

Suffocation Rug

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<https://www.dndbeyond.com/monsters/2819769-suffocation-rug>

Large Construct, Unaligned

Armor Class 14

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 Vulnerabilities Fire, Slashing

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)

Proficiency Bonus +2

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.

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.