



Artwork by Mister Crowbar

TERATOMA GOLEM

Towering masses of teeth, hair, muscle and moist, cancerous flesh, Teratoma Golems are not made—they're grown. Wandering between the realms of living beings and automatons, these writhing hulks of flesh are something of an outlier in golem design, forgoing the inorganic for the distressingly, sickeningly organic. Though made of living tissue, these abominations are still—by definition, if not appearance—golems, and still retain the strict adherence to orders and resilience against physical and magical damage inherent in their brethren. It is the latter which is most notable, for even when sliced into pieces, decimated quite literally, a Teratoma Golem can still function, writhing and regenerating from even their component parts like a common earthworm. In the worst cases, and with sufficient mass in their construction, larger specimens may even choose to absorb other living tissue into their mass to regain strength... whether that tissue is willing or not.

Teratoma Golem Mass. Teratoma Golem Masses are the huge, writhing masses from which Teratoma Golems are grown quickly and efficiently, the golems themselves simply sliced and grown from this sickening ball of organic sculptor's clay. Unfeeling, unthinking, the mass itself knows only how to consume and proliferate, crushing smaller creatures to consume and add to its organic furnaces. This can prove dangerous even to its creators, as, without any sort of checks on its growth, it is not entirely particular about what- or whom it consumes.

PUNY TERATOMA GOLEM

Medium Construct, Neutral

Armor Class 10 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	16 (+3)	3 (-4)	8 (-1)	1 (-5)

Proficiency +2

Damage Resistances necrotic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantine

Damage Immunities poison

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 2 (450 XP)

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 Weapon. The golem's weapon attacks are magical.

Regeneration. The golem regains 5 hit points at the start of its turn if it has at least 1 hit point. If the golem takes fire damage, this trait doesn't function at the start of its next turn.

ACTIONS

Multiattack. The golem makes two slam attacks. If both attacks hit the same creature, it is grappled, escape DC 12.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) bludgeoning damage.

TERATOMA GOLEM

Large Construct, Neutral

Armor Class 10 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	3 (-4)	8 (-1)	1 (-5)

Proficiency +3

Damage Resistances necrotic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite

Damage Immunities poison

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 7 (2,900 XP)

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 Weapon. The golem's weapon attacks are magical.

Regeneration. The golem regains 10 hit points at the start of its turn if it has at least 1 hit point. If the golem takes fire damage, this trait doesn't function at the start of its next turn.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6+5) bludgeoning damage and the target is grappled, escape DC 15.

BONUS ACTION

Consume. A creature that is medium size or smaller grappled by the golem must succeed a DC 15 Strength saving throw or be consumed by the golem. When the golem consumes a creature the grapple ends and the creature is restrained. The golem can consume up to two creatures at a time. A creature that starts its turn consumed by the golem takes 12 (2d6+5) bludgeoning damage.

If the golem takes 20 slashing damage in a single turn, one of the creatures it holds is released and lands in an unoccupied space within 5 ft. of the golem. A creature can use an action to make a DC 15 Strength check to break free. When the golem is destroyed, all creatures it holds are set free.

TERATOMA GOLEM VARIANT: SPREAD

As the mighty teratoma golem is struck down, meek versions of the golem spawn from its remains.

Spread. When the teratoma golem is reduced to 0 hit points, it dies and spawns 2 puny teratoma golems within its space, unless the triggering damage is fire damage.

A teratoma golem with this trait is a **Challenge 8 (3,900 XP)** creature.

RAMPANT GOLEM MASS

Gargantuan Construct, Neutral

Armor Class 7

Hit Points 296 (16d20 + 128)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	5 (-3)	27 (+8)	1 (-5)	8 (-1)	1 (-5)

Proficiency +5

Skills Perception +4

Damage Resistances necrotic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite

Damage Immunities poison, psychic

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

Senses tremor sense 60 ft. (blind beyond), passive Perception 9

Challenge 14 (11,500 XP)

Formless. The golem mass can move through openings large enough for a medium creature without squeezing.

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

Obstructing Mass. The golem mass' space is difficult terrain.

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

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

Regeneration. The golem regains 20 hit points at the start of its turn if it has at least 1 hit point. If the golem takes fire damage, this trait doesn't function at the start of its next turn.

ACTIONS

Multiattack. The golem mass makes an attack against each creature in reach. It then uses Absorb.

Pseudopod. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 30 (4d10+8) bludgeoning damage and the target is grappled, escape DC 18. The golem mass has no limit as to how many creatures it can have grappled at a time.

Absorb. Each creature grappled by the golem mass must succeed a DC 16 Strength saving throw. On a failed save a creature is pulled 5 ft. towards the center of the golem mass and is swallowed. A swallowed creature is blinded and restrained, and has total cover against attacks and other effects outside the golem mass. A swallowed creature takes 22 (4d6+8) bludgeoning damage at the start of its turn.

If the golem takes 20 slashing damage in a single turn, one of the creatures it has swallowed is released and lands in an unoccupied space within 5 ft. of the golem mass. Alternatively, a swallowed creature can use its action to attempt a DC 21 Strength check to break out of the golem mass and free itself. A creature freed from the golem mass is placed in an unoccupied space within 5 ft. of the golem mass.

Once the golem mass dies, all creatures swallowed by it are freed.

VITRAIL GOLEM

Large Construct, Neutral

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	5 (-3)	14 (+2)	1 (-5)

Proficiency +3

Skills Stealth +6, Perception +5

Damage Resistances radiant

Damage Immunities poison, psychic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantine

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

Senses darkvision 60 ft., passive Perception 15

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

Challenge 7 (2,900 XP)

Brittle. When the golem takes thunder damage, it has disadvantage on ability checks and attack rolls until the end of its next turn and if the golem has to recharge the use of its shard storm it rolls to recharge it.

Death Throes. When the golem is reduced to 0 hit points, it explodes into lethal shards of glass in a 10 ft. radius centered on itself. Each creature in the area must make a DC 14 Dexterity saving throw, taking 14 (4d6) slashing damage on a failed save and half as much on a successful one. If the golem is reduced to 0 hit points by thunder damage, the range of its explosion is 20 ft. instead.

Glass Walk. The golem can enter and leave glass windows by spending 5 ft. of movement. To enter a glass window, it must be able to physically fit into it. As long as the golem is within a glass window, it can't attack creatures outside of it and any damage dealt to the glass is dealt to the golem instead.

False Appearance. While the golem is motionless and within a glass window, it is undistinguishable from a stained glass image.

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 Weapon. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes three weapon attacks.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Shard. *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Shard Storm (Recharge 5-6). The golem fires sharp glass shards in a 30 ft. cone. Each creature in the area must make a DC 14 Dexterity saving throw. On a failed save a creature takes 27 (6d8) slashing damage and half as much on a successful one.



Artwork by Clara Fang
and DM Tuz

VITRAIL GOLEM

Made from ornamental glass, each Vitrail Golem is a piece of art in its own right, created to protect areas of sanctity and reverence. To this end, each possesses the ability to move through glass surfaces as though they were water, be they windows, stained glass mosaics, even mirrors. Versatile, unique, and easy to alter and improve even after their creation, these creations are powerful protectors, able to deliver lethal cuts to any potential foe. In the role of guardians and protectors of holy sites, these golems even possess the unique power among their kind to tap into and manifest the power of reverence itself, appearing from the surrounding glass as though called by the gods themselves to protect their homes. When their duty is done, they may then slip just as easily back into the art from which they came, returning a temple to its artisanal splendor.

Artwork by Clara Fang
and DM Tuz



URN GOLEM

Incineration has been a widespread method of burial rites since ancient times. Procession of the resulting ashes though differ widely from culture to culture. One rare use for these ashes is the creation of urn golems.

A typical urn golem is unassuming at first glance. A ceramic shell shaped into the vague form of a humanoid, richly endowed with delicate paintings, ornate gems, or ingrained patterns. While its body possesses joints and is able of basic motion, it appears clumsy and frail. Until ashes of a deceased are placed within, that is. In that very moment the soul of the deceased is given a new vessel, signified by a ghostly flame crowning the golem's physical form, and the golem animates.

The secret of the urn golem's creation has spread to the far corners of the world, as such the use for urn golems is as diverse as the cultures making use of them. Cheap labor, punishment, and archiving of ancient knowledge are but a few of the many uses that urn golems see. What is for certain is that an urn golem should not be taken as a simple automaton, as a real soul resides within which imbues it with life.

URN GOLEM

Medium Construct, (See Soul Vessel)

Armor Class 15 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	15 (+2)	10 (0)	12 (+1)	9 (-1)

Proficiency +2

Skills Perception +3

Damage Resistances psychic

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

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Understands the languages of it spoke in life

Challenge 1 (200 XP)

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 Weapon. The golem's weapon attacks are magical.

Numb. The golem has advantage on saving throws against being charmed or frightened.

Release. When the urn golem is reduced destroyed, the soul within is released. Upon its release the soul can choose one of the following:

- **Ghostly Blaze.** Each creature within 5 ft. of the urn golem must succeed a DC 12 Dexterity saving throw or take 3 (1d6) fire and 3 (1d6) necrotic damage.
- **Parting Gift.** Up to 3 (1d6) creatures within 10 ft. of the urn golem regain 4 (1d6+1) hit points.

Soul Vessel. For the urn golem to function it must be filled with the ashes of a deceased creature. The urn golem will be possessed by the creature's soul and take on its alignment, Intelligence, Wisdom, and Charisma Score, skill proficiencies, and known languages (but can't speak).

ACTIONS

Multiattack. The urn golem makes two melee weapon attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 +2) bludgeoning damage.

Ghostly Flame. *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target. *Hit:* 3 (1d6) fire damage and 3 (1d6) necrotic damage.

CUSTOMIZE YOUR URN GOLEM:

As the urn golem's Soul Vessel states, plenty of its traits can be determined by the soul that inhabits it. For the sake of simplicity I provided a base urn golem for you to use right out of the box.

Consider adding proficiencies to your urn golem to represent who they were in life. It might give the players additional insight about their purpose and past, or it might become a potential plot threat to follow to search for a specific urn golem of a long deceased person who has relevant information for their quest.

TARPIT GOLEM

Huge Construct, Neutral

Armor Class 14 (natural armor)

Hit Points 37 (5d12 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	19 (+4)	1 (-5)	15 (+2)	1 (-5)

Proficiency +4

Damage Resistances fire

Damage Immunities poison, psychic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantite

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

Senses darkvision 60 ft., passive Perception 12

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

Challenge 11 (7,200 XP)

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 Weapon. The golem's weapon attacks are magical.

Pile of Bones. When the golem is destroyed, its body becomes difficult terrain. A creature that enters the area of the golem's body for the first time on a turn or starts its turn there, it must succeed a DC 16 Strength saving throw or be restrained until the end of its next turn.

Tar Walk. The golem ignores movement restrictions caused by tar.

ACTIONS

Multiattack. The golem makes three attacks; one with its bite, one with its claws, and one with its slam.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 22 (3d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 16 (3d6 + 6) slashing damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 19 (3d8 + 6) bludgeoning damage.

Tar Spill (Recharge 5-6). The tarpit golem spews boiling tar in a 20 by 20 ft. square originating from it. Each creature in the area must make a DC 16 Dexterity saving throw. On a failed save a creature takes 44 (8d10) fire damage and is restrained until the end of its next turn. On a successful save a creature takes half as much damage and is not restrained. The area becomes difficult terrain for 1 minute or until it is cooled off (by the use of cone of cold targeting the entirety of the area for example) and a creature that enters the area for the first time on a turn or ends its turn there, it must succeed a DC 16 Strength saving throw or be restrained until the end of its next turn.



Artwork by Clara Fang
and DM Tuz

TARPIT GOLEM

Tarpit Golems are creations lacking the craftsmanship or skill of their kin, created instead for the sake of pure utility and made from little more than available materials, in this case, ancient, sticky tar- and the bones of the prehistoric creatures still trapped within. The necromantic energies of futile, hopeless rage still trapped within these lost beasts are what gives the Tarpit Golem a deep well of destructive potential to draw from, but it also means such creations are far harder to keep in check than other types of golem. Coated in steaming, scalding tar which can be projected at a moment's notice to form sticky pools from which foes cannot escape, the Tarpit Golem can then close at its convenience to strike with any number of fossilized teeth, claws, spines and horns as lethal striking implements. Even in death, with its animating magics dissipated, the Tarpit Golem still remains a potent threat, as it simply returns to being a steaming tarpit- one which may still prove to be the doom of its foes, same as the eons of creatures before them with which they now share a fate...

HOUSE GOLEM

It is hard to say whether the person that dreamed up the House Golem was a genius... or a lunatic. Needless to say, the concept of turning a whole domicile into a living automaton simply for the benefit of camouflage in an urban environment is unconventional, and the sheer amount of resources required in its construction renders it almost immediately impractical in most cases. Even so, the appearance of such a weapon unexpectedly is almost certain to catch any foe off guard, as it requires no illusory magic to hide itself in plain sight, and its massive size grants it similarly massive might. Above all else, one must take care not to step within such a golem, whether invited or by curiosity, for the only fate such houseguests will find is a mauling, agonizing death, as a sea of cogs, gears, and pistons grinds their soft, fleshy bodies into a mangled paste.



Artwork by Clara Fang
and DM Tuz

HOUSE GOLEM

Gargantuan Construct, Neutral

Armor Class 17 (natural armor)

Hit Points 214 (13d20 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	22 (+6)	3 (-4)	12 (+1)	1 (-5)

Proficiency +5

Damage Immunities poison, psychic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantine

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

Senses tremorsense 30 ft., darkvision 120 ft., passive Perception 11

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

Challenge 13 (10,000 XP)

False Appearance. While the golem is motionless, it is undistinguishable from a building.

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 Weapon. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 33 (4d12+7) bludgeoning damage.

House Guest. A medium or smaller creature within 5 ft. of the golem must succeed a DC 17 Strength saving throw or becomes trapped on the golem. A creature trapped in the golem has total cover against attacks and other effects outside of the golem. The golem can have up to 16 creature trapped inside of it at a time. A trapped creature can use its action to attempt to repeat the saving throw, escaping the golem on a success. When the golem is incapacitated or destroyed, any trapped creature can escape the golem by leaving through its entrance. A creature that escapes the golem emerges in an unoccupied space within 5 ft. of the golem.

BONUS ACTIONS

Crush. Each creature trapped in the golem must make a DC 17 Strength saving throw, taking 28 (6d6 +7) bludgeoning damage on a failed save and half as much on a successful one.

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