

DUNGEONS & LAIRS: ANIMATED OBJECTS

Animated Objects is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 1, 3, 5, or 8**. This document offers details for each level and makes adjustments accordingly. The adventure pits the characters against a plethora of new animated objects. Be sure to review their stat blocks in the Appendix before running this adventure.

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a small dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Animated Objects Hooks table below offers details for introducing this adventure to your players.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic ruleset from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and nonmagical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

LEVEL SELECTION

Before play, be sure to know the level for which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

ANIMATED OBJECTS HOOKS

d8	Side Quest Type	Details
1	Fetch Quest	The characters are tasked to break into the magic shop and steal an important book rumored to be kept in the wizard's shop. Too bad the place is protected by automatons. The journal is stashed in a drawer in area 9.
2	Recover Stolen Item	The mage who owns the shop stole important transmutation secrets from the characters' patron. The characters must enter the shop and find the journal containing the secrets. The journal is stashed in a drawer in area 9.
3	Receive Information	The characters must contact the mage who runs the magic shop. Only trouble is, he's stuck in his bed—literally.
4	Rescue Mission	The mage who owns the magic shop has been captured by his own animated objects. The characters must break in and save him.
5	Missing Person	No one has seen the mage who owns the magic shop in a week; the characters are asked to break into the shop and discover what happened to him.
6	Monster Hunt	A few days ago, a thief tried to break into the magic shop—immediately, they were repelled by the animated objects claiming dominion over the store. The characters are asked to enter the shop and clear it of its dangers.
7	Supernatural Investigation	Weird noises have been coming from the magic shop down the street and the shop's owner hasn't been seen in days. The characters are asked to go investigate the disturbance.
8	Secure Aid	The characters must secure the aid of the shop's owner; of course, they'll have to save the owner before he can help them.



Magic Shop - 1st-Floor



Magic Shop - Ground Level



Find the maps by **Tom Cartos** [here](#).

1 square = 5 feet



ANIMATED OBJECTS MAGIC SHOP

This adventure takes place in a magic shop that has had its contents come to life. The magic shop easily fits into any town or city in a high-magic campaign setting, including one of your own design.

GENERAL FEATURES

Unless otherwise stated, the magic shop has the following features.

Architecture. The magic shop is a three-story building with a stone base and wooden upper levels. The floors are made from hardwood planks, and the ceilings are 12 feet high, supported by huge timbers.

Doors. Doors throughout the magic shop are made from sturdy oak hung on iron hinges and dressed with iron handles and locks. An inanimate door has AC 15, 18 hp, and immunity to poison and psychic damage. At your discretion, all of the doors can be animated objects and can lock themselves at will. A locked animated door can't be picked open; it can only be broken down using a contested Strength check.

Windows. Leaded glass windows line the magic shop, all of which are nailed shut into their frames. A window has AC 13, 3 hp, vulnerability to bludgeoning damage, and immunity to poison and psychic damage.

Illumination. In the daytime, natural light pours in through the windows of the shop. At night, the only available light is that which is created by animate objects with the Illumination trait, such as the candelabras or fireplace.

KEYED LOCATIONS

The following locations are keyed to the maps of the magic shop on page 2 and 3.

1 - STOREFRONT

From ropes and backpacks, to robes and wizard hats, this tidy storefront is jam-packed with all sorts of adventuring gear.

Encounter: Animated Objects. The nature of this encounter is determined by the adventure's level as shown on the Area 1 Encounters table below. All of these monsters are new monsters featured in the Appendix.

AREA 1 ENCOUNTERS

Adventure Level	Encounter
1st	1 animated boots, 1 animated backpack, and 1 animated chair
3rd	1 animated boots, 1 animated backpack, 1 animated chair, 1 animated mannequin, and 1 animated rope
5th	4 animated mannequins, 1 animated boots, 1 animated backpack, 1 animated chair, and 1 animated rope
8th	7 animated mannequins, 1 animated boots, 1 animated backpack, 1 animated chair, 1 animated rope, and 1 animated wizard hat

2 - DRESSING ROOM

This small area offers a large mirror for patrons to try on potential purchases.

