



BENEOS TOKENS

MIND GOLEM

D&D HOMEBREW



A Beneos Tokens homebrew creature statblock for the world's greatest roleplaying game

MIND GOLEMS

Mind Golems are enforcer-creatures crafted by Wizard councils, a mighty body shaped from synthetic flesh imbued with a powerful vat-grown brain, designed to contain the councils Mindmeld. A Mindmeld is psychic amalgamation of the wizards intellect and arcane potential, directly channeling their might and will into their creation, allowing it to act more independently than other forms of Golems. Their fused psyches birth new independent thought slaved to their will, which makes Mind Golems highly intelligent and capable of strategic planning and tactical acumen. This, paired with their enormous strength and innate magic abilities, makes for a truly dangerous living weapon, capable of completing the most daring operations for their masters.

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This creature was released on [Patreon](#) and is part of weekly Animated Tokens to impress your players. Each creature comes with different animations and Top Down and Isometric perspectives.

MIND GOLEM

Large construct, unaligned

Armor Class 16 (19 with Psychic Shielding)

Hit Points 130 (12d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	22 (+6)	14 (+2)	11 (+1)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from non magical attacks not made with adamantite weapons

Condition Immunities blinded, charmed, exhaustion, frightened, Psipoisoned

Senses darkvision 120 ft., passive Perception 12

Languages Common, telepathy 120 ft.

Challenge 16 (13,000 XP)

Mindmeld. As long as the Mind Golem is on the same plane, it's creators can use the Golem's senses as their own, converse telepathically through it and directly control its actions.

Innate Spellcasting (Psionics). The Mind Golems's innate spellcasting ability is Intelligence (spell save DC 19) . It can innately cast the following spells, requiring no components:

At will: *silent image, detect thoughts, detect magic*

2/day each: *mirror image, misty step, darkness invisibility, hold person, counterspell, glyph of warding*

1/day each: *dominate person, modify memory, scrying, telekinesis*

Psychic Shielding. The Mind Golem gains 20 temporary hit points at the start of each of its turns. While it has those temporary hit points it has resistance to piercing, slashing and bludgeoning damage and an AC of 19.

Gestalt-Stabilization. The Mind Golem is immune to any spell or effect that would alter its form and has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Mind Golem makes two Psi-charged Punch attacks.

Psi-charged Punch. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit* 13 (2d8 + 4) bludgeoning damage plus 20 (3d8+6) force damage.

Restabilize Mindmeld. The Mind Golem can immediately reroll a saving throw to end the effect of a spell, magical effect or a status condition affecting it and does so with advantage. It also gains 2d10+6 additional temporary hit points at the start of its next turn.

Eye Beam. The Mind Golem has six eyes magical eyes, each able to unleash arcane beams. Each time the Mind Golem uses this action, roll a d6 to determine the amount of eye beams shots by the Mind Golem. The Mind Golem can target creatures that it can see within 50 ft. with its eye beams. Each beam can only be fired once per turn and each target creature can only be targeted by one beam. The Golem can freely choose which beam to fire.

1. **Abjuring Beam.** The Mind Golem chooses one creature, object, or magical effect within range. For each spell or magical effect on the target, it make an ability check using Intelligence. The DC equals 10 + the spell's level. On a successful check, the spell or effect ends.

2. **Evoking Beam.** *Ranged Spell Attack:* +11 to hit, reach 50 ft., one target. *Hit:* 45 (10d8) fire, lightning, poison or acid damage.

3. **Conjuring Beam.** The Mind Golem teleports to any other spot within range that it can see. You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing or incapacitated creature that is medium or smaller and held by the Golem.

4. Transmuting Beam. The target creature must succeed on DC 19 Wisdom saving throw or be transmuted into a small beast if the Golem's choice. The transformation lasts until the end of the golems next turn. The target's game Statistics, including mental Ability Scores, are replaced by the Statistics of the chosen beast. It retains its Alignment and Personality. The target assumes the Hit Points of its new form. When it reverts to its normal form, the creature returns to the number of Hit Points it had before it transformed. If it reverts as a result of dropping to 0 Hit Points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 Hit Points, it isn't knocked Unconscious. The creature is limited in the Actions it can perform by the Nature of its new form, and it can't speak, cast Spells, or take any other action that requires hands or Speech.

5. Necrotic Beam. The target must make a DC 19 Constitution saving throw. It takes $7d8 + 30$ necrotic damage on a failed save, or half as much damage on a successful one. A humanoid killed by this beam rises at the start of the Golem's next turn as a Ghoul that is permanently under its command, following its verbal orders to the best of its ability.

6. Enchanting Beam. The target must succeed on a DC 19 Wisdom saving throw or be paralyzed for 1 minute. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends at the start of the creature's next turn.