

Possessed Pillar

Large, Construct (Haunted Architecture), Neutral Evil

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ARMOR CLASS

16

HIT POINTS

76 (8d10 + 32)

CHALLENGE

4 | 1,100 XP

PROFICIENCY

+2

Speed Walk 10 ft.

Initiative -1

Saving Throws Con +6, Wis +3

Skills Perception +3

Damage Resistances Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Poison

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

Senses Darkvision 60 ft.; Passive Perception 13

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Languages Understands the languages spoken in its haunted site but cannot speak

STR18
+4**DEX**8
-1**CON**18
+4**INT**6
-2**WIS**12
+1**CHA**14
+2

Traits

False Architecture. While motionless, the pillar is indistinguishable from an ordinary carved support, ruined column, or shrine post.

Haunted Anchor. The pillar has Advantage on saving throws made to resist being moved, knocked Prone, or altered by magic.

Actions

Multiattack. The pillar makes two Stone Slam attacks.

Stone Slam. Melee Attack Roll: +6, reach 10 ft. Hit: 11 (2d6 + 4) Bludgeoning damage.

Possessing Groan (Recharge 5-6). Wisdom Saving Throw: creatures within 20 feet that can hear the pillar. Failure: 14 (4d6) Psychic damage, and the target has Disadvantage on its next saving throw before the end of its next turn.

Reactions

Cracking Rebuke. When hit by a melee attack, the pillar releases stone fragments; the attacker takes 4 (1d8) Piercing damage.

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