

Statue, Living (rock)

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Rare | Large | Neutral | Construct

Living statues are magically created and animated humanoid statues often used as protectors and servants by magic users.

Armor Class	Hit Points	Move
16	²⁰ (5 Hit Dice)	walk 30 ft
Appearing	1	
Habitat	Any	
Negotiation	no	
Morale DC	2	
Challenge	5.4 (1,620 XP per monster)	

Ability Scores

STR	DEX	CON	INT	WIS	CHA
3	-1	2	-3	-1	-3

Combat

Has 2 attacks. Hit Bonus +5. Damage Fists (2) 2d6 +3 damage damage

Special Defense

Living statues are immune to charm, sleep and hold spells. They cannot be poisoned and are impervious to disease and suffocation.

Treasure

Individual: None

Lair: None