Expanded Animated Objects



HOMEBREW

By Sonixverse Labs

© Wizards of the Coast - by James Ryman

Animated Objects

Thanks to rampant arcane mishaps or intentional arcane creation, ordinary objects are able to come to life and even acquire a level of sentience. Although many of these items acquire a mind of their own, they are often under the control of some arcane caster. However, in some circumstances, some animated objects have been able known to act under their own volition with no command, exhibiting various behavioral patterns that vary depending on the type of item it is.

Animated Object Tactics

In many encounters, animated objects are simply automated minions that obey all commands to the best of their ability from their creators. However, unaffiliated animated objects can be a bit more unpredictable in a hostile encounter. Many animated objects seemed to be quite territorial, especially against flesh-based creatures. However, unlike many constructs, animated objects to do seem to possess a level of self-preservation when in danger and will attempt to flee from a powerful opponent.

Due to their magical nature, the greatest weakness of all animated objects is their susceptibility to effects that would disrupt the magic that gives them life. As a result, animated object tend to possess a general fear of antimagic fields and effects such as dispel magic.

Animated Object Types

Animated objects can come in all shapes and sizes as they can appear as literally anything. This compendium will exhibit some of the more common variants of animated objects from the nearly infinite hoard of animated objects.

Animated Tables

In comparison to other animated objects, animated tables tend to be quite aggressive and significantly dangerous. Despite their often clumsy looking appearance, they are surprisingly agile as they gallop or waddle after their opponents. The table's primary strength lies in its weight and momentum, using its body to crash into opponents trampling underneath its furious table legs.

Animated Chairs

Animated chair are quite impish objects. Animated chair love to pull pranks on flesh-based creatures. Their favorite tactic is to allow unassuming individuals (preferably a flesh-based organism) to sit on it, then it will proceed to move to cause the individual to fall flat on the ground. Other times, the chair will take its passenger on a wild voyage by attempting to running off a roof, busy street, or into a river with it unfortunate captive.

In combat, chairs can be quite aggressive and have a strange knack for specifically targeting the shins of its appearance. Although chair typically are not the most dangerous type of inanimate object, it can be a quite painful experience as they continually kick the shins of their enemies.

Animated Bed

Despite their lax demeanor, beds are considerably more surprisingly more malevolent than other kinds of animated objects. This is primarily due to the fact that they are rather opportunistic opponents. Their primary tactics are to entangle their victims with bedsheets to blind and suffocated them before bludgeoning to death. Beds rely on the element of surprise to quickly overwhelm their opponent; however, if needed, they are known to erupt into a violent fury that recklessly slams into any creature that gets too close.

Animated Cauldron

Animated cauldrons are notoriously clumsy objects. They often resemble gargantuan pots fulled of boiling and caustic liquid. Due to the magic powering it, the animated cauldron is able to retain a never ending source of bubbling liquid inside. Despite this endless source of liquid, they are very careful not to follow over to spill this liquid.

Cauldrons enjoy adding random items and ingredients into their brew as they take special pride in creating their own unique concoction. However, they are known to become quite livid if any attempts to steal their liquid without their permission or purposefully causes them to fall over. When angered, they are known to spew scalding liquid at anyone in their path.

Animated Oven

Animated ovens, are known for their fiery temperament. Animated ovens have only one thing in mind, which is to continually find a source of fuel. However, this tactic can prove to be quite dangerous as ovens have been known to incinerate small animals, children, and even fully grown adults. If given enough fuel, ovens have been known to recklessly belch fire burning downs entire homes and even neighborhoods.

Animated Flying Rug

Animated flying rugs are the magical counterpart to normal animated rugs. These objects tend to be even more malicious than their terrestrial relatives. Their favorite tactic is to smother an unwitting target and fly off with their prey. After ascending to great heights, the flying rug drops its prey and will swoop down to find another victim.

Animated Instrument

At first glance, animated instruments seem to be relatively harmless objects thanks to their enrapturing melodies. However, these objects are known to be particularly sinister against fleshy creatures. They possess a particular hatred for musicians, especially those that command magical instruments of their own and seek to free their kin from their masters. Animated instruments tend to congregate in packs, almost akin to a magical band, to lure unsuspecting individuals in with their sounds only to blast them with a barrage of acoustic notes.

Animated Bookshelf
Animated bookshelves are rather reclusive objects. All they want in life is to add more books and tomes to their collection. Thanks to their magical nature, they are able to store books on their body as well as a magical extradimensional space stored in their form. If one takes a book from its form without its consent, it erupts into a furious rage, sending swarms of magical books to barrage their opponents.

Animated Doll
Animated dolls are some of the friendliest and most playful of all animated objects. However, they only show this affection towards children and can be quite aggressive towards adults (although they have been known to begrudgingly tolerate a child's parents). They have been known to be violently protective of their child companions, using their small size to latch onto larger opponents to unleash a flurry of blows on their enemy.

Animated Chain
Animated chains are rather malicious items that tend to flock together in small packs. They often lie in wait in twisted piles of chains, lashing out and choking any living creature that gets too close. They have also been known to hand from ceilings like metal ivy, wrapping around the necks of anyone who wanders too close.

Animated Knife
Animated items are the smallest of all sentient weapons. Despite their small size, they more than make up for it with their incredible agility and flurry of well-placed stabs. Of all sentient weapons, they are the most social and can be found traveling in small packs of 7(2d6).

