

Tomb Guardian

Medium, Construct, Unaligned

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ARMOR CLASS

17

HIT POINTS

110 (13d8 + 52)

CHALLENGE

6 | 2,300 XP

PROFICIENCY

+3

Speed Walk 30 ft.

Initiative +2

Saving Throws Con +7, Str +7, Wis +5

Skills Perception +5

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 15

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Languages Understands the language of its creator but cannot speak

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

Traits

Tomb-Bound Sentinel. The guardian has Advantage on saving throws against being moved, Charmed, or Frightened while inside a tomb, dungeon, or shrine.

Constructed Vigil. The guardian does not need to breathe, eat, drink, or sleep.

Actions

Multiattack. The guardian makes two Stone Fist attacks.

Stone Fist. Melee Attack Roll: +7, reach 5 ft. Hit: 13 (2d8 + 4) Bludgeoning damage plus 9 (2d8) Necrotic damage.

Sepulcher Pulse (Recharge 5-6). Constitution Saving Throw: creatures within 20 feet. Failure: 31 (7d8) Necrotic damage and the target cannot regain Hit Points until the end of its next turn. Success: Half damage.

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