

Sepulchral Guardian

Large, Construct (Guardian), Lawful Neutral

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ARMOR CLASS

19

HIT POINTS

157 (15d10 + 75)

CHALLENGE

7 | 2,900 XP

PROFICIENCY

+3

Speed Walk 30 ft.

Initiative +0

Saving Throws Con +8, Str +9, Wis +6

Skills Perception +6

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

Damage Immunities Poison, Psychic

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

Senses Darkvision 60 ft.; Passive Perception 16

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Languages Understands the language of its tomb builders but cannot speak

STR22
+6**DEX**10
+0**CON**20
+5**INT**8
-1**WIS**16
+3**CHA**10
+0

Traits

Tomb Ward. Undead and Constructs of the guardian choice within 10 feet have Advantage on saving throws against being turned or frightened.

Immutable Form. The guardian is immune to effects that would alter its form.

Actions

Multiattack. The guardian makes two Grave Glaive attacks.

Grave Glaive. Melee Attack Roll: +9, reach 10 ft. Hit: 17 (2d10 + 6) Slashing damage plus 7 (2d6) Necrotic damage.

Seal the Crypt (Recharge 5-6). Strength Saving Throw: creatures within 15 feet. Failure: 31 (7d8) Bludgeoning damage and the target is pushed 15 feet and knocked Prone. Success: Half damage.

Reactions

Funerary Intercept. When a creature within 10 feet is hit by an attack, the guardian moves up to 10 feet and adds 3 to that creature AC against the triggering attack.

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