Animated Longsword
Animated longswords seem to possess an innate superiority in regard to other sentient weapons. Animated longswords can typically be found accompanying other animated weapons such as mauls, knives, and halberds, directing them in battle like a command with a point of its blade. In comparison to the rest of their kin, animate longsword are opportunistic fighters, waiting for their allies to provide an opening for the longsword to make a decisive strike.

Animated Maul
Of all animated weapons, maul are the heavy bruisers. Thanks to their heavy heads, they are able to smash through the sturdiest of wall and heavily armored foes with little difficulty.

Animated Glaive
Animated glaives are some of the most dangerous of all animated weapons. Thanks to their extended ranged and lightning reflexes, they are able to keep their enemies at bay while providing an opening for its allies to make an attack

Animated Shield
Animated shields are the least aggressive of all animated weapons, as they primary only fight in self-defense. They excel at supporting their allies by deflecting any attacks that would harm them or their allies.

Animated Wand
Despite their tiny form, animated wands are incredibly powerful animated items. Although these objects often take the form of a wand, they have often been known to appear as an arcane focus crystal, holy symbol, a spellbook, or even a magical staff. They not only have the ability to unleash a storm of spells, but have been known to even redirect it at other opponents.

Thankfully, animated wands tend to be quite rare. If not under the direct control of an arcanist, they are typically drawn to locations with a lot of magical energy, such as an abandoned wizard tower.

Animated Torch
Animated torches have only one thing in mind, which is to illuminate every shadow it comes across. Despite their nice intentions, their methods typically include setting things ablaze. To make matters worse, animated torches tend to flock together like vermin and can quickly cause massive wildfire or burn down entire neighborhoods if not kept under control.

Animated Chandelier
Animated chandelier resemble colossal spiders of wood or metal with dozens of torches on its body. In fact, these constructs often attract various animated torches which roost on its body. Animated chandeliers are quite fond of collecting candles and torches, mundane and magical alike. In fact, these chandeliers have been known to break into shops to acquire more candles or torches. However, if approached or threatened, they can be quite dangerous as they can form fiery maws made or torches burning their foes. If outnumbered, they are able to fire candles like the quills of a porcupine.

Animated Armor
Even if it is not directly under the control of a spellcaster, animated armors have an insatiable need to protect something. Sometimes, animated armor will simply defend the location in which it was awakened. Other times, they have been known to "imprint" on the first individual they see, continually following them to protect them from harm. Thanks to their stalwart dedication to their task, animated armored have been known to shrug off otherwise lethal damage, refusing to back down until its foe has been defeated.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.



Animated Ballista

Animated ballistas are extremely territorial constructs that are obsessed with attacking any intruders, even if there is no one commanding it. They have been known to roam abandoned castles or forts, long after the defenders have let it.

In comparison to other constructs, animated ballista have extremely keen senses, allowing them to pinpoint the location of an enemies hundreds of feet away. They also possess uncanny accuracy and are able to snipe a target from long distances with their colossal ballista bolts.

Animated Statue

Animated statues are often the most common of all animated objects. The reason for this is that these statues are intentionally designed to come to life, wherein most other constructs are given life by a chance spellcaster or magical accident.

Animated statues typically stay dormant unless awakened by special conditions set by their creator. Because of this, animated statues have been known to remain dormant, even long after a city has been destroyed or abandoned.

Animated Statue Colossus

Statue colossi are enormous variants of a traditional animated statue. These statues are typically used a cities last means of defense against invaders, immediately coming to life, trampling anything in its wake. Others serve as ancient guardians of lost tombs or temples to deter intruders.

Animated Carriage

Like most statues, animated carriage are typically created with the intention to be animated. Although they are quite expensive to make, they prove to be quite superior to bestial mounts. Whenever an animated carriage loses its initial purpose or has no one to command it, it takes on a personality of its own and is known to be quite nomadic. Although not intentionally malicious, animated carriages tend to be quite troublesome by locking unknowing occupants inside its form and taking them on a wild joyride.

Animated Rowboat

Like the animated carriage, animated rowboats tend to be quite nomadic, traveling across the open seas. They have been known to travel hundreds of miles to reach entirely new continents. It is believed that rumors of ghost ships are actually accounts of animated boats.

Some animated boats have known to be quite altruistic, helping stranded or shipwrecked sailors. Many arcanists believe rogue rowboats acquired this behavior due to their initial programming as automated means of transportation.

Animated House

Animated houses are some of the largest and rarest of all animated objects. The primary reason for this is that it require a lot of magic to fully animate such a structure. A rouge animated house is a beacon that many animated objects are attracted to. In fact, animated houses have been known to contain an entourage of animated objects that use its body as a refuge.

Due to their incredible size, animated house are known to be quite dangerous as they have been known to swallow attackers, leaving them to be attacked by any objects inside its form. These house have also learned to morph their form into limbs that allow them to hurl debris and boulders at attackers from long distances.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Animated Table

Large Construct, unaligned

Armor Class 15 (Natural Armor)
Hit Points 32 (5d10+5)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	13 (+1)	1 (-5)	3 (-4)	11 (+0)

Skills Perception -2
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 2 (400 xp)

Antimagic Susceptibility The table is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the table must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

Charge If the table moves at least 20ft. in a straight line and makes a ram attack on the same turn, the target takes an additional 9(2d8) bludgeoning. If the target is a creature, it must succeed a DC 14 Strength saving throw or fall prone.

