

# Constructs

Construct Stat Blocks A-Z

- ANIMATED ARMOR CR 1
- FLYING SWORD CR 1/4
- RUG OF SMOTHERING CR 2

# ANIMATED ARMOR CR 1



## ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 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, exhaustion, frightened, paralyzed, petrified, poisoned

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

**Languages** —

**Challenge** 1 (200 XP)

**Antimagic Susceptibility.** The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the 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 armor remains motionless, it is indistinguishable from a normal suit of armor.

### ACTIONS

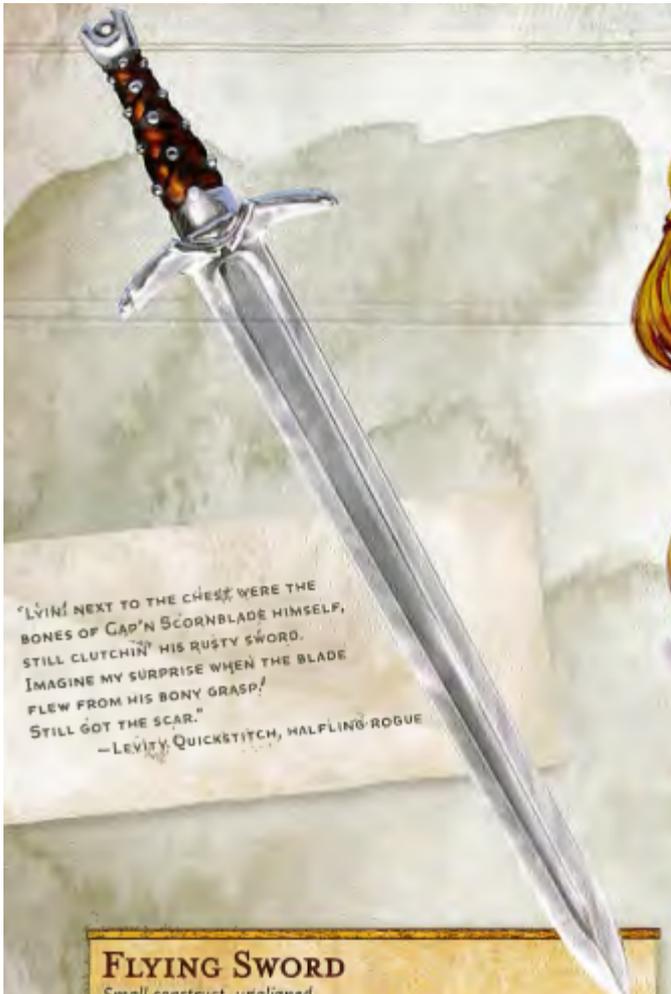
**Multiattack.** The armor makes two melee attacks.

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 5 (1d6 + 2) bludgeoning damage.



# FLYING SWORD CR 1/4



“LYING NEXT TO THE CHEST WERE THE BONES OF CAP’N SCORNBLADE HIMSELF, STILL CLUTCHIN’ HIS RUSTY SWORD. IMAGINE MY SURPRISE WHEN THE BLADE FLEW FROM HIS BONY GRASP! STILL GOT THE SCAR.”  
—LEVITY QUICKSTITCH, HALFLING ROGUE

## FLYING SWORD

*Small construct, unaligned*

**Armor Class** 17. (natural armor)  
**Hit Points** 17 (5d6)  
**Speed** 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	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 7  
**Languages** —  
**Challenge** 1/4 (50 XP)

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

**False Appearance.** While the sword remains motionless and isn’t flying, it is indistinguishable from a normal sword.

### ACTIONS

**Longsword.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.



# RUG OF SMOTHERING CR 2



## RUG OF SMOTHERING

Large constructs, unaligned

Armor Class 12

Hit Points 33 (6d10)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	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** 2 (450 XP)

**Antimagic Susceptibility.** The rug is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the rug 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 rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

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

### ACTIONS

**Smother.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.