

Carrionette

Tiny, Construct, Neutral Evil

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

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ARMOR CLASS

15

HIT POINTS

36 (8d4 + 16)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed Walk 30 ft., Climb 20 ft.

Initiative +3

Saving Throws Cha +4, Dex +5

Skills Stealth +7, Deception +4, Perception +3

Damage Resistances Poison, Psychic

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft.; Passive Perception 13

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Languages Common plus the language of its maker

STR

6

-2

DEX

16

+3

CON

14

+2

INT

12

+1

WIS

12

+1

CHA

14

+2

Traits

False Toy. While motionless among dolls, puppets, toys, or carnival props, the carrionette is difficult to distinguish from an ordinary object.

Needle-Bound Malice. The carrionette has Advantage on attack rolls against a creature that is alone, sleeping, Charmed, or unaware of it.

Tiny Escape Artist. The carrionette can move through the space of any creature larger than itself and can climb difficult surfaces without an ability check.

Actions

Multiattack. The carrionette makes two Silver Needle attacks.

Silver Needle. Melee or Ranged Attack Roll: +5, reach 5 ft. or range 20/60 ft. Hit: 6 (1d6 + 3) Piercing damage plus 5 (2d4) Psychic damage.

Stitch the Nerves. Charisma Saving Throw: one creature hit by a Silver Needle this turn. Failure: The target cannot take Reactions and has Disadvantage on the next Strength or Dexterity saving throw it makes before the end of its next turn.

Dollmaker's Pin (Recharge 5-6). Wisdom Saving Throw: one creature within 30 feet that can see the carrionette. Failure: 18 (4d8) Psychic damage, and the target is Charmed until the end of its next turn. While Charmed this way, the target treats the carrionette as a treasured toy or harmless keepsake.

Bonus Actions

Scuttle Behind the Scene. The carrionette takes the Hide action if it is within 5 feet of furniture, curtains, market clutter, toys, corpses, or another creature larger than itself.

Reactions

Cut the String. When a creature misses the carrionette with a melee attack, the carrionette moves up to 10 feet without provoking Opportunity Attacks from that creature.

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