False Appearance While motionless, the table is indistinguishable from a normal table

Trample* When the table deals a critical hit, creatures must succeed DC 14 Strength saving throw or be knocked prone

Actions

Ram. *Melee Weapon Attack:** +6 to hit, 5ft, one target. *Hit:* 13(2d8+4) bludgeoning damage.

Bonus Actions

Table Leg *Melee Weapon Attack:** +6 to hit, 5ft, one prone target. *Hit:* 9(1d8+4) bludgeoning damage.

Animated Chair

Medium Construct, unaligned

Armor Class 15 (Natural Armor)
Hit Points 22(4d8+4)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	1 (-5)	3 (-4)	11 (+0)

Skills Perception -2
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 1/2 (100 xp)

Antimagic Susceptibility The chair is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the chair must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

Charge If the chair moves at least 20ft. in a straight line and makes a ram attack on the same turn, the target takes an additional 5(2d4) bludgeoning. If the target is a creature, it must succeed a DC 12 Strength saving throw or fall prone.

False Appearance While motionless, the chair is indistinguishable from a normal chair

Shin Breaker If the chair deals a critical hit, the target must succeed a DC 12 Constitution saving throw or have its movement speed reduced to 0

Actions

Chair Kick. *Melee Weapon Attack:** +4 to hit, 5ft, one target. *Hit:* 7(2d4+2) bludgeoning damage.

Bonus Actions

Aggressive The chair can use its bonus action to take the Dash action.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Animated Bed

Large Construct, unaligned

Armor Class 15 (Natural Armor)
Hit Points 37(5d10+10)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	1 (-5)	3 (-4)	11 (+0)

Skills Perception -2
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 2 (450 xp)

Antimagic Susceptibility The bed is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the bed must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

False Appearance While motionless, the bed is indistinguishable from a normal bed

Reckless At the start of its turn, the bed has advantage on attack rolls until the start of its next turn. However, attacks against it for the duration has advantage for the duration.

Tangled Sheets If the bed deals a critical hit, a Medium or smaller creature is considered to be grappled(escape DC 14), Creatures grappled in this manner are considered to be blinded and are at risk of suffocating for the duration of the grapple.

Actions

Multiattack The bed can make a Blinding Sheet and a Ram attack on its turn

Blinding Sheets *Melee Weapon Attack:* +6 to hit, 5ft, one target. Hit: one a hit, a Medium or smaller creature become grappled by the bed (escape DC 14). While grappled in this manner, creatures are considered blinded and are at risk of suffocating for the duration of the Grapple.

Ram. *Melee Weapon Attack:* +6 to hit, 5ft, one target. Hit: 13(2d8+4) bludgeoning damage.

Bonus Actions

Slam. *Melee Weapon Attack:* +6 to hit, 5ft, one grappled target. Hit: 9(1d8+4) bludgeoning damage.

Animated Cauldron

Large Construct, unaligned

Armor Class 17 (Natural Armor)
Hit Points 52(5d10+15)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	1 (-5)	3 (-4)	11 (+0)

Skills Perception -2
Damage Immunities Acid, Fire, Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 3 (700 xp)

Antimagic Susceptibility The cauldron is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the cauldron must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

Caustic Demise When the cauldron is reduced to 0 hitpoints, creatures within 5ft. of the cauldron must succeed a DC 13 Dexterity saving throw or take 9(2d8) acid damage + 9(2d8) fire damage.

Clumsy The cauldron has advantage on Dexterity saving throws and saving throws against being knocked prone. Upon falling prone, the cauldron must expend all of its movement to right itself

False Appearance While motionless, the cauldron is indistinguishable from a normal cauldron

Heated Body When a creature grapples or hits the cauldron with a melee weapon attack while within 5ft. of it, that creature takes 5(1d8) fire damage.

Overflow If the cauldron is knocked prone, creatures within 5ft. of the cauldron must succeed a DC 13 Dexterity saving throw. On a failed saving throw, creatures with 5ft. of it takes 5(1d8) acid and 5(1d8) fire damage.

Actions

Cauldron Spit *Melee Weapon Attack:* +6 to hit, 5ft, one target. Hit: 12(2d8+3) acid damage + 9(2d8) fire damage.

Cauldron Blast(Recharge 5-6) Creatures in a 30ft. cone must succeed a DC 13 Dexterity saving throw. On a failed saving throw, creature take 9(2d8) acid damage + 9(2d8) fire damage. On a successful saving throw, creatures take half damage.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Animated Oven

Large Construct, unaligned

Armor Class 15 (Natural Armor)
Hit Points 37(5d10+10)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	14 (+2)	1 (-5)	3 (-4)	11 (+0)

Skills Perception -2
Damage Immunities Fire, Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 3 (700 xp)

Antimagic Susceptibility The oven is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the oven must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

False Appearance While motionless, the oven is indistinguishable from a normal oven

Fiery Demise When the oven is reduced to 0 hitpoints, creatures within 5ft. of the oven must succeed a DC 13 Dexterity saving throw or take 9(2d8) fire damage.

Heated Body When a creature grapples or hits the oven with a melee weapon attack while within 5ft. of it, that creatures takes 5(1d8) fire damage.

Heated Aura Creatures that first enters within 5ft. of the oven takes 5(1d8) fire damage

Actions

Ram *Melee Weapon Attack:* +6 to hit, 5ft, one target. Hit: 12(2d8+3) bludgeoning damage.

