

STEGOLITH

Huge elemental, unaligned

Armor Class 18 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Str +8, Con +8

Damage Immunities poison, bludgeoning, piercing and slashing from nonmagical attacks not made from adamantite

Condition Immunities paralyzed, petrified, poisoned, stunned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages Primordial (Terran)

Challenge 7 (2900 XP) **Proficiency Bonus** +3

Jungle Camouflage. The Stegolith has advantage on Dexterity (Stealth) checks made to hide in jungle terrain.

Siege Monster. The Stegolith deals double damage to objects and structures.

ACTIONS

Multiattack. The Stegolith makes two tail attacks.

Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 20 (5d6 + 5) piercing damage.

Ram. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 20 (5d6 + 5) bludgeoning damage and 20 (5d6 + 5) piercing damage. If the Stegolith moved at least 20 feet straight toward the target immediately before the hit, the target must succeed on a DC 16 Strength saving throw or have the prone condition.

Innate Spellcasting. The Stegolith casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 12):
At will: druid craft, earth tremor, pass without a trace
3/day: plant growth
1/day: druid grove



"Stegolith" by Christopher Ginn @ www.TheDungeonGeek.net
Adobe Photoshop, Generative Prompting, Adobe Lightroom, + ProCreate



The Dungeon Geek™
Fantasy Maps & More

#creatuinary2024