

BONE MASS

Huge • Undead • Neutral Evil

Armor Class 13

Initiative +0 (10)

Hit Points 161 (17d12 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	1 (-5)	7 (-2)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities piercing; necrotic, poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 30 ft., passive Perception 8

Languages -

CR 9 (XP 5,000; PB +4)



Bloodied - Splinters. While bloodied, the bone mass creates an area of difficult terrain on the ground of its currently occupied space at the start of each of its turns. When a creature moves into or within that area, it takes 5 (2d4) piercing damage for every 5 feet it travels. The bone mass ignores the difficult terrain. As an action, a creature can clear a 5-foot square area, ending the effects in that particular space.

False Appearance. If the bone mass is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the bone mass move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the bone mass is animate. Additionally, the bone mass can spread its body over a 30-foot square area to look like a field of scattered bones and then accumulate in an unoccupied space in that area at the start of combat. When it does so, a creature has disadvantage on the Intelligence (Investigation) check.

Pile. The bone mass can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small creature. The bone mass heavily obscures the area outside its body for each creature inside its space, and vice versa.

BONE MASS — WEAKER

Armor Class 12

Initiative +0 (10)

Hit Points 123 (13d12 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	1 (-5)	7 (-2)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities piercing; necrotic, poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 30 ft., passive Perception 8

Languages -

CR 6 (XP 2,300; PB +3)



Bloodied - Splinters. While bloodied, the bone mass creates an area of difficult terrain on the ground of its currently occupied space at the start of each of its turns. When a creature moves into or within that area, it takes 2 (1d4) piercing damage for every 5 feet it travels. The bone mass ignores the difficult terrain. As an action, a creature can clear a 5-foot square area, ending the effects in that particular space.

False Appearance. If the bone mass is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the bone mass move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the bone mass is animate. Additionally, the bone mass can spread its body over a 30-foot square area to look like a field of scattered bones and then accumulate in an unoccupied space in that area at the start of combat. When it does so, a creature has disadvantage on the Intelligence (Investigation) check.

Pile. The bone mass can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small creature. The bone mass heavily obscures the area outside its body for each creature inside its space, and vice versa.

BONE MASS — STRONGER

Armor Class 14

Hit Points 220 (21d12 + 84)

Speed 30 ft.

Initiative +0 (10)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	1 (-5)	7 (-2)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities piercing; necrotic, poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 30 ft., passive Perception 8

Languages -

CR 12 (XP 8,400; PB +4)

Bloodied - Splinters. While bloodied, the bone mass creates an area of difficult terrain on the ground of its currently occupied space at the start of each of its turns. When a creature moves into or within that area, it takes 7 (3d4) piercing damage for every 5 feet it travels. The bone mass ignores the difficult terrain. As an action, a creature can clear a 5-foot square area, ending the effects in that particular space.

False Appearance. If the bone mass is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the bone mass move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the bone mass is animate. Additionally, the bone mass can spread its body over a 30-foot square area to look like a field of scattered bones and then accumulate in an unoccupied space in that area at the start of combat. When it does so, a creature has disadvantage on the Intelligence (Investigation) check.

Pile. The bone mass can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small creature. The bone mass heavily obscures the area outside its body for each creature inside its space, and vice versa.

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

ACTIONS

Crush. *Constitution Saving Throw:* DC 14 (with disadvantage while grappled), each creature in the bone mass's space. *Failure:* 17 (7d4) piercing damage and a target is knocked prone. *Success:* Half damage. *Failure or Success:* A target dies if it is reduced to 0 hit points by this attack. Its body is then absorbed into the bone mass, leaving only equipment behind, and the bone mass regains 15 hit points.

BONUS ACTIONS

Skeletal Grasp. *Dexterity Saving Throw:* DC 16, one creature in the bone mass's space. *Failure:* The target is grappled (escape DC 14).



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

ACTIONS

Crush. *Constitution Saving Throw:* DC 17 (with disadvantage while grappled), each creature in the bone mass's space. *Failure:* 35 (15d4) piercing damage and a target is knocked prone. *Success:* Half damage. *Failure or Success:* A target dies if it is reduced to 0 hit points by this attack. Its body is then absorbed into the bone mass, leaving only equipment behind, and the bone mass regains 30 hit points.

BONUS ACTIONS

Skeletal Grasp. *Dexterity Saving Throw:* DC 17, one creature in the bone mass's space. *Failure:* The target is grappled (escape DC 17).