Ember *Ranged Weapon Attack:* +6 to hit, 60ft, one target. Hit: 9(2d8) fire damage.

Flame Breath(Recharge 5-6) Creatures in a 30ft. cone must succeed a DC 13 Dexterity saving throw. On a failed saving throw, creature take 18 (4d8) fire damage and are set aflame for 1 minute. Creatures set ablaze takes 5(1d8) fire damage and can use its action to put out the flames. On a successful saving throw, creatures take half damage and are not set ablaze.

Animated Flying Rug

Large Construct, unaligned

Armor Class 11 (Natural Armor)
Hit Points 27(5d10)
Speed 10ft., 60ft. fly (Hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	11 (+0)	1 (-5)	3 (-4)	11 (+0)

Skills Acrobatics +4, Perception -2
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 2 (450 xp)

Antimagic Susceptibility The rug is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the rug must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

False Appearance While motionless, the rug is indistinguishable from a normal rug

Flyby The rug can fly outside a creature's reach without provoking attacks of opportunity

Damage Transfer While grappling a creature, the rug only takes the half damage dealt to it and the creature grappled by the rug takes the other half

Constrict Creatures grappled by the rug takes 9(2d8) bludgeoning damage at the start of each of the rug's turn

Skydive If the rug flies at least 20ft. down in a straight line and makes a smother attack against a creature on the same turn, it can deal an additional 9(2d8) bludgeoning damage.

Actions

Smother *Melee Weapon Attack:* +5 to hit, 5ft, one Medium or smaller creature. Hit:The creature is grappled(escape DC 13). Until this grapple ends, the target is restrained, blinded, and is at risk of suffocating, and the rug can't smother another target.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Animated Instrument

Small Construct, unaligned

Armor Class 15 (Natural Armor)
Hit Points 10(4d4)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	1 (-5)	3 (-4)	16 (+3)

Skills Perception -2
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 1 (200 xp)

Antimagic Susceptibility The instrument is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the instrument must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

Catchy Beat A creature charmed by the instrument must use all its movement to dance without leaving its space and has disadvantage on Dexterity and Wisdom ability checks and saving throws. Creatures also suffer disadvantage attack rolls and attacks against that creature has advantage.

False Appearance While motionless, the instrument is indistinguishable from a normal instrument

Music Aura At the start of its turn, the instrument gives off a beautiful melody. Creatures within 30ft. or the instrument that can hear it must succeed a DC 13 Wisdom saving throw or become charmed by the instrument for one minute.

Creatures can repeat its saving throw at the end of each of its turns to end the effect on a success. On a successful saving throw, creatures are immune to being charmed by this ability for the next 24 hours.

Actions

Dissonant Note *Ranged Spell Attack:* +5 to hit, 60ft, one target. Hit: 8 (1d10+3) thunder damage. On a hit, the target must succeed a DC 13 Wisdom saving throw or suffer disadvantage on attack rolls until the end of its next turn. Creatures that are deafened automatically succeed this saving throw.

Harmonic Burst(Recharge 5-6) Creatures in a 20ft. cone must succeed a DC 13 Constitution saving throw. On a failed saving throw, creatures take 11(2d10) thunder damage and are stunned until the end of its next turn. On a successful saving throw, creatures take half damage and are not stunned.

Animated Bookshelf

Large Construct, unaligned

Armor Class 15 (Natural Armor)
Hit Points 55(10d10)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	11 (+0)	1 (-5)	3 (-4)	11 (+0)

Skills Perception -2
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 3 (700 xp)

Antimagic Susceptibility The bookshelf is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the bookshelf must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

False Appearance While motionless, the bookshelf is indistinguishable from a normal bookshelf

Librarian The bookshelf can pinpoint the location of any book that was on its shelf as long as it is on the same plane of existence

Tome Keeper While the bookshelf possesses a book, it can store the book in an 10ft. cube extradimensional space. If the bookshelf is under the effects of Antimagic Susceptibility, all books stored in this manner appear in an unoccupied space within 5ft. of it.

Tome's Fury If the bookshelf takes the Attack action against a creature that possesses one of its books, the bookshelf can make on additional slam against that creature. Additionally, while these conditions are met, the bookshelf can make an attack against that creature with advantage.

Actions

Multiattack the bookshelf can make two tome blasts.

Slam *Melee Weapon Attack:* +6 to hit, 5ft, one target. Hit: 15 (2d10+4) bludgeoning damage

Tome Blast *Ranged Weapon Attack:* +6 to hit, 60ft, one target. Hit: 9 (2d4+4) bludgeoning damage. The book automatically returns to the bookshelf

Book Storm(Recharge 5-6) Creatures in a 10ft. radius around the bookshelf must succeed a DC 10 Dexterity saving throw or take 20(8d4) bludgeoning damage. On a successful saving throw, it takes half damage.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Animated Doll

Small Construct, unaligned

Armor Class 11 (Natural Armor)
Hit Points 10(4d4)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	11 (+0)	1 (-5)	3 (-4)	11 (+0)

Skills Stealth +4, Perception -2
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 1/2 (100 xp)

Antimagic Susceptibility The doll is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the doll must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

False Appearance While motionless, the doll is indistinguishable from a normal doll

Latch On The doll can grapple any creature larger than it. Whenever it grapples a creature in its manner, it can latch on occupying the same space as that creature. While grappling a creature in this manner, the doll has advantage on attack rolls against that creature.

