### Actions

**Multiattack.** The mage slayer makes two strike attacks.

**Strike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.