

## POSSESSED PAINTING

Medium undead, neutral evil

**Armor Class** 12

**Hit Points** 52 (8d8 + 12)

**Speed** 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	10 (+0)	10+0 (+0)	16 (+3)

**Damage Vulnerabilities** fire

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** the languages it knew in life

**Challenge** 2 (450 XP)

**False Appearance.** While the painting remains motionless, it is indistinguishable from an ordinary painting.

### Actions

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

**Trap (Recharge 6).** The painting targets one creature that it can see within 30 feet of it. The target must succeed on a DC 13 Charisma saving throw or be trapped, along with anything it is wearing or carrying, inside the painting. The creature appears as a still image within the painting to anyone who views the painting. However, the character is trapped in an infinite extradimensional space that vaguely resembles the painting's background. A creature trapped in the painting doesn't age, and they don't need to eat, drink, or sleep.

Every 24 hours that the creature remains in the painting, its hit points maximum is reduced by 1d6. If the creature's hit point maximum is reduced to 0, the creature dies and it permanently becomes part of the painting. Otherwise, this reduction lasts until the creature leaves the painting and completes a short or long rest.

A creature trapped within the painting can escape using magic that permits planar travel. Otherwise, the creature is confined to the painting until the painting is destroyed or a *remove curse* spell is cast upon the painting.



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Possessed paintings often resemble high-quality oil paintings depicting a single human subject. At first glance, very little reveals the painting's true nature—that of a despicable undead spirit that's come to inhabit the image. Like many undead, the spirit hates and despises life, and will attack nearly any creature that comes within its range. It then attempts to pull its target into its painting so it can consume its life energy. After the possessed painting drains its target of all its essence, the target permanently fuses with the painting. Paintings that have just "eaten" appear as if they'd recently been touched up.

Possessed paintings are usually possessed by the malicious spirits whose images were captured on the canvas, especially if the likeness was captured close to the target's time of death. However, it's not uncommon for random spirits to possess perfectly normal paintings. When this happens, the spirit takes over the painting's subject. Creatures with truesight who view such paintings are imbued with an overwhelming sense of disturbing familiarity.

Most possessed paintings are found in old manors, the galleries of dungeons, and sometimes even museums. Necromancers and wicked clerics who enjoy the company of such dreadful art often hang multiple in their studies.

**Undead Nature.** The possessed painting does not require air, food, water, or sleep.