Encounter: Evil Mirror. The nature of this encounter is determined by the adventure's level as shown on the Area 2 Encounters table below. All of these monsters are new monsters featured in the Appendix. There are no encounters in the 1st-level version of this adventure.

AREA 2 ENCOUNTERS

Adventure Level	Encounter
1st	No encounter
3rd	1 evil mirror
5th	1 evil mirror and 1 animated door
8th	1 evil mirror and 1 animated door

Treasure. In the 3rd-, 5th-, and 8th-level versions of this adventure, the evil mirror's frame is made of pure silver and worth 250 gp.

3 - SUPPLY CLOSET

Brooms, buckets, undressed mannequins, and other odds and ends crowd this tiny closet.

Trick: Mannequin Attack! The first time the characters enter this room, one of the inanimate mannequins in the corner tumbles over. Have the character who entered the room first roll initiative just to surprise the party. A successful DC 10 Intelligence (Investigation) check made on the mannequin reveals that it's not active.

Encounter: Animated Voodoo Doll. In the 8th-level version of this adventure, an **animated voodoo doll** hides in this closet (see the Appendix).

4 - HIGH-END WARES

The store's most valuable possessions are kept in this room.

Encounter: More Animated Objects. The nature of this encounter is determined by the adventure's level as shown on the Area 4 Encounters table below. With the exception of the animated armor, all monsters are featured in the Appendix.

AREA 4 ENCOUNTERS

Adventure Level	Encounter
1st	1 animated chair and 1 flying hammer
3rd	1 animated armor , 1 animated candelabra , 1 animated chair , and 1 flying hammer
5th	1 animated armor , 1 animated candelabra , 1 animated chair , 1 animated scroll , 1 flying dagger , and 1 flying hammer
8th	1 animated armor , 1 animated candelabra , 1 animated chair , 1 animated scroll , 1 animated samurai armor , 1 flying dagger , 1 flying hammer , and 1 flying shield

Treasure: Store's Valuables. A variety of valuable items are offered for sale in this part of the store. The nature of the treasure depends on the level, as shown on the Area 4 Treasure table below.

AREA 4 TREASURE

Adventure Level	Encounter
1st	2 <i>potions of healing</i> , 1 <i>spell scroll of arcanist's magic aura</i>
3rd	2 <i>potions of healing</i> , 1 <i>bag of holding</i> , 1 <i>spell scroll of arcanist's magic aura</i>
5th	2 <i>potions of greater healing</i> , 1 <i>bag of holding</i> , 1 <i>spell scroll of lightning bolt</i>
8th	2 <i>potions of greater healing</i> , 1 <i>bag of holding</i> , 1 <i>cloak of the manta ray</i> , and 1 <i>spell scroll of lightning bolt</i>

5 - OFFICE

This small, austere office features a wooden desk and an unused mannequin.

Hazard: Residual Animation Magic. When a creature enters this area the first time, there is a chance that one of its weapons or items animates. Roll a d6. On a result of 6, a random, nonmagical item of your choice carried by the creature animates and attacks the nearest creature it can see (including its original owner). Suggested items to animate include backpacks, boots, lengths of rope, daggers, swords, or hammers. Stat blocks for these items are included in the Appendix as well as the Fifth Edition manual for monsters.

Remember that the magic that animates an object is dispelled when the object 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.

Treasure: Petty Cash. A character who succeeds on a DC 10 Intelligence (Investigation) check while examining the desk discovers a small pouch within one of its drawers. In 1st- and 3rd-level adventures, the pouch contains 100 gp, and in 5th- and 8th-level adventure, it contains 1,000 gp.

6 - LIVING AREA

This comfortable living room offers seating areas, an impressive upright piano, and a handwoven rug.

Encounter: Even More Animated Objects. The nature of this encounter is determined by the adventure's level as shown on the Area 6 Encounters table below. With the exception of the rug of smothering, all of the monsters are featured in the Appendix.

AREA 6 ENCOUNTERS

Adventure

Level	Encounter
1st	2 animated chairs and 1 animated candelabra
3rd	2 animated chairs , 1 animated candelabra , and 1 animated piano
5th	2 animated chairs , 1 animated fireplace (affixed to area 6b), 1 animated piano , and 1 animated table
8th	2 animated chairs , 1 animated candelabra , 1 animated fireplace (affixed to area 6b), 1 animated piano , 1 animated table , and 1 rug of smothering

Treasure: Pantry. There is a *robe of useful items* stored on the shelf in the pantry (area 6b).

