

Cadaver Collector

Large, Construct, Lawful 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

19

HIT POINTS

230 (20d10 + 120)

CHALLENGE

14 | 11,500 XP

PROFICIENCY

+5

Speed Walk 30 ft.

Initiative +2

Saving Throws Con +11, Str +11, Wis +7

Skills Perception +7

Damage Resistances Necrotic; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 120 ft.; Passive Perception 17

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Languages Understands the languages of its maker but cannot speak

STR

22
+6

DEX

14
+2

CON

22
+6

INT

10
+0

WIS

14
+2

CHA

12
+1

Traits

Corpse Spikes. A creature that hits the collector with a melee attack while within 5 feet takes 7 (2d6) Piercing damage.

Battlefield Harvester. When a creature dies within 30 feet, the collector gains 15 temporary Hit Points.

Actions

Multiattack. The collector makes three Spiked Arm attacks.

Spiked Arm. Melee Attack Roll: +11, reach 10 ft. Hit: 24 (4d8 + 6) Piercing damage plus 13 (3d8) Necrotic damage.

Grave Magnetism (Recharge 5-6). Strength Saving Throw: creatures of the collector choice within 30 feet. Failure: 72 (16d8) Bludgeoning damage and the target is pulled up to 20 feet. Success: Half damage and no pull.

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