

Spirit Statue Mascot

Medium, Construct (Mascot), 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.

[View this monster online](#)

ARMOR CLASS

15

HIT POINTS

27 (5d8 + 5)

CHALLENGE

1/4 | 50 XP

PROFICIENCY

+2

Speed Walk 25 ft.

Initiative +1

Saving Throws Con +3, Wis +4

Skills Perception +4

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

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft.; Passive Perception 14

Passive Perception 14

Languages Understands Common and the language of its school

STR14
+2**DEX**12
+1**CON**12
+1**INT**8
-1**WIS**14
+2**CHA**10
+0

Traits

Stone Mascot. The mascot has Advantage on saving throws against being pushed, pulled, or knocked Prone.

Spirit Anchor. Allies within 10 feet have Advantage on saving throws against being Frightened.

Actions

Stone Tap. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Bludgeoning damage.

Mascot Glow (Recharge 6). One ally within 30 feet gains 7 temporary Hit Points.

Continue at Monster Almanac

Create monster hunts, fears, magic items, NPCs, and encounter-ready RPG tools.

View this stat block online: <https://monster-almanac-site.vercel.app/monsters/spirit-statue-mascot>

Explore more RPG tools: <https://monster-almanac-site.vercel.app>

CONTENT NOTICE

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block.

Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

Generated by Monster Almanac. This is original compatible game content, not an official SRD stat block.

License: [Monster Almanac Original Compatible Content](#)

Source page: <https://monster-almanac-site.vercel.app/monsters/spirit-statue-mascot>