**Tank**

HP: 500

AC: 20

MS: 60ft

Fire: DC 15 Dex save, 15d10 explosive dmg in 20ft radius.

Ram: DC 10 Dex save, 5d10 bludgeoning dmg. If hits target makes DC 10 Dex save or it gets under the tank, if under tank make DC 15 Con save or take 10d10 bludgeoning, upon successful save take only half of dmg

Can hold 4 people inside.

1 – fire once per 2 turns or move

2 – move, fire once per 2 turns

3 – move once per 2 turns and fire once per turn

4 – move and fire once per turn

**Anti-magic sphere**

HP: 50

AC: 10

MS: 10ft

Can only nullify magic if stationary

Anti-magic field: no magic in 500ft sphere

Focus field (toggleable for 1 action): no magic in 2000 ft 90 degree cone instead of sphere.