LIVING RUBBLE

Huge • Construct • Unaligned



Armor Class 15 **Initiative** -1 (9)
Hit Points 144 (17d12 + 34)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	14 (+2)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Str +7
Damage Vulnerabilties thunder
Damage Resistances slashing
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, prone, stunned
Senses blindsight 60 ft., passive Perception 7
Languages -
CR 6 (XP 2,300; PB +3)

False Appearance. If the rubble is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn’t observed the rubble move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that it is more than a pile of debris.

Unusual Nature. The rubble doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The rubble makes one Debris Slam attack and uses its Wall of Rubble once.

Debris Slam. *Melee or Ranged Weapon Attack:* +7, reach 10 ft. or range 30/60 ft. *Hit:* 17 (2d12 + 4) bludgeoning damage.

Wall of Rubble. The rubble casts *wall of stone*. The spell can only create 10x10-foot-wide panels, doesn't require concentration, and lasts until the start of its next turn.

BONUS ACTIONS

Wall Crumble. The rubble chooses a wall segment of its Wall of Rubble that is within 5 feet of a creature. *Dexterity Saving Throw:* DC 15, the creature next to the segment. *Failure:* 13 (3d8) bludgeoning damage. Failure or Success: The chosen wall segment is destroyed.

REACTIONS

Distractive Collapse. *Trigger:* A creature within 5 feet of a segment of the Wall of Rubble makes an attack roll. *Response:* The rubble uses its Crumble against that creature. The creature can choose to make its triggering attack roll with disadvantage. If it does, it has advantage on the saving throw against Wall Crumble.

LIVING RUBBLE — WEAKER



Armor Class 14 **Initiative** -1 (9)
Hit Points 144 (17d12 + 34)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	12 (+1)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Str +5
Damage Vulnerabilties thunder
Damage Resistances slashing
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, prone, stunned
Senses blindsight 60 ft., passive Perception 7
Languages -
CR 3 (XP 700; PB +2)

False Appearance. If the rubble is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn’t observed the rubble move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that it is more than a pile of debris.

Unusual Nature. The rubble doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The rubble makes one Debris Slam attack and uses its Wall of Rubble once.

Debris Slam. *Melee or Ranged Weapon Attack:* +5, reach 10 ft. or range 30/60 ft. *Hit:* 9 (1d12 + 3) bludgeoning damage.

Wall of Rubble. The rubble casts *wall of stone*. The spell can only create 10x10-foot-wide panels, doesn't require concentration, and lasts until the start of its next turn.

BONUS ACTIONS

Wall Crumble. The rubble chooses a wall segment of its Wall of Rubble that is within 5 feet of a creature. *Dexterity Saving Throw:* DC 13, the creature next to the segment. *Failure:* 9 (2d8) bludgeoning damage. Failure or Success: The chosen wall segment is destroyed.

REACTIONS

Distractive Collapse. *Trigger:* A creature within 5 feet of a segment of the Wall of Rubble makes an attack roll. *Response:* The rubble uses its Crumble against that creature. The creature can choose to make its triggering attack roll with disadvantage. If it does, it has advantage on the saving throw against Wall Crumble.

LIVING RUBBLE — STRONGER



Armor Class 16 **Initiative** -1 (9)
Hit Points 144 (17d12 + 34)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	16 (+3)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Str +9
Damage Vulnerabilties thunder
Damage Resistances slashing
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, prone, stunned
Senses blindsight 60 ft., passive Perception 7
Languages -
CR 9 (XP 5,000; PB +4)

False Appearance. If the rubble is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn’t observed the rubble move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that it is more than a pile of debris.

Unusual Nature. The rubble doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The rubble makes one Debris Slam attack and uses its Wall of Rubble once.

Debris Slam. *Melee or Ranged Weapon Attack:* +9, reach 10 ft. or range 30/60 ft. *Hit:* 24 (3d12 + 5) bludgeoning damage.

Wall of Rubble. The rubble casts *wall of stone*. The spell can only create 10x10-foot-wide panels, doesn't require concentration, and lasts until the start of its next turn.

BONUS ACTIONS

Wall Crumble. The rubble chooses a wall segment of its Wall of Rubble that is within 5 feet of a creature. *Dexterity Saving Throw:* DC 17, the creature next to the segment. *Failure:* 18 (4d8) bludgeoning damage. Failure or Success: The chosen wall segment is destroyed.

REACTIONS

Distractive Collapse. *Trigger:* A creature within 5 feet of a segment of the Wall of Rubble makes an attack roll. *Response:* The rubble uses its Crumble against that creature. The creature can choose to make its triggering attack roll with disadvantage. If it does, it has advantage on the saving throw against Wall Crumble.