

THE BOOK OF CONSTRUCTS

A CONSTRUCT BESTIARY



BY: TIM GONZALEZ • PIRATEGONZALEZGAMES.COM • @PIRATEGONZALEZ



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OF MAGIC ITEMS

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Writer and Designer. Timothy Gonzalez

Editing. Christine S.

Layout. Melissa Matos, Momtoast.com

Template. Template by NATHANAËL ROUX

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INTRODUCTION

Welcome to the *Book of Constructs*! Inside this tome you will find information on over 180 constructs for your 5th edition game, including rules and suggestions for how to build your own!

As with all Pirate Gonzalez Games creature compendiums, each entry will include suggested tactics for how each creature operates in a fight.

With the *Book of Constructs*, you can build a robot to be your best friend or crush your enemies. Enjoy!

CRAFTING RULES

In the *Book of Constructs*, we've provided some data points you can use if you decide to allow the players to build constructs. *Xanathar's Guide to Everything* includes crafting rules for magic items.

In this book, we've provided the following crafting information:

Price: If you want to outright purchase a construct, you can use this figure as a guideline. The hard part is finding someone willing to sell a fully built construct.

Crafting Cost: If you have the formula or schematics and want to build your own construct, this is how much gold you will need to spend on components.

Crafting Time: This is the number of days you need to spend working on the construct. They don't need to be consecutive, but you must spend at least this many days working on the construct to finish it.

Skill Check: It's not fun to spend weeks and gold on a building a construct, just to have it fail at the end. Instead, if you decide to utilize skill checks as a part of the construction process, consider this approach:

BUILDING A CONSTRUCT

When you have finished building a construct, make the indicated check. On a failure, the construct is built with a flaw. The flaw shouldn't be severe enough to render the construct useless. Instead, try to come up with fun quirks, like making loud beeps at irregular intervals, or growing fond of a particular person.

Spells: If you decide to use spells as a required component for crafting a construct, you can use the listed spells as inspiration. Otherwise, you can allow the use of spells to reduce the crafting time, cost, or DC of the construct, or just ignore them entirely.

Ingredients: Creating a magic item requires a special ingredient, and constructs are no different. These are the raw ingredients you need to procure to be able to build the construct and are not included in the crafting cost. Powerful or intelligent constructs may require hard-to-find ingredients, while simpler constructs might require only basic components.



ABALLONIAN

No two aballonians look the same, as they are able to upgrade and augment their own bodies.

Solar Powered. As self-sufficient constructs, aballonians are able to operate for extended periods of time. However, they use solar power to supplement their systems, and at night or in darkness they enter a power-saver mode.

Constant Improvement. Aballonians are intelligent creatures with the ability improve themselves. No one is sure who made them or where they come from, and they seem to possess the ability to reproduce or create new aballonians.

Construct Nature. The construct doesn't require air, food, or drink.

Tactics. An aballonian's tactics depend on its rebuild upgrades. It will attempt to escape if badly injured.



ABALLONIAN

Medium construct, neutral

Armor Class 16 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	17 (+3)	10 (+0)	11 (+0)

Skills Insight +3, Investigation +6, Perception +3

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, telepathy 100 ft. (aballonians only)

Challenge 6 (2,300 XP)

Rebuild. Aballonian machines are capable of improving and adapting their own designs. Each aballonian has one or more of the following abilities:

Plasma Cutter. Gains a melee weapon attack that deals fire damage

Treads. Base speed is increased to 60 feet.

Variable Movement. The aballonian gains a burrow, swim, or climb speed of 60 feet.

Radar. Gains blindsight 120 feet.

Extended Arms. Melee attacks have their reach increased by 5 feet.

More Claws. Gains an extra claw attack

Rend. If the aballonian hits the same target with two claw attacks in the same turn, the target takes an extra 1d8 damage.

Armor Plating. Gain +2 AC.

Hardened Systems. Gain resistance to acid, cold, lightning, or fire damage.

Sparking Touch. As a bonus action, the aballonian can make a spark attack against one creature it is grappling. It doesn't have disadvantage for making a ranged attack in melee on this attack.

Sunlight Dependency. While in darkness, the aballonian has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The construct makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Spark. *Ranged Weapon Attack:* +7 to hit, range 20 ft., one target. *Hit:* 7 (2d6) lightning damage.

Plasma Cutter. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) fire damage.

ADAMANTINE SPIDER

Dark metal legs click against the ground as the spider scurries around. Eight glowing eyes track your movement, and liquid drips from its mechanical mandibles.

Multipurpose Servant. Drow use these constructs as bodyguards and assassins. The poison they carry can be deadly, and they are skilled at defending the person holding their amulet.

Magical Amulet. Each adamantine spider is created with a special amulet. The spider sees the creature holding the amulet as its master and will follow their telepathic orders.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. An adamantine spider's tactics depends on the orders it is given. Unless told otherwise, it will stay next to its master and use reactive web when available and bite whoever is attacking them.

Construction

Price: 11,000 gp

Crafting Cost: 5,500 gp

Crafting Time: 15 days

Skill Check: DC 18 smith's tools

Spells: *animate object*, *discern location*

Ingredients: Adamantine mixed with venom, roper blood, and the tears of prisoners. The poison for the adamantine spider's poison storage must be provided.

ADAMANTINE SPIDER

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 38 (7d6 + 14)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	2 (-4)	1 (-5)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 5

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

Challenge 3 (700 XP)

Bound. The adamantine spider is magically bound to an amulet. As long as the spider and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the spider to travel to it, and the spider knows the distance and direction to the amulet. If the spider is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the spider.

Guard. Attacks against the bearer of the spider's amulet have a -1 penalty while the spider is within 5 feet of the bearer.

Poison Storage. The adamantine spider can store one dose of poison in its body. It can swap out its basic poison with another available poison as an action. The poison is applied and expended on the spider's first successful bite attack.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

REACTIONS

Reactive Web (Recharge 5-6). When a creature makes an attack against the bearer of the spider's amulet, the spider can shoot webbing at the attacker. The attacker must succeed on a DC 13 Dexterity saving throw or be restrained. As an action, the restrained target can make a DC 13 Strength (Athletics) check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



AKARUZUG

This tall statue is carved into the likeness of a horned angel with broad wings and long claws. Its body tapers into a sword-like tip, and a corpse hangs crucified on it.

AKARUZUG

Large construct, lawful evil

Armor Class 17 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	1 (-5)	12 (+1)	1 (-5)

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Common but can't speak

Challenge 12 (8,400 XP)

Soul Engine. The akaruzug is animated through the soul of a creature crucified to it. As long as the creature remains crucified, the akaruzug can continue to operate. A restrained or unconscious creature can be crucified on the akaruzug in 1 minute. Once crucified, they die, and their soul is stored in the statue. If the crucified creature is removed, the akaruzug becomes unconscious and the soul moves to the afterlife. A crucified creature can't be raised from the dead as long as their soul is inside the akaruzug. To forcibly remove a crucified creature from the akaruzug, a creature can attempt an opposed Strength check against the akaruzug as an action, pulling the crucified creature free on a success. The akaruzug has advantage on these Strength checks.

Soul Slave. Using the soul stored within, the akaruzug can summon a ghostly version of its crucified creature. This works as if the akaruzug cast *spiritual weapon* using a 4th level slot.

Darkness Aura. Magical darkness fills an area surrounding a 40-foot radius sphere around the akaruzug. Normal light can't illuminate the area. The akaruzug can see through this darkness.

ACTIONS

Multiattack. The construct makes two claw attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 7 (2d6) necrotic damage.

Soul Steal (Recharge 5-6). The akaruzug attempts to flense the life force of any living creature within 20 feet of it. All living creatures in the area must make a DC 13 Constitution saving throw, taking 27 (6d8) necrotic damage on a failed save, or half as much damage on a successful one.

Soul Engine. These statues are fueled by souls. If a creature is crucified and killed on the akaruzug, their soul is trapped inside the statue and burned painfully as fuel.

Fiendish Statue. Akaruzug were created by fiends, but the secrets of their construction are whispered to ambitious mortals. The continued existence of these constructs drives their builders into greater acts of depravity.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The akaruzug keeps its darkness aura active. It animates a *soul slave* and uses *soul steal* whenever possible. If a creature tries to remove a crucified person, the akaruzug focuses its attacks on them.

Construction

Price: 175,000 gp

Crafting Cost: 87,500 gp

Crafting Time: 120 days

Skill Check: DC 24 mason's tools

Spells: *enervation, magic jar, hallow*

Ingredients: 15-foot tall statue of a fallen angel, 6,000 lb. of dark stone, iron, lead, and infernal admixtures.



ALCHEMY BEETLE

This mechanical beetle has a crystal core filled with liquid. As it clacks its mandibles, some of the liquid drips out.

Unstable. Alchemy beetles are prone to exploding when badly injured. Their creators keep them away from valuables, usually acting as perimeter guardians.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks the closest enemy.

Construction

Price: 7,000 gp

Crafting Cost: 3,500 gp

Crafting Time: 7 days

Skill Check: DC 14 smith's tools and glassblower's tools

Spells: acid splash, fireball

Ingredients: Iron, thick glass, and four gallons of the alchemical solution the alchemy beetle is filled with.

ALCHEMY BEETLE

Small construct, unaligned

Armor Class 10

Hit Points 10 (3d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	10 (+0)	2 (-4)	12 (+1)	2 (-4)

Damage Immunities poison

Condition Immunities charmed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages -

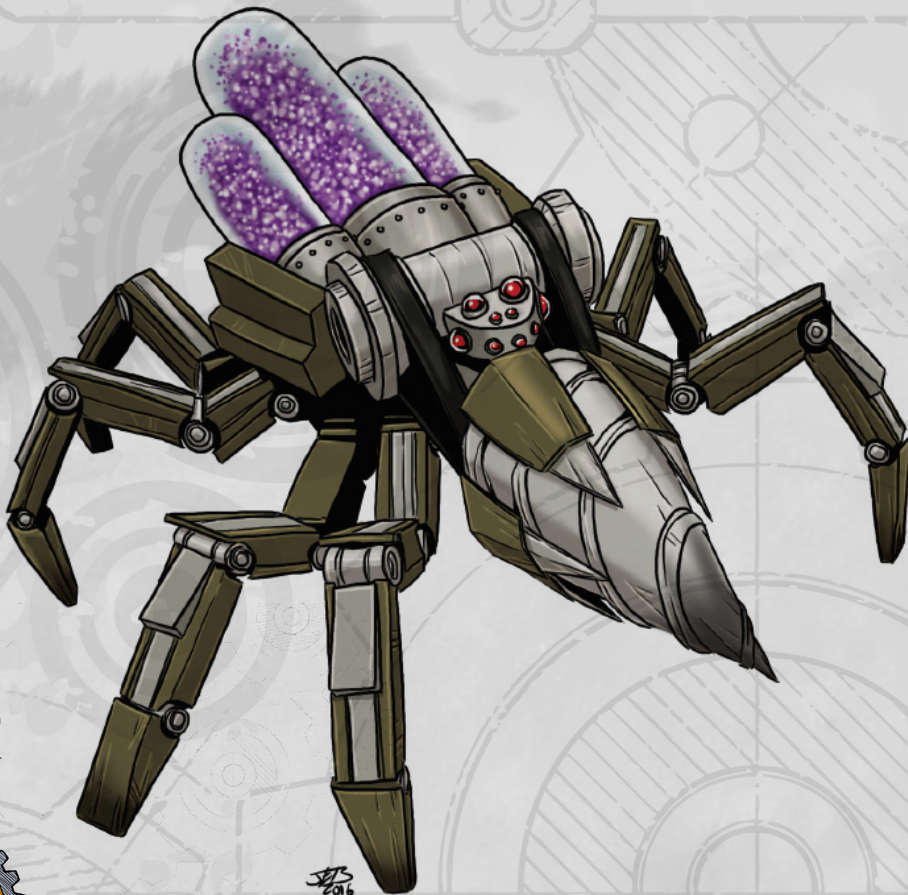
Challenge 1/2 (100 XP)

Alchemical Solution. Each beetle is filled with a liquid that deals either cold, fire, or lightning damage, determined when the beetle is created.

Death Burst. When the beetle dies, it explodes in a burst of alchemical liquid. Each creature within 10 feet of it must make a DC 10 Dexterity saving throw, taking 7 (2d6) damage of its alchemical solution on a failed save, or half as much damage on a successful one.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 3 (1d6) alchemical solution damage.



ALTER EGO, ANNIS HAG (TEMPLATE)

The hag has a vacant expression on their face.

Independent Personality. Alter egos are fragments of a living creature's personality that have broken free and formed into an independent creature.

Unfriendly Fragment. The body of an alter ego is made from ectoplasm. They are not intentionally created, but rather are a byproduct of severe stress or emotional duress. They focus on a specific task related to their creation but always harbor a hatred for their real version.

Construct Nature. The construct doesn't require air, food, or drink.

Tactics. The alter ego fights like its progenitor fights.



ALTER EGO TEMPLATE

Any living creature can have an alter ego. An alter ego retains all the statistics of its progenitor except as noted below.

- **Alignment.** The creature's alignment usually becomes neutral.
- **Type.** The creature's type becomes construct.
- **Armor Class.** The creature's AC is reduced by 2.
- **Damage Immunities.** The creature gains immunity to poison damage.
- **Condition Immunities.** The creature gains immunity to the exhaustion, paralyzed, petrified, and poisoned conditions.
- **Saving Throws.** The creature is proficient with Constitution saving throws.
- **Regeneration.** The alter ego regains hit points equal to its proficiency modifier at the start of its turn. The alter ego dies only if it starts its turn with 0 hit points.
- **Alter Ego Appearance.** The creature has advantage on all ability checks made to impersonate its progenitor.
- **Progenitor Dependence.** The creature is poisoned (even though normally immune to poisoned) when it is more than 1 mile from the creature it is a copy of, as long as the progenitor is still alive.
- **Replicated Gear.** The alter ego has a copy of all items and gear its progenitor had, including non-consumable magic items. This replicated gear is made from ectoplasm and functions as normal. If the gear is away from the alter ego's possession for 1 round, or if the alter ego is killed, it dissolves into ectoplasm.
- **Sense Progenitor.** The alter ego knows the direction and distance to the creature it is a copy of. The alter ego can read the thoughts of the original creature and can see it even if invisible.
- **Sense Progenitor.** The alter ego knows the direction and distance to the creature it is a copy of. The alter ego can read the thoughts of the original creature and can see it even if invisible.

ALTER EGO (ANNIS HAG)

Large construct, neutral

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	14 (+2)	13 (+1)	14 (+2)	15 (+2)

Saves Con +5

Skills Deception +5, Perception +5

Damage Resistances cold; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantite

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common, Giant, Sylvan

Challenge 6 (7,200 XP)

Alter Ego Appearance. The alter ego has advantage on checks to look like its progenitor.

Innate casting: The alter ego's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells:

3/day each: *disguise self* (including the form of a Medium humanoid), *fog cloud*

Progenitor Dependence. The alter ego gains the poisoned condition (even if immune to the condition) when more than 1 mile away from the original creature that it is a copy of, as long as it is still alive.

- **Alter Ego Appearance.** The creature has advantage on all ability checks made to impersonate its progenitor.
- **Progenitor Dependence.** The creature is poisoned (even though normally immune to poisoned) when it is more than 1 mile from the creature it is a copy of, as long as the progenitor is still alive.
- **Replicated Gear.** The alter ego has a copy of all items and gear its progenitor had, including non-consumable magic items. This replicated gear is made from ectoplasm and functions as normal. If the gear is away from the alter ego's possession for 1 round, or if the alter ego is killed, it dissolves into ectoplasm.
- **Sense Progenitor.** The alter ego knows the direction and distance to the creature it is a copy of. The alter ego can read the thoughts of the original creature and can see it even if invisible.
- **Sense Progenitor.** The alter ego knows the direction and distance to the creature it is a copy of. The alter ego can read the thoughts of the original creature and can see it even if invisible.

Regeneration. The alter ego regains 3 hit points at the start of its turn. The alter ego dies only if it starts its turn with 0 hit points.

Replicated Gear. The alter ego has a copy of all items and gear the original had, including magic items that are not consumable (like potions). This replicated gear is made from ectoplasm, and functions as normal. If the gear is away from the alter ego's possession for 1 round, or after the alter ego is killed, it dissolves into ectoplasm.

Sense Progenitor. The alter ego knows the direction and distance to the creature it is a copy of. The alter ego can read the thoughts of the original creature and can see it even if invisible.

ACTIONS

Multiattack. The construct makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Crushing Hug. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 36 (9d6 + 5) bludgeoning damage and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until the grapple ends, the target takes 36 (9d6 + 5) bludgeoning damage at the start of each of the alter ego's turns. The alter ego can't make attacks while grappling a creature in this way.

ANGELIC GUARDIAN

This brass statue is shaped in the likeness of an angel with metallic wings and a halo of blazing light.

Holy Light. Angelic guardians are powered with divine energy. They have a simple spark of intelligence, but still obey their creators. Being forced to commit evil acts eventually wears down the guardian or corrupts it.

Protective Guardian. The appearance of these guardians provides an amount of comfort to those near it. These guardians are naturally protective, and will endanger themselves to help others.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. Angelic guardians stay within 5 feet of another creature, if possible, in order to use their Deflective Wings. They use their radiant breath when available and attack a target until it is unconscious.

Construction

Price: 22,000 gp

Crafting Cost: 12,000 gp

Crafting Time: 75 days

Skill Check: DC 15 smith's tools

Spells: *mage armor*, *scorching ray*

Ingredients: 2,000 lbs. of metal treated with holy oil worth 2,000 gp.

ANGELIC GUARDIAN

Medium construct, neutral

Armor Class 18 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	11 (+0)	3 (-4)

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands but can't speak Common

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The construct makes two metallic wing attacks.

Metallic Wing. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Radiant Breath (Recharge 5-6). The angelic guardian breathes holy energy in a line 60 feet long and 5 feet wide. All creatures in the area must make a DC 14 Dexterity saving throw, taking 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one.

REACTIONS

Deflective Wings. When a creature makes an attack against an ally of the angelic guardian, the guardian grants a +3 bonus to the ally's AC if the guardian is within 5 feet of the ally.



ANIMATE ARIA

You hear a beautiful song begin out of thin air.

Solid Sound. Animate arias are soundwaves solidified into a humanoid shape.

Constant Song. Although an animate aria is invisible, it is always singing or performing inspiring music. This makes it easy to detect where an animate aria is.

ANIMATE ARIA

Large construct, unaligned

Armