

STONE CURSED

STONE CURSED LORE

Arcana DC 15: While once considered a horrid side effect that cruder methods of depetrification risked, the condition of the stone cursed has since been mastered and refined to simply another option in the resourceful alchemist's toolbox.

Arcana DC 20: A creature petrified by the stone cursed's alchemical sludge can be cured by any of the normal means or simply by waiting for it to wear off, but additionally the reaction can be disrupted or reversed with a hard, sharp blow.

History DC 15: Stone cursed are often the undead sentry of choice for the vaults of the wealthy despite their plodding speed and fragility when bludgeoned, due primarily to the relatively messless and usually nonlethal way in which they temporarily petrify intruders.

STONE CURSED TACTICS

Stone cursed remain motionless at their posts until enemies draw near, preferring to station themselves at narrow choke points such as hallways. They generally prioritize the nearest target, but always use their petrifying sludge on a creature already grappled by them or another stone cursed, if available. Once a creature is covered, the one grappling it will continue to attack it and any others will move on to another target.



STONE CURSED

Medium construct/undead, lawful evil

Armor Class 17 (Natural Armor)

Hit Points 15 (2d8 + 6)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	5 (-3)	8 (-1)	7 (-2)

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Petrified, Poisoned

Senses Passive Perception 9

Languages The languages it knew in life

Challenge 1 (200 XP)

Lithified. If the stone cursed would take 15 or fewer damage from a single source, it instead takes no damage.

Tormented Echoes. A creature that kills the stone cursed must succeed on a DC 10 Intelligence saving throw or fall prone and be Blinded until the end of its next turn as it relives one of the stone cursed's memories.

False Appearance. While the stone cursed remains motionless, it is indistinguishable from a normal statue.

Actions

Stony Grasp. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage and the target is grappled (escape DC 13).

Petrifying Sludge. The stone cursed covers one grappled creature in petrifying sludge. The creature's speed is reduced to 10, and at the end of each of its turns the creature must succeed on a DC 12 Constitution saving throw or be Petrified for 24 hours, or until it takes 10 or more bludgeoning damage.

This effect ends when a creature clears the sludge away as an action with a successful DC 12 Strength (Survival) check.

Reactions

Shambling Pursuit. As a reaction when a creature the stone cursed can see makes a ranged attack, the stone cursed moves up to its speed directly toward the creature.

ART CREDITS

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