7 - ROOF GARDEN

This outdoor area offers an enchanting view of the surrounding area. Dozens of potted plants surround a glass skylight that overlooks the showroom floor below.

8 - BEDROOM

An impressive four-post bed dominates the north end of this bedroom. There is an old man with a long white beard tucked under the covers, snoring loudly.

Characters who succeed on a DC 15 Wisdom (Perception) check will notice that the sleeping old man's sheets are hugging him rather closely—almost as if they're constricting him.

Encounter: Guess What? More Animated Objects. The nature of this encounter is determined by the adventure's level as shown on the Area 6 Encounters table below. With the exception of the flying sword, all of the monsters are featured in the Appendix. In all versions, the bed is grappling a **mage** (**archmage** in the 8th-level version) who is unconscious thanks to the bed's Bed Time attack.

AREA 8 ENCOUNTERS

Adventure

Level	Encounter
1st	1 animated bed
3rd	1 animated bed , 1 animated boots , and 1 animated wizard hat
5th	1 animated bed , 1 animated boots , 1 animated wizard hat , and 1 evil mirror
8th	1 animated bed , 1 animated boots , 1 animated wizard hat , 1 evil mirror , and 1 flying sword

9 - STUDY

This small room serves as the shop owner's study.

In all versions of this adventure except 8th, piles of gold clutter the small desk standing against the western wall.

Encounter: Greed Swarms. The nature of this encounter is determined by the adventure's level as shown on the Area 9 Encounters table below. All of the monsters are featured in the Appendix. There is no encounter in the 8th-level version of the adventure.

A master coin—a cursed item given to the mage as part of an infernal bargain—is hidden somewhere within one of the swarms' mass. Once the swarm is destroyed and the coin is removed, all of the animated objects in the shop return to normal.

AREA 9 ENCOUNTERS

Adventure Level	Encounter
1st	1 greed swarm
3rd	1 greed swarm
5th	2 greed swarms
8th	No encounter

Treasure: Greed Swarms. Each greed swarm is worth 250 gp.

10 - SUMMONING ROOM

In the 8th-level version of this adventure, the room is choked with tens of thousands of gold coins. For all other versions, read the following:

A pentangle painted on the floor in dark red paint—or at least what you hope is dark red paint—commands your attention. Dozens of extinguished candles surround it. The entire room smells of sulphur and brimstone.

Encounter: Hoard Golem (8th-Level Only) The coins are actually a **hoard golem** (see the Appendix) which immediately attacks any creature that comes into this area. Forced to fit into such a small space (the room is 10 x 10, and the golem is a Huge creature), the golem has disadvantage on its slam attacks.

A master coin—a cursed item given to the mage as part of an infernal bargain—is hidden somewhere within the golem's mass. Once the golem is destroyed and the coin is removed, all of the animated objects in the shop return to normal.

Treasure: Hoard Golem. Once destroyed, the hoard golem is worth a total of 15,000 gp. Ω

CREDITS

The following creators made this adventure possible.

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APPENDIX: ANIMATED OBJECTS

When objects are exposed to sufficient amount of magic, they often come alive. A spellcaster may achieve this deliberately and gain control over the constructs they create, but sometimes errant wild magic will imbue them with a will of their own.

In this supplement, you will find **22 new constructs** to populate not only this adventure's magic shop, but also a mage's tower, a tinkerer's workshop, an abandoned mansion, or any location or your choosing.

ANIMATED BACKPACK

Small construct, unaligned

Armor Class 12
Hit Points 7 (2d6)
Speed 0 ft., fly 30 ft. (hover)

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

Saving Throws Dex +4
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1/8 (25 XP)

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

False Appearance. While the backpack remains motionless and isn't flying, it is indistinguishable from a normal backpack.

Actions

Eject Object. *Ranged Weapon Attack:* +4 to hit, range 10/30 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Engulf. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. The backpack engulfs the target's head. Until the backpack is detached, the target is blinded, deafened, and suffocating, and the backpack can't use this attack on another creature. A creature, including the target, can use its action to detach the backpack with a successful DC 9 Strength check.

