

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.

Author: Rick Hershey

Artist: Rick Hershey

Design and Layout: Rick Hershey

Fat Goblin Hoarde: Ismael Alvarez, Jason Owen Black, Geoff Gander, Taylor Hubler, Matt Roth, Lucus Palosaari, Troy Daniels, and Rick Hershey.

Business Manager: Tristan Hershey

Publisher: Rick Hershey of Fat Goblin Games



fatgoblingames.com



Animated Trophy Mount © 2021 Fat Goblin Games

Open Game Content: All material — including but not limited to art, place and character names, character and setting descriptions, background, and new class descriptions—is Product Identity. All other content is considered Open Game Content.

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

Looking for more creatures, items, adventures, player options, and horror for your 5th Edition Fantasy Game?

THEN JOIN OUR PATREON!

patreon.com/vathak5th

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors: Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Shadows over Vathak © 2012, Fat Goblin Games, Authors: Rick Hershey and Jason Stoffa.

Shadows over Vathak: Player's Guide © 2016, Fat Goblin Games; Authors: Ismael Alvarez, Tyler Beck, John Bennett, Jason Owen Black, Troy Daniels, J Gray, Rick Hershey, Taylor Hubler, Lucus Palosaari, Jennifer Povey, Michael Riter, and Matt Roth.

Shadows over Vathak: Explorer's Guide to Vathak © 2016, Fat Goblin Games; Author: Lucus Palosaari

Fifty Magnificently Murderous Mimics © 2019 WizCo Games, LLC., published by Total Party Kill Games.

Animated Trophy Mount © 2021, Fat Goblin Games; Author: Rick Hershey