

Stone Cursed

Medium, Construct, Neutral Evil

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ARMOR CLASS

16

HIT POINTS

45 (6d8 + 18)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed

Walk 30 ft.

Initiative

+1

Saving Throws

Con +5

Skills

N/A

Damage Resistances

Poison; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities

Poison

Condition Immunities

Charmed, Exhaustion, Frightened, Petrified, Poisoned

Senses

Darkvision 60 ft.; Passive Perception 10

Passive Perception

10

Languages

Understands one language it knew before its curse but cannot speak

STR

16
+3

DEX

12
+1

CON

16
+3

INT

5
-3

WIS

10
+0

CHA

6
-2

Traits

Cursed Stone Body. The stone cursed has Advantage on saving throws against effects that would move it or knock it Prone.

Statue Stillness. While motionless, the stone cursed is difficult to distinguish from a cracked statue or carved humanoid figure.

Actions

Petrifying Claw. Melee Attack Roll: +5, reach 5 ft. Hit: 8 (1d10 + 3) Slashing damage, and the target Speed is reduced by 10 feet until the end of its next turn.

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CONTENT NOTICE

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