ANIMATED BED

Large construct, unaligned

Armor Class 13 (natural armor)
Hit Points 52 (8d10 + 8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	13 (+1)	1 (+5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 2 (450 XP)

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

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

Actions

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

Bed Time. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* The target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the bed can't use this attack on another creature, and the target must succeed on a DC 11 Wisdom saving throw at the end of each of its turns or fall unconscious. The target remains unconscious until the bed releases the grapple, the target takes damage, or another creature uses its action to slap or shake the target awake.



ANIMATED BOOTS

Tiny construct, unaligned

Armor Class 13 (natural armor)

Hit Points 5 (2d4)

Speed 30 ft.

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

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1/8 (25 XP)

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

Damage Transfer. While attached to a creature, the boots take only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the boots remain motionless, they are indistinguishable from a normal pair of boots.

Actions

Multiattack. The boots make two kick attacks.

Kick. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 (1) bludgeoning damage.

Made for Walking. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one Medium or Small humanoid. *Hit:* The boots enter the target's space and attach themselves to the target's feet. While attached, the target's movement speed becomes 0, it has disadvantage on Dexterity saving throws, and attack rolls made against it are made with advantage. When the boots move, the attached creature moves with them. The boots can detach themselves by spending 5 feet of their movement. A creature, including the target, can use its action to make a DC 11 Strength check to detach the boots.

Creatures who don't have feet, have more than two feet, or can move without using their feet, such as flying creatures, are immune to this attack.



ANIMATED CANDELABRA

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 8 (2d6 + 2)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1/4 (50 XP)

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

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

Illumination. The candelabra emits bright light in a 10-foot radius and dim light for an additional 10 feet.

Water Susceptibility. If water is splashed on the candelabra, it must make a DC 10 Constitution saving throw. On a failed saving throw, the candelabra's fire is extinguished. While extinguished, the candelabra can't use its Fire Blast attack and it loses its Illumination trait. The candelabra can repeat its saving throw at the end of each of its turns, reigniting itself on a success.

Actions

Multiattack. The candelabra makes three fire blast attacks.

Fire Blast. *Ranged Weapon Attack:* +4 to hit, range 120 ft., one target. *Hit:* 2 (1d4) fire damage.



ANIMATED CHAIR

Medium construct, unaligned

Armor Class 15 (natural armor)
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1/8 (25 XP)

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

Charge Support. Targets within 5 feet of the chair have disadvantage on Strength saving throws to avoid being pushed back or knocked prone.

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

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

ANIMATED DOOR

Medium construct, unaligned

Armor Class 15 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 0 ft.

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

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1/2 (100 XP)

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

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

Actions

Multiattack. The door makes a slam attack. If the attack hits, the door can make a second slam attack against the same target.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.



ANIMATED FIREPLACE

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 65 (10d10 + 10)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	1 (-5)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities fire, poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 2 (450 XP)

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

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

Illumination. The fireplace emits bright light in a 30-foot radius and dim light for an additional 30 feet.

Water Susceptibility. If water is splashed on the fireplace, it must make a Constitution saving throw. The DC for the saving throw is 10 + 1 for each gallon splashed onto it. On a failed saving throw, the fireplace's fire is extinguished. While extinguished, the fireplace can't use its Fire Blast or Fire Belch attacks and it loses its Illumination trait. The fireplace can repeat its saving throw at the end of each of its turns, reigniting itself on a success.

Actions

Multiattack. The fireplace makes two fire blast attacks.

Fire Blast. *Ranged Weapon Attack:* +3 to hit, range 120 ft., one target. *Hit:* 7 (2d6) fire damage.

Fire Belch. The fireplace exhales fire in a 15-foot cone. Each creature in the area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed saving throw, or half as much damage on a successful one.



ANIMATED MANNEQUIN

Medium construct, unaligned

Armor Class 13 (natural armor)

Hit Points 27 (6d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

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

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

Spider Climb. The mannequin can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Loathsome Limbs. Whenever the mannequin takes at least 5 slashing damage at one time, roll a d20 to determine what happens to it:

- 1-10: Nothing else happens.
- 11-14: One leg is severed from the mannequin if it has any legs left.
- 15-18: One arm is severed from the mannequin if it has any arms left.
- 19-20: The mannequin is decapitated, but the mannequin dies only if its hit points hit 0. If it dies, so does the severed head.

