

MONSTERS OF PRESENCE

The two **animated objects** detailed below appear in the upcoming DMDave/Tom Cartos collaboration, *Presence: The Mystery of The Carnelian Hotel*.

ANIMATED LINEN

The Carnelian offers only the finest materials from all over Omeria, including high-thread count handwoven linens imported from Naqqad. But once things turn bad at the Carnelian, these super-comfortable linens become weapons of mass destruction.

ANIMATED TOPIARY

The grounds of The Carnelian Hotel are surrounded by expertly manicured topiary animals. There are griffons, pegasi, dragons, and wild cats just to name a few. Once animated, they use their razor sharp branches to slash their victims.



ANIMATED LINEN

Medium construct, unaligned

Armor Class 12
Hit Points 18 (4d8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	10 (+0)	2 (-4)	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 7
Languages —
Challenge 1/4 (50 XP)

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

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

False Appearance. While the linen remains motionless, it is distinguishable from a normal linen.

Actions

Smother. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* The creature is grappled (escape DC 12). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the linen can't smother another target. In addition, at the start of each of the target's turns, the target takes 5 (1d6 + 2) bludgeoning damage.

ANIMATED TOPIARY

Large plant, unaligned

Armor Class 10
Hit Points 39 (6d10 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	7 (-2)

Damage Vulnerabilities fire
Damage Resistances piercing
Senses passive Perception 10
Languages —
Challenge 2 (450 XP)

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

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

Pounce. If the topiary moves at least 20 feet straight toward a creature and then hits it with a rake attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the topiary can make another rake attack against it as a bonus action.

Actions

Rake. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.