Nimble The doll can move through the space of a creature one size larger than it without expending additional movement speed.

Diminutive Form The doll can also end its turn in the space occupied by a creature at least one size larger than it. While a space is occupied in this manner, attacks against the doll has disadvantage.

Actions

Slam *Melee Weapon Attack:* +4 to hit, 5ft, one target. Hit: 4(1d4+2) bludgeoning damage. Upon a hit, the target become grappled (escape DC 8)

Bonus Actions

Double Slam The doll can use its bonus action to make an additional slam attack against a creature grappled by it.

Stealthy The doll can use its bonus action to Hide. The doll is able to Hide behind a creature at least one size larger than it.

Animated Chain

Medium Construct, unaligned

Armor Class 19 (Natural Armor)
Hit Points 18 (4d8)
Speed 30ft. 30ft. climb

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	10 (+0)	1 (-5)	3 (-4)	11 (+0)

Skills Athletics +5, Perception -2
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 1(200 xp)

Antimagic Susceptibility The chain is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the chain must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

Binding Chain Creatures grappled and restrained by the chain have disadvantage on saving throws to escape

Constrict Creatures grappled by the chain take 5(1d8) bludgeoning damage at the start of each of the chain's turns and is at risk of suffocating

False Appearance While motionless, the chain is indistinguishable from a normal chain

Spider Climb The chain can climb difficult surfaces without needing to make an ability check

Actions

Lash. *Melee Weapon Attack:* +5 to hit, Reach 10ft., one target. *Hit:* 8(1d8+3) bludgeoning damage. Upon a hit, the target is considered to be grappled and restrained(escape DC 13).

The chain can only grapple one creature at a time and cannot make another lash attack at another creature for the duration of this grapple. However, the chain can use its bonus action to make an additional lash attack against a grappled creature

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Animated Knife

Tiny Construct, unaligned

Armor Class 19 (Natural Armor)
Hit Points 5(2d4)
Speed 30ft. fly(hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	1 (-5)	3 (-4)	11 (+0)

Saving Throws Dex +4
Skills Perception -2
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 1/2 (100 xp)

Antimagic Susceptibility The knife is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the knife must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

False Appearance While motionless, the knife is indistinguishable from a normal knife

Furious Stab Upon dealing a critical hit, the knife can make one additional stab attack as part of its turn. It can only use this feature once one each of its turns.

Magical Attacks The knife's attacks counts as magical for the purpose of overcoming resistance.

Pack Tactics The knife has advantage on an attack roll against a creature if at least one of the knife's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Stab *Melee Weapon Attack:* +4 to hit, 5ft, one target. Hit: 4(1d4+2) piercing damage

Animated Longsword

Small Construct, unaligned

Armor Class 19 (Natural Armor)
Hit Points 10(3d6)
Speed 30ft. fly(hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	3 (-4)	11 (+0)

Saving Throws Dex +4
Skills Perception -2
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 1 (200 xp)

Antimagic Susceptibility The longsword is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the longsword must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

False Appearance While motionless, the longsword is indistinguishable from a normal longsword

Keen blade The longsword can deal a critical hit on a 19-20

Magical Attacks The longsword's attacks counts as magical for the purpose of overcoming resistance.

Tactical Advantage The longsword can deal an additional 9 (2d8) damage on an attack roll against a creature if at least one of the longsword's allies is within 5 feet of the creature and the ally isn't incapacitated. It can only benefit from this feature once on each of its turns

Actions

Slash *Melee Weapon Attack:* +4 to hit, 5ft, one target. Hit: 7(1d8+2) slashing damage

Reactions

Parry When a creature hits the sword with a melee weapon attack, the sword can use its reaction to make a Slash

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Animated Maul

Small Construct, unaligned

Armor Class 19 (Natural Armor)
Hit Points 10(3d6)
Speed 30ft. fly(hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	11 (+0)	1 (-5)	3 (-4)	11 (+0)

Skills Perception -2
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 1 (200 xp)

Antimagic Susceptibility The maul is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the maul must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

Brutal Upon dealing a critical hit, the maul can triple the damage die

False Appearance While motionless, the maul is indistinguishable from a normal maul

Magical Attacks The maul's attacks counts as magical for the purpose of overcoming resistance.

Siege Monster The maul's attacks deal double damage to buildings and objects.

Actions

Smash *Melee Weapon Attack:* +5 to hit, 5ft, one target. Hit: 10(2d6+3) bludgeoning damage. Upon a hit, the target must succeed a DC 13 Strength saving throw or be knocked prone

Animated Glaive

Small Construct, unaligned

Armor Class 19 (Natural Armor)
Hit Points 10(3d6)
Speed 30ft. fly(hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	11 (+0)	1 (-5)	3 (-4)	11 (+0)

Saving Throws Dex +4
Skills Perception -2
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 1/2 (100 xp)

Antimagic Susceptibility The glaive is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the glaive must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

False Appearance While motionless, the glaive is indistinguishable from a normal glaive

Magical Attacks The glaive's attacks counts as magical for the purpose of overcoming resistance.