A severed part acts on the mannequin's initiative and has its own action and movement. A severed part has AC 13, 5 hit points, and the mannequin's Antimagic Susceptibility, False Appearance and Spider Climb traits.

A severed leg is unable to attack and has a speed of 5 feet.

A severed arm has a speed of 5 feet and can make one slam attack on its turn. Each time the mannequin loses an arm, it loses a slam attack.

The severed head has a speed of 0 feet.

The mannequin's speed is halved if it's missing a leg. If it loses both legs, it falls prone. If it has both arms, it can crawl. With only one arm, it can still crawl, but its speed is halved. With no arms or legs, its speed is 0, and it can't benefit from bonuses to speed.

Actions

Multiattack. The mannequin makes two melee attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

ANIMATED PIANO

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 44 (8d10)

Speed 20 ft.

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

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 3 (700 XP)

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

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

Innate Spellcasting. Constitution is the piano's innate spellcasting ability (spell save DC 10). It can cast the following spells, requiring no components.

At will: *enthrall*, *thunderwave*
3/day each: *calm emotions*, *shatter*
1/day: *irresistible dance*

Actions

Piano Wire. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. The target is grappled (escape DC 13). The piano can have up to three targets grappled at one time. As long as a target remains grappled by the piano, it has disadvantage on saving throws against the piano's spells.

ANIMATED ROPE

Small construct, unaligned

Armor Class 12
Hit Points 25 (10d6)
Speed 10 ft.

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

Saving Throws Dex +4
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1/4 (50 XP)

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

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

Actions

Constrict. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage. The target is grappled (escape DC 12). Until this grapple ends, the creature is restrained, and the rope can't constrict another target.

Reactions

Split. When a rope is subjected to slashing damage, it splits into two new animated ropes if it has at least 10 hit points. Each new rope has hit points equal to half the original rope's rounded down.

ANIMATED SAMURAI ARMOR

Medium construct, unaligned

Armor Class 17 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 25 ft.

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

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 2 (450 XP)

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

False Appearance. While the samurai armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The samurai armor makes two melee attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Whirlwind Strike (Recharge 6). The samurai armor makes six longsword attacks.

Reactions

Parry. The samurai armor adds 2 to its AC against one melee attack that would hit it. To do so, the samurai armor must see the attacker and be wielding a melee weapon.



ANIMATED SCROLL

Tiny construct, unaligned

Armor Class 11
Hit Points 10 (4d4)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (-1)	10 (+0)	15 (+2)	15 (+2)	6 (-2)

Damage Immunities damage from spells; poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages —
Challenge 3 (700 XP)

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

False Appearance. While the scroll remains motionless and isn't flying, it is indistinguishable from a normal scroll.

Spell Storing. A spellcaster who creates the animated scroll can cause the scroll to store one spell of 3rd level or lower. To do so, the creator must cast the spell on the scroll. The spell has no effect but it stores within the scroll. Alternatively, the scroll can store one spell it steals using its Spell Thief reaction. The scroll can cast the spell, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

Actions

Spell Sap. The scroll targets one spellcaster that it can see within 30 feet of it and attempts to steal its magical abilities. The spellcaster must make a DC 12 Wisdom saving throw. On a failed saving throw, the spellcaster loses one available spell slot of the highest level it can cast; the spellcaster then takes psychic damage equal to 1d6 times the lost spell level, and the animated scroll gains temporary hit points equal to the psychic damage.

Reactions

Spell Thief. Immediately after a creature casts a spell of 3rd level or lower that targets the scroll or includes it in its area of effect, the scroll can force the creature to make a DC 12 saving throw with its spellcasting ability. On a failed save, the spell fails and the scroll steals the caster's knowledge of the spell. The scroll stores the spell using its spell storing ability and the target can't cast that spell until the scroll is destroyed or it casts the spell itself.

