

ANIMATED OBJECT

Transmuters who enjoy animating objects as guardians and companions are limited only by their imagination. Below are two more common examples of animated objects.

Constructed Nature. An animated object doesn't require air, food, drink, or sleep.

The magic that animates an object is dispelled when the construct drops to 0 hit points. An animated object reduced to 0 hit points becomes inanimate and is too damaged to be of much use or value to anyone.

ANIMATED BOOKSHELF

Mages and book-cluttered shelves often go hand in hand. As such, animated bookshelves are a common site in their lairs.

ANIMATED WARDROBE

Wizards can bring their standing cabinets to life through transmutation magic. These constructs use the clothing that hangs within to grapple and restrain opponents.

ANIMATED BOOKSHELF

Large construct, unaligned

Armor Class 15 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	15 (+2)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, defaened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius)
Languages —
Challenge 1 (200 XP)

Antimagic Susceptibility. The bookshelf is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the bookshelf must succeed on a Constitution saving throw against the caster spell save DC or fall unconscious for 1 minute.

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

Actions

Multiattack. The bookshelf throws two books.

Book. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

ANIMATED WARDROBE

Large construct, unaligned

Armor Class 15 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	5 (-3)	15 (+2)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, defaened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius)
Languages —
Challenge 3 (700 XP)

Antimagic Susceptibility. The wardrobe is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the wardrobe must succeed on a Constitution saving throw against the caster spell save DC or fall unconscious for 1 minute.

False Appearance. While the wardrobe remains motionless, it is indistinguishable from a normal wardrobe.

Actions

Multiattack. The wardrobe makes one attack with its robe tendrils. If that attack hits, the wardrobe can make one swallow attack against the same target.

Robe Tendrils. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* The target is grappled (escape DC 13). Until the grapple ends, the target is restrained and the wardrobe can't use its robe on another target.

Swallow. The wardrobe makes one robe tendrils attack against a Medium or smaller target is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the wardrobe, and it takes 10 (2d6 + 3) bludgeoning damage at the start of each of its turns.. A wardrobe can have only have one creature swallowed at a time.

If the wardrobe takes 30 damage or more on a single turn from the swallowed creature, the wardrobe must succeed on a DC 12 Constitution saving throw at the end of that turn or eject the creature, which falls prone in a space within 10 feet of the wardrobe. If the wardrobe is destroyed, a swallowed creature is no longer restrained by it, and can escape from the broken wardrobe by using 10 feet of movement, exiting prone.