Reactive The glaive can take a reaction at the end of each of its turns

Actions

Slash *Melee Weapon Attack:* +4 to hit, 10ft, one target. Hit: 8(1d10+2) slashing damage

Reactions

Sentinel The glaive has advantage on opportunity attacks. Upon hitting a creature with an opportunity attack, a Medium or smaller creature must make a DC 12 Strength saving throw or have its movement speed reduce to 0 until the end of its turn

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Animated Shield

Small Construct, unaligned

Armor Class 19 (Natural Armor)
Hit Points 10(3d6)
Speed 30ft. fly(hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	11 (+0)	1 (-5)	3 (-4)	11 (+0)

Skills Perception -2
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 1/2 (100 xp)

Antimagic Susceptibility The shield is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the shield must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

Evasion If the shield fails a Dexterity saving throw that deals damage, it takes half damage and takes none on a success.

False Appearance While motionless, the shield is indistinguishable from a normal shield

Impervious Upon taking a critical hit, the shield takes normal damage instead.

Magical Attacks The shield's attacks counts as magical for the purpose of overcoming resistance.

Actions

Bash *Melee Weapon Attack:* +4 to hit, 10ft, one target. Hit: 5(1d4+2) bludgeoning damage

Reactions

Deflect The shield can use its reaction to cause the next attack against a creature within 5ft. of it to have disadvantage. If the attack still hits, that creature only takes half damage

Animated Wand

Small Construct, unaligned

Armor Class 15 (Natural Armor)
Hit Points 20(8d4)
Speed 30ft. fly(hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	11 (+0)	1 (-5)	3 (-4)	16 (+3)

Skills Perception -2
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 3 (700 xp)

Antimagic Susceptibility The wand is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the wand must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

Magic Resistance The animated wand has advantage on saving throws against spells and magical effects.

False Appearance While motionless, the wand is indistinguishable from a normal wand

Spellcasting

The wand use Charisma for its spellcasting modifier. Its spell save DC is 13 and has a +5 to hit.

Cantrips Acid, Splash Firebolt, Ray of Frost, Mage Hand, Minor Illusion

1st Level Spells(4/slots) Magic Missile, Burning Hands

2nd Level Spells(3/slots) Scorching Ray, Invisibility, Web

3rd Level Spells(2/slots) Fireball, Lightning Bolt, Counterspell, Dispel Magic

Bonus Actions

Spell Barrage(Recharge 5-6) The wand can cast a spell with a casting time of an action as a bonus action. It is still subject to normal spellcasting rules.

Reactions

Spell Redirection If the wand takes damage from a spell, it can take half damage. A creature of its choice within 30ft. of it must succeed a DC 13 Dexterity saving throw or take the other half of the damage on a failed save.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Animated Torch

Tiny Construct, unaligned

Armor Class 15 (Natural Armor)
Hit Points 5(2d4)
Speed 30ft. fly(hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	11 (+0)	1 (-5)	3 (-4)	16 (+3)

Skills Perception -2
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 1/4 (50 xp)

Antimagic Susceptibility The torch is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the torch must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

Illumination The torch gives off a bright light in a 20ft. radius and dim light and additional 20ft. It cannot benefit from this feature if submerged in at least a 5ft. cube of water

False Appearance While motionless, the torch is indistinguishable from a normal torch

Flame Body If the torch is grappled or hit with a melee weapon attack, that creature takes 5(2d4)fire damage.

Immolate Upon dealing a critical hit, the torch can set a creature ablaze. Creatures set ablaze take 5 (2d4) fire at the start of each of its turns. An ablaze creature can use its action to put out the flames

Actions

Torch *Melee Weapon Attack:* +4 to hit, 5ft, one target. Hit: 7 (2d4+2) fire damage

Animated Chandelier

Medium Construct, unaligned

Armor Class 15 (Natural Armor)
Hit Points 44(8d8+8)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	1 (-5)	3 (-4)	16 (+3)

Skills Perception -2
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 3 (700 xp)

Antimagic Susceptibility The chandelier is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the chandelier must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

Illumination The chandelier gives off a bright light in a 20ft. radius and dim light and additional 20ft. It cannot benefit from this feature if submerged in at least a 5ft. cube of water

False Appearance While motionless, the chandelier is indistinguishable from a normal torch

Flame Body If the chandelier is grappled or hit with a melee weapon attack, that creature takes 5(2d4)fire damage.

Immolate Upon dealing a critical hit, the chandelier can set a creature ablaze. Creatures set ablaze take 5 (2d4) fire at the start of each of its turns. An ablaze creature can use its action to put out the flames

Spider Climb The chandelier can climb difficult surfaces without making an ability check

Actions

Candle Maw *Melee Weapon Attack:* +5 to hit, 5ft, one target. Hit: 23 (8d4+3) fire damage

Candle Quills (Recharge 5-6) Creatures of the chandelier's choice in a 20ft radius must succeed a DC 11 Dexterity saving throw. On a failed saving throw, creatures take 20 (8d4) fire damage and are set ablaze. On a successful saving throw, creatures take half damage and are not set ablaze.

Creatures set ablaze take 5 (2d4) fire at the start of each of its turns. An ablaze creature can use its action to put out the flames

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Animated Armor

Medium Construct, unaligned

Armor Class 18 (Natural Armor)
Hit Points 44(8d8+8)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	11 (+0)

Skills Perception -2
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 3 (700 xp)

Antimagic Susceptibility The armor is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the armor must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

False Appearance While motionless, the armor is indistinguishable from a normal set of armor

Impervious Upon taking a critical hit, the armor takes normal damage instead.

