SEPULCHER HORROR

Huge • Plant • Neutral Evil



Armor Class 12 **Initiative** -1 (9)
Hit Points 126 (12d12 + 48)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	3 (-4)	10 (+0)	4 (-3)

Damage Resistances poison
Damage Immunities necrotic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft., passive Perception 10
Languages -
CR 8 (XP 3,900; PB +3)

Sickening Appearance. *Wisdom Saving Throw:* DC 15, any non-blinded creature that starts its turn in a 20-foot emanation originating from the sepulcher horror. *Failure:* The target becomes frightened until the start of its next turn. *Success:* The target becomes immune to this effect for 1 hour.

Unusual Nature. The sepulcher horror doesn't require air.

ACTIONS

Multiattack. The sepulcher horror makes two Slam attacks.

Slam. *Melee Weapon Attack:* +7, reach 10 ft (15 ft. while Gargantuan). *Hit:* 23 (3d12 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is knocked prone.

Vine Blast (Recharge 5-6). *Strength Saving Throw:* DC 15, each creature in a 30-foot cone. *Failure:* 21 (6d6) bludgeoning damage, the target is grappled (escape DC 15), and the sepulcher horror can pull a target up to 20 feet towards it. *Success:* Half damage.

BONUS ACTIONS

Desperate Reconstruct (1/Day). The sepulcher horror regains hit points up to half its hit point maximum. For the next 10 minutes, the sepulcher horror's size becomes Gargantuan, and attack rolls against it have advantage.

REACTIONS

Shed the Dead. *Trigger:* The sepulcher horror fails a saving throw or is hit by an attack, ability, or spell that targets only it. *Response:* The sepulcher horror loses 20 hit points and creates a **zombie** in an unoccupied space within 5 feet of it under its control, and the zombie becomes the target instead. After 1 minute, the zombie collapses into an ordinary corpse.

SEPULCHER HORROR — WEAKER



Armor Class 11 **Initiative** -1 (9)
Hit Points 76 (8d12 + 24)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	16 (+3)	3 (-4)	8 (-1)	4 (-3)

Damage Resistances poison
Damage Immunities necrotic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft., passive Perception 9
Languages -
CR 5 (XP 1,800; PB +3)

Sickening Appearance. *Wisdom Saving Throw:* DC 14, any non-blinded creature that starts its turn in a 10-foot emanation originating from the sepulcher horror. *Failure:* The target becomes frightened until the start of its next turn. *Success:* The target becomes immune to this effect for 1 hour.

Unusual Nature. The sepulcher horror doesn't require air.

ACTIONS

Multiattack. The sepulcher horror makes two Slam attacks.

Slam. *Melee Weapon Attack:* +6, reach 10 ft (15 ft. while Gargantuan). *Hit:* 15 (2d12 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it is knocked prone.

Vine Blast (Recharge 6). *Strength Saving Throw:* DC 14, each creature in a 30-foot cone. *Failure:* 14 (4d6) bludgeoning damage, the target is grappled (escape DC 14), and the sepulcher horror can pull a target up to 20 feet towards it. *Success:* Half damage.

BONUS ACTIONS

Desperate Reconstruct (1/Day). The sepulcher horror regains hit points up to half its hit point maximum. For the next 10 minutes, the sepulcher horror's size becomes Gargantuan, and attack rolls against it have advantage.

REACTIONS

Shed the Dead. *Trigger:* The sepulcher horror fails a saving throw or is hit by an attack, ability, or spell that targets only it. *Response:* The sepulcher horror loses 20 hit points and creates a **zombie** in an unoccupied space within 5 feet of it under its control, and the zombie becomes the target instead. After 1 minute, the zombie collapses into an ordinary corpse.

SEPULCHER HORROR — STRONGER



Armor Class 13 **Initiative** -1 (9)
Hit Points 184 (16d12 + 80)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	3 (-4)	12 (+1)	4 (-3)

Damage Resistances poison
Damage Immunities necrotic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft., passive Perception 11
Languages -
CR 11 (XP 7,200; PB +4)

Sickening Appearance. *Wisdom Saving Throw:* DC 17, any non-blinded creature that starts its turn in a 30-foot emanation originating from the sepulcher horror. *Failure:* The target becomes frightened until the start of its next turn. *Success:* The target becomes immune to this effect for 1 hour.

Unusual Nature. The sepulcher horror doesn't require air.

ACTIONS

Multiattack. The sepulcher horror makes two Slam attacks.

Slam. *Melee Weapon Attack:* +7, reach 10 ft (15 ft. while Gargantuan). *Hit:* 32 (4d12 + 6) bludgeoning damage. If the target is a Medium or smaller creature, it is knocked prone.

Vine Blast (Recharge 5-6). *Strength Saving Throw:* DC 17, each creature in a 30-foot cone. *Failure:* 28 (8d6) bludgeoning damage, the target is grappled (escape DC 17), and the sepulcher horror can pull a target up to 20 feet towards it. *Success:* Half damage.

BONUS ACTIONS

Desperate Reconstruct (1/Day). The sepulcher horror regains hit points up to half its hit point maximum. For the next 10 minutes, the sepulcher horror's size becomes Gargantuan, and attack rolls against it have advantage.

REACTIONS

Shed the Dead. *Trigger:* The sepulcher horror fails a saving throw or is hit by an attack, ability, or spell that targets only it. *Response:* The sepulcher horror loses 20 hit points and creates a **zombie** in an unoccupied space within 5 feet of it under its control, and the zombie becomes the target instead. After 1 minute, the zombie collapses into an ordinary corpse.