

STONE GOLEM

STONE GOLEM

Large construct, unaligned

Armor Class 17 (Natural Armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities Poison, Psychic; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks That Aren't Adamantine

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 120 Ft., Passive Perception 10

Languages Understands The Languages Of Its Creator But Can't Speak

Challenge 10 (5,900 XP)

Limited Magic Immunity. The golem can't be affected or detected by spells of 2nd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Brittle Body. If the golem takes 20 or more bludgeoning damage from a single source, it can no longer use its multiattack until it completes a short or long rest. If it takes 20 or more bludgeoning damage from a single source a second time, it falls prone and cannot stand until it completes a short or long rest.

Implacable Advance. At the beginning of its turn, the golem may end all effects that would reduce its speed or incapacitate it. If it does, it loses 25 hit points.

Richochet. A ranged weapon attack that misses the golem by 5 or more instead targets another creature within 15 ft., making a new attack roll.

Actions

Multiattack. The golem makes two slam attacks. If both attacks hit the same Large or smaller creature, the creature has its movement speed halved and is unable to make more than a single attack in a turn until the end of its next turn.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage and the target is grappled (escape DC 18).

Crush. One creature grappled by the golem must succeed on a DC 18 Constitution saving throw or take 66 (12d10) bludgeoning damage, or half as much on a success. A creature killed by this damage has its skull crushed.

Reactions

Hurl. As a reaction to being damaged by a creature it is grappling, the golem hurls the creature up to 30 feet. The creature must succeed on a DC 18 Dexterity saving throw or take 10 (3d6) bludgeoning damage on be knocked prone, or half as much on a success. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone.