

# IRON GOLEM

## IRON GOLEM

*Large construct, unaligned*

**Armor Class** 20

**Hit Points** 210 (20d10+100)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

**Damage Resistances** Fire

**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** 16 (15,000 XP)

**Fire Absorption.** Whenever the golem is subjected to fire damage, its body softens and it loses its immunity to nonmagical weaponry until the end of its next turn.

**Intricate Machinery.** Whenever the golem is subjected to lightning damage, its speed is halved and it cannot use its multiattack until the end of its next turn. If it suffers this effect three turns in a row, this trait is disabled for the next minute, and the golem can make a melee attack as a bonus action for the duration.

**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.

**Armor Breach.** While the golem has fewer than 106 hit points, it continuously leaks poison gas. It cannot use its poison breath, and a creature that starts its turn within 10 feet of the golem must succeed on a DC 19 Constitution saving throw or take 22 (5d8) poison damage, or half as much on a success.

## Actions

**Multiattack.** The golem makes two melee attacks.

**Slam.** Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage and the target must succeed on a DC 19 Strength saving throw or be knocked prone.

**Iron Seax.** Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) slashing damage. This attack deals an additional 11 (2d10) damage to a prone target.

**Spinning Cleave.** Each creature in a 10 ft. radius must succeed on a DC 19 Dexterity saving throw or take 16 (3d10) slashing damage and be pushed 10 feet away.

**Poison Breath (Recharge 6).** The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.