Relentless Upon dropping to 0 hitpoints, the armor can make a DC 10 Constitution saving throw. On a successful saving throw, it regains 1 hitpoint. Upon using this feature, the DC increases by 5 upon each success. This feature resets back to 10 after a short or long rest.

Thick Plating The armor can reduce damage taken by 5

Actions

Multiattack The animate armor can make two greatsword attacks on its turn.

Longsword *Melee Weapon Attack:* +5 to hit, 5ft, one target. Hit: 10 (2d6+3) slashing damage

Reactions

Armor Split The armor can use its reaction to temporarily split its form to cause the next attack against it to have disadvantage. If the attack still hits, the armor only takes half damage instead.

Animated Ballista

Large Construct, unaligned

Armor Class 15 (Natural Armor)
Hit Points 70(10d10+20)
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	1 (-5)	3 (-4)	11 (+0)

Skills Perception -2
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned
Senses blindsight 300ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 4 (1100 xp)

Antimagic Susceptibility The ballista is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the ballista must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

Alert The ballista has advantage on initiative checks

False Appearance While motionless, the ballista is indistinguishable from a normal ballista

Sharpshooter The ballista can ignore half and three-fourth's cover

Powerful Shot The ballista can ignore penalties to its ranged attacks due to firing at close range.

Impaling Bolt Upon dealing a critical hit, the target must succeed a DC 14 Strength saving throw or become restrained (escape DC 14)

Siege Monster The ballista can deal double damage to buildings and objects

Actions

Ballista Bolt *Ranged Weapon Attack:* +6 to hit, 600ft, one target. Hit: 26 (4d10+4) piercing damage

Explosive Bolt(Recharge 5-6) Creatures within a 20ft. radius of a spot within 600ft. of the ballista must succeed a DC 14 Dexterity saving throw or take 22(4d10) fire damage

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Animated Statue

Huge Construct, unaligned

Armor Class 17 (Natural Armor)
Hit Points 47(5d10+20)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	1 (-5)	3 (-4)	11 (+0)

Skills Perception -2
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 3 (700 xp)

Antimagic Susceptibility The statue is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the statue must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

Crumbling Form When the statue drops to 0 hitpoints, it crumbles and is destroyed. Creatures within 5ft. of the statue must succeed a DC 13 Dexterity saving throw or take 11(2d10) bludgeoning damage

Endurance Upon failing a Constitution saving throw that deals damage, the statue takes half damage. Upon a successful saving throw, the statue takes no damage.

False Appearance While motionless, the statue is indistinguishable from a normal statue

Siege Monster The statue can deal double damage to buildings and objects

Staggering Blow When the statue deals a critical hit, the target must succeed a DC 13 Strength saving throw or fall prone.

Actions

Multiattack The statue can make two slams on its turn

Slam *Melee Weapon Attack:* +6 to hit, 5ft, one target. Hit: 14 (4d4+4) bludgeoning damage

Boulder *Ranged Weapon Attack:* +6 to hit, range 30/120ft, one target. Hit: 26 (4d10+4) bludgeoning damage. On a hit, the target must succeed a DC 14 Strength saving throw or be knocked prone.

Animated Statue Colossus

Huge Construct, unaligned

Armor Class 17 (Natural Armor)
Hit Points 135(10d12+60)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	22 (+6)	1 (-5)	3 (-4)	11 (+0)

Saving Throws Con +10
Skills Perception -2
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +4
Challenge 9 (5900 xp)

Antimagic Susceptibility The statue is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the statue must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

Crumbling Form When the statue drops to 0 hitpoints, it crumbles and is destroyed. Creatures within 20ft. of the statue must succeed a DC 18 Dexterity saving throw or take 22(4d10) bludgeoning damage

Endurance Upon failing a Constitution saving throw that deals damage, the statue takes half damage. Upon a successful saving throw, the statue takes no damage.

False Appearance While motionless, the statue is indistinguishable from a normal statue

Siege Monster The statue can deal double damage to buildings and objects

Staggering Blow When the statue deals a critical hit, the target must succeed a DC 18 Strength saving throw or fall prone.

Actions

Multiattack The statue can make two slams on its turn

Slam *Melee Weapon Attack:* +10 to hit, 10ft, one target. Hit: 24 (4d8+6) bludgeoning damage

Boulder *Ranged Weapon Attack:* +10 to hit, range 120/480ft, one target. Hit: 50 (8d10+6) bludgeoning damage. On a hit, the target must succeed a DC 18 Strength saving throw or be knocked prone.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.



Animated Carriage

Large Construct, unaligned

Armor Class 15 (Natural Armor)
Hit Points 75(10d10+20)
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	1 (-5)	3 (-4)	11 (+0)

Skills Perception -1
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +3
Challenge 5 (1800 xp)

Antimagic Susceptibility The carriage is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the carriage must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

Charge If the carriage moves at least 30ft. in a straight line and makes a ram attack on the same turn, the target takes an additional 11(3d10) bludgeoning. If the target is a creature, it must succeed a DC 14 Strength saving throw or be knocked prone.

While these conditions are met, the carriage can make a ram attack against each creature within its reach along its path.

Chassis The carriage can hold up to 4 Medium or smaller creatures inside of its space. These creatures have total cover inside the carriage if the doors or closed and three-quarters cover if open. Creature's inside its space have advantage on its attacks against the carriage

Crushing Wheels The carriage can move through the space of a Medium or smaller creature that is prone as if it were difficult terrain. Upon doing so, that creature must succeed a DC 15 Dexterity saving throw or take 11(2d10) bludgeoning damage on a failed saving throw.

False Appearance While motionless, the carriage is indistinguishable from a normal carriage

Four- Wheeled The carriage has advantage on saving throws against being knocked prone or forcibly moved. However if knocked prone, it must use its full movement speed to get upright

Actions

Ram *Melee Weapon Attack:* +7 to hit, 5ft, all targets in range. Hit: 26 (4d10+4) bludgeoning damage

Bonus Action

Trample *Melee Weapon Attack:* +7 to hit, 5ft, one prone target. Hit: 15 (2d10+4) bludgeoning damage

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.



Animated Rowboat

Large Construct, unaligned

Armor Class 15 (Natural Armor)
Hit Points 75(10d10+20)
Speed 10ft., 60ft. swim

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	1 (-5)	3 (-4)	11 (+0)

Skills Perception -2
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +2
Challenge 4 (1100 xp)

Antimagic Susceptibility The rowboat is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the rowboat must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

Buoyant While in water, the rowboat has advantage on saving throws against being knocked prone of forcibly moved

Capsize If the rowboat is knocked prone while in the water, it loses its swimming speed for the duration that it is prone.

False Appearance While motionless, the rowboat is indistinguishable from a normal rowboat

Passenger The rowboat can hold up to four Medium or smaller creatures at a time in its space.

Ramming Speed While on the water, if the rowboat moves at least 20ft. in a straight line and makes a ram attack on the same turn, the target takes an additional 11(2d10) bludgeoning. If the target is a creature, it must succeed a DC 12 Constitution saving throw or be knocked prone and stunned until the end of its next turn.

While these conditions are met, the rowboat can make a ram attack against each creature within its reach along its path.

Wave Breaker The rowboat can move through difficult terrain caused by non-magical water without provoking attacks of opportunity.

Actions

Ram *Melee Weapon Attack:* +6 to hit, 5ft, all targets in range. Hit: 26 (4d10+4) bludgeoning damage

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.



Animated House

Huge Construct, unaligned

Armor Class 15 (Natural Armor)
Hit Points 174(15d12+75)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	1 (-5)	3 (-4)	11 (+0)

Saving Throws Con +10
Skills Perception +0
Damage Immunities Poison, Psychic
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Proficiency Bonus +4
Challenge 12 (8400 xp)

Antimagic Susceptibility The house is incapacitated while in the area of an antimagic field. If targeted with *Dispel Magic*, the house must make a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

Collapsing Form When the house drops to 0 hitpoints, it collapse and is destroyed. Creatures within 10ft. of the house must succeed a DC 13 Dexterity saving throw or take 26(4d12) bludgeoning damage and half as much on a success. Creatures inside the house have disadvantage on this saving throw.

False Appearance While motionless, the house is indistinguishable from a normal house

Interior The house can hold up to four Large or sixteen Medium or smaller creatures in its space. While the doors are closed, they have total cover inside the house. With the doors open, creature's have three fourth's cover. Attacks from inside the house have advantage

Siege Monster The house can deal double damage to buildings and objects

Actions

Hearth Maw *Melee Weapon Attack:* +10 to hit, 5ft, Hit: 32 (4d12+6 piercing damage. Large and smaller creatures are automatically transported into the house's interior.

Slam *Melee Weapon Attack:* +10 to hit, 10ft. Hit: 28 (4d10+6) bludgeoning damage. On a hit, the target must succeed a DC 17 Strength saving throw or be knocked prone.

Boulder *Ranged Weapon Attack:* +9 to hit, 120/480ft. Hit: 50 (8d10+6) bludgeoning damage. On a hit, the target must succeed a DC 18 Strength saving throw or be restrained (escape DC 18)

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

A special Thanks to my Patrons

Mythic Patrons

Marcella V.

Marshmellow Owlbear

Jake C.

The Emcredible

Terra Nova

Kandros Vashtet

Shrike

Legendary Patrons

Daniel M.

Eddie

Sir Prize

Steven K.

Epic Patrons

Brad E. , Jordan B

Flamerules3, Vincent

Alex D, Aaron S.

Captain Blackwood. Jacob S.

Razi R.

Tallon M.

Douglas B.

John B.

Nathan S.

Joseph L.

Sexydoughboy

Cyptossarian

Andrew W.

Glenn S.

Andrew C.

Justin R.

Ilheath

Particle Man

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Art Credits

Cover Art: James Ryman

Animated Statue: Sung Choi

Animated Carriage: Raoul Vitale

Animated Rowboat: Alex Konstad

Animated House: Daniel Ljunggren

Watercolor Stains: Jared Ondricek

Back Cover Art: Tomasz Jedruszek

If you are interested in staying up to date on my upcoming content, be sure to follow me on GMBinder, my Discord server, or on my Instagram to receive regular updates on future compendiums

If you wish to view my previous works or support me, be sure to check out my Patreon and Ko Fi where you can download these compendiums for free!



WWW.GMBINDER.COM



Not approved/endorsed by Wizards. Portions of the materials used
Coast. ©Wizards of the Coast LLC.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

GM BINDER
WWW.GMBINDER.COM

THIS DOCUMENT WAS LOVINGLY CREATED USING GM BINDER.

If you would like to support the GM Binder developers, consider joining our Patreon community.