

# Tomb Tapper

*Huge, Construct, Unaligned*

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**ARMOR CLASS**

19

**HIT POINTS**

207 (18d12 + 90)

**CHALLENGE**

10 | 5,900 XP

**PROFICIENCY**

+4

**Speed**

Walk 40 ft., Burrow 20 ft.

**Initiative**

+1

**Saving Throws**

Con +9, Str +11, Wis +6

**Skills**

Perception +6

**Damage Resistances**

Cold, Necrotic; Bludgeoning, Piercing, Slashing from nonmagical attacks

**Damage Immunities**

Poison, Psychic

**Condition Immunities**

Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

**Senses**

Darkvision 120 ft., Tremorsense 60 ft.; Passive Perception 16

**Passive Perception**

16

**Languages**

Understands the language of its maker but cannot speak

**STR**

24  
+7

**DEX**

12  
+1

**CON**

20  
+5

**INT**

8  
-1

**WIS**

14  
+2

**CHA**

8  
-1

## Traits

**Grave-Engine Body.** The tapper does not need to breathe, eat, drink, or sleep, and it has Advantage on saving throws against being pushed, pulled, or knocked Prone.

**Burial Sense.** The tapper knows the direction of buried creatures, corpses, worked stone, and sealed chambers within 60 feet that are not behind magical protection.

## Actions

**Multiattack.** The tapper makes two Stone Maul attacks.

**Stone Maul.** Melee Attack Roll: +11, reach 10 ft. Hit: 24 (3d10 + 7) Bludgeoning damage plus 13 (3d8) Necrotic damage.

**Sepulcher Shock (Recharge 5-6).** Constitution Saving Throw: creatures within 30 feet. Failure: 54 (12d8) Necrotic damage and the target falls Prone. Success: Half damage.

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