ANIMATED TABLE

Large construct, unaligned

Armor Class 15 (natural armor)
Hit Points 27 (5d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	10 (+0)	1 (-5)	3- (4)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages —
Challenge 2 (450 XP)

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

Charge. If the table moves at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

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

Actions

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



ANIMATED VODOO DOLL

Tiny construct, neutral evil

Armor Class 15 (natural armor)

Hit Points 17 (7d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	11 (+0)	4 (-3)	10 (+0)	1 (-5)

Skills Stealth +6

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons not made from adamantite

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 2 (450 XP)

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

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

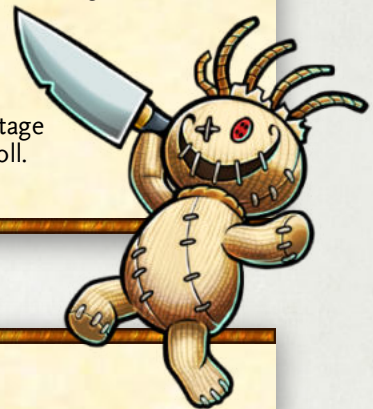
Magic Resistance. The doll has advantage on saving throws against spells and other magical effects.

Magic Weapons. The doll's weapon attacks are magical.

Nimble Escape. The doll can use its bonus action to take the Disengage or Hide action on each of its turns.

Actions

Hex Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. The target must make a DC 10 Charisma saving throw or become cursed. Until the curse is removed, the target takes an additional 1d6 necrotic damage whenever the doll hits it with an attack and the target has disadvantage on attack rolls made against the doll.



ANIMATED WIZARD HAT

Tiny construct, neutral evil

Armor Class 12

Hit Points 20 (8d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	18 (+4)	15 (+2)	12 (+1)

Skills Arcana +8, Deception +5

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages understands any four languages but can't speak

Challenge 1/4 (50 XP)

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

False Appearance. While the hat remains motionless and isn't flying, it is indistinguishable from a normal hat.

Actions

Fire Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage. A flammable object hit by this attack ignites if it isn't being worn or carried.

Dominate Wearer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or Small creature. *Hit:* The hat attaches itself to the target. A creature, including the target, can use its action to detach the hat.

At the start of each of the target's turns while the hat remains attached, the target must make a DC 14 Wisdom saving throw or be possessed by the hat. While possessed, the target is incapacitated and loses control of its body. The hat now controls the body but doesn't deprive the target of awareness. The target gains the hat's alignment, Intelligence, Wisdom, Charisma, immunity to being charmed and frightened, and its ability to cast fire bolt. The hat can speak the languages that it knows through the target. It otherwise doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the target drops to 0 hit points, the hat becomes incapacitated, or the hat becomes detached. The hat can detach itself by spending 5 feet of its movement.

EVIL MIRROR

Medium construct, unaligned

Armor Class 13 (natural armor)

Hit Points 54 (10d8 + 10)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	4 (-3)	10 (+0)	16 (+3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison, psychic

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the language of any creature it reflects using its Baleful Reflection feature, but can't speak

Challenge 3 (700 XP)

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

Baleful Reflection. As a bonus action, the mirror chooses a target that it can see within 30 feet of it. So long as the mirror can see the target, the mirror perfectly reflects the target's image. While reflected in the mirror, the target has disadvantage on attack rolls made against the mirror. Additionally, the mirror only takes half the damage dealt to it (rounded down), and the reflected creature takes the other half.

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

Actions

Soul Sapping. Ranged Spell Attack: +5 to hit, range 120 ft., one target. Hit: 13 (3d6 + 3) necrotic damage.

FLYING DAGGER

Tiny construct, unaligned

Armor Class 17 (natural armor)

Hit Points 12 (5d4)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +6

Skills Stealth +8

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 3 (700 XP)

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

Cunning Action. The flying dagger can use its bonus action to take the Dash, Disengage, or Hide action on each of its turns.

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

False Appearance. While the dagger remains motionless and isn't flying, it is indistinguishable from a normal dagger.

Flyby Attack. The flying dagger doesn't provoke attacks of opportunity when it flies out of an enemy's reach.

Sneak Attack (1/Turn). The dagger deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the dagger that isn't incapacitated and the dagger doesn't have disadvantage on the attack roll.

Actions

Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage.





FLYING HAMMER

Small construct, unaligned

Armor Class 17 (natural armor)
Hit Points 21 (6d6)
Speed 0 ft., fly 40 ft. (hover)

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

Saving Throws Dex +3
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 1/2 (100 XP)

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

False Appearance. While the hammer remains motionless and isn't flying, it is indistinguishable from a normal hammer.

Actions

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, it must make a DC 13 Constitution saving throw, or become stunned until the end of the flying hammer's next turn.

FLYING SHIELD

Small construct, unaligned

Armor Class 15 (natural armor)
Hit Points 33 (6d6 + 12)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +3
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 1/2 (100 XP)

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

False Appearance. While the shield remains motionless and isn't flying, it is indistinguishable from a normal shield.

Actions

Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must make a DC 13 Strength saving throw, or be knocked prone.

Reaction

Protector. When a creature that the shield can see attacks a target other than the shield within 5 feet of the shield, the shield imposes disadvantage on the attack roll.

GREED SWARM

Medium swarm of Tiny constructs, unaligned

Armor Class 13 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	1 (-5)	9 (-1)	1 (-5)

Damage Vulnerabilities force

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 1/2 (100 XP)

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

Deafening Clatter. A creature in the swarm's space is deafened.

False Appearance. While the greed swarm remains motionless and isn't flying, it is indistinguishable from a normal pile of coins and valuables.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny object. Except for Gather, the swarm can't regain hit points or gain temporary hit points.

Actions

Coin Slam. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the greed swarm's space. *Hit:* 10 (4d4) bludgeoning damage, or 5 (2d4) bludgeoning damage if the swarm has half of its hit points or fewer.

Coin Barrage. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target in the greed swarm's space. *Hit:* 7 (2d6) bludgeoning damage, or 2 (1d6) bludgeoning damage if the swarm has half of its hit points or fewer.

Gather (1/Day). The swarm magically gathers up to 100 gp worth of coins, gems, and other small, valuable objects within 60 feet of it, adding them to its mass. It regains 7 (2d6) hit points and has advantage on its next attack roll. A creature wearing or carrying such valuables must succeed on a DC 11 Dexterity saving throw or its valuables fly toward the swarm, joining the mass.

Source: Tome of Beasts 2 pg. 184

HOARD GOLEM

Huge construct, unaligned

Armor Class 18 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Saving Throws Con +9

Skills Athletics +10, Perception +4

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages understands the languages of its creator but can't speak

Challenge 12 (8,400 XP)

Strike with Awe. Creatures within 120 feet of an immobile hoard golem suffer disadvantage on Wisdom (Perception) checks. A creature's sheer glee on discovering a vast hoard of treasure distracts it from its surroundings.

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

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

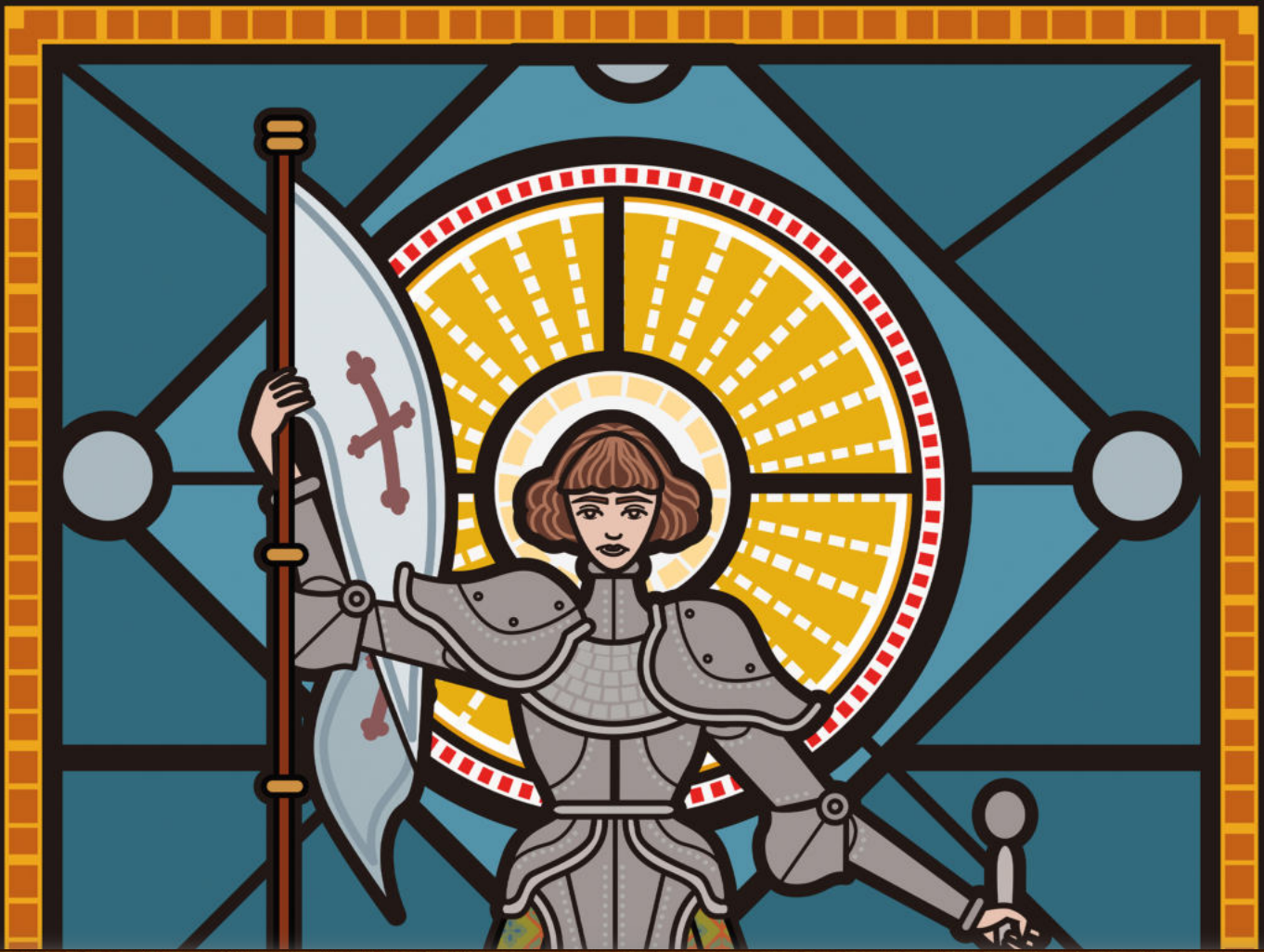
Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 39 (6d10 + 6) bludgeoning damage.

Thieving Whirlwind (Recharge 5-6). The hoard golem transforms into a 20-foot-radius whirlwind of the treasures of which it is composed. In this form, it has immunity to all slashing and piercing damage. As a whirlwind, it can enter other creatures' spaces and stop there. Every creature in a space the whirlwind occupies must make a DC 17 Dexterity saving throw. On a failure, a target takes 40 (6d10 + 7) bludgeoning damage and the whirlwind removes the most valuable visible item on the target, including wielded items, but not armor. If the saving throw is successful, the target takes half the bludgeoning damage and retains all possessions. The golem can remain in whirlwind form for up to 3 rounds, or it can transform back to its normal form on any of its turns as a bonus action.

Source: Tome of Beasts pg. 234



STAINED GLASS DEFENDER

Medium construct, unaligned

Armor Class 14 (natural armor)
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	11 (+0)	3 (-4)	12 (+1)	1 (-5)

Damage Vulnerabilities bludgeoning
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages understands the languages of its creator, but can't speak
Challenge 1 (200 XP)

Antimagic Susceptibility. The defender is incapacitated while in the area of an *antimagic field*. If targeted by

dispel magic, the defender must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the defender remains motionless, it is indistinguishable from a normal stained glass window.

Shatter. When the defender's hit points are reduced to 0, it explodes into a shower of glass shards. Each creature within 5 feet of the defender must make a DC 10 Dexterity saving throw, taking 3 (1d6) slashing damage on a failed saving throw or half as much damage on a successful one.

Actions

Multiattack. The defender makes two slice attacks or two shard attacks.

Slice. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shard. *Ranged Weapon Attack:* +3 to hit, range 30 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

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