

GOLEMS

Golems are made from humble materials—clay, flesh and bones, iron, or stone—but they possess astonishing power and durability. A golem has no ambitions, needs no sustenance, feels no pain, and knows no remorse. An unstoppable juggernaut, it exists to follow its creator's orders, and it protects or attacks as that creator demands.

To create a golem, one requires a *manual of golems* (see the *Dungeon Master's Guide*). The comprehensive illustrations and instructions in a manual detail the process for creating a golem of a particular type.

Elemental Spirit in Material Form. The construction of a golem begins with the building of its body, requiring great command of the craft of sculpting, stonemasonry, ironworking, or surgery. Sometimes a golem's creator is the master of the art, but often the individual who desires a golem must enlist master artisans to do the work.

After constructing the body from clay, flesh, iron, or stone, the golem's creator infuses it with a spirit from the Elemental Plane of Earth. This tiny spark of life has no memory, personality, or history. It is simply the impetus to move and obey. This process binds the spirit to the artificial body and subjects it to the will of the golem's creator.

Ageless Guardians. Golems can guard sacred sites, tombs, and treasure vaults long after the deaths of their creators, carrying out their appointed tasks for all eternity while brushing off physical damage and ignoring all but the most potent spells.

A golem can be created with a special amulet or other item that allows the possessor of the item to control the golem. Golems whose creators are long dead can thus be harnessed to serve a new master.

Blind Obedience. When its creator or possessor is on hand to command it, a golem performs flawlessly. If the golem is left without instructions or is incapacitated, it continues to follow its last orders to the best of its ability. When it can't fulfill its orders, a golem might react violently—or stand and do nothing. A golem that has been given conflicting orders sometimes alternates between them.

A golem can't think or act for itself. Though it understands its commands perfectly, it has no grasp of language beyond that understanding, and can't be reasoned with or tricked with words.

Constructed Nature. A golem doesn't require air, food, drink, or sleep.

CLAY GOLEM

Sculpted from clay, this bulky golem stands head and shoulders taller than most human-sized creatures. It is human shaped, but its proportions are off.

Clay golems are often divinely endowed with purpose by priests of great faith. However, clay is a weak vessel for life force. If the golem is damaged, the elemental spirit bound into it can break free. Such a golem runs amok, smashing everything around it until it is destroyed or completely repaired.

FLESH GOLEM

A flesh golem is a grisly assortment of humanoid body parts stitched and bolted together into a muscled brute imbued with formidable strength. Its brain is capable of simple reason, though its thoughts are no more sophisticated than those of a young child. The golem's muscle tissue responds to the power of lightning, invigorating the creature with vitality and strength. Powerful enchantments protect the golem's skin, deflecting spells and all but the most potent weapons.

A flesh golem lurches with a stiff-jointed gait, as if not in complete control of its body. Its dead flesh isn't an ideal container for an elemental spirit, which sometimes howls incoherently to vent its outrage. If the spirit breaks free of its creator's will, the golem goes berserk until calmed, or until its shell of flesh is destroyed or completely healed.

IRON GOLEM

The mightiest of the golems, the iron golem is a massive, towering giant wrought of heavy metal. An iron golem's shape can be worked into any form, though most are fashioned to look like giant suits of armor. Its fist can destroy creatures with a single blow, and its clanging steps shake the earth beneath its feet. Iron golems wield enormous blades to extend their reach, and all can belch clouds of deadly poison.

An iron golem's body is smelted with rare tinctures and admixtures. Though other golems bear weaknesses inherent in their materials or the power of the elemental spirit bound within them, iron golems were designed to be nearly invulnerable. Their iron bodies imprison the spirits that drive them, and are susceptible only to weapons imbued with magic or the strength of adamantite.

STONE GOLEM

Stone golems display great variety in shape and form, cut and chiseled from stone to appear as tall, impressive statues. Though most bear humanoid features, stone golems can be carved in any form the sculptor can imagine. Ancient stone golems found in sealed tombs or flanking the gates of lost cities sometimes take the forms of giant beasts.

Like other golems, stone golems are nearly impervious to spells and ordinary weapons. Creatures that fight a stone golem can feel the ebb and flow of time slow down around them, almost as though they were made of stone themselves.

"BEYOND THE UNOPENABLE DOORS LAY A GRAND HALL
ENDING BEFORE A TOWERING STONE THRONE, UPON
WHICH SAT AN IRON STATUE TALLER AND WIDER THAN
TWO MEN. IN ONE HAND IT CLUTCHED AN IRON SWORD,
IN THE OTHER, A FEATHER WHIP. WE SHOULD HAVE
TURNED BACK THEN."

—MORDENKAIEN THE ARCHMAGE,
CHRONICLING HIS PARTY'S HARROWING
EXPLOITS IN THE DUNGEONS BELOW MAURE CASTLE



"THE MORE RIGID ITS PHYSICAL FORM, THE LESS LIKELY THE GOLEM IS TO LOSE ITS SENSE OF PURPOSE. THE CLAY ONES CAN BE A BIT TWITCHY."
—WORDS OF WARNING IN THE MANUAL OF CLAY GOLEMS

CLAY GOLEM

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (–1)	18 (+4)	3 (–4)	8 (–1)	1 (–5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 9 (5,000 XP)

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of

its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Haste (Recharge 5–6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.