

Sacred Statue

Large, Construct, Unaligned

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

16

HIT POINTS

38 (4d10 + 16)

CHALLENGE

0 | 10 XP

PROFICIENCY

+2

Speed Walk 0 ft.

Initiative -1

Saving Throws Con +6

Skills N/A

Damage Resistances Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Poison, Psychic

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

Senses Blindsight 30 ft.; Passive Perception 10

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Languages None

STR

18
+4

DEX

8
-1

CON

18
+4

INT

1
-5

WIS

10
+0

CHA

3
-4

Traits

Consecrated Stone. The statue is an object-like construct and cannot move unless awakened by a ritual, haunt, or guardian effect.

Sacred Stillness. While motionless, the statue is indistinguishable from a normal devotional statue.

Actions

Stone Arm. Melee Attack Roll: +6, reach 10 ft. Hit: 13 (2d8 + 4) Bludgeoning damage. The statue uses this only if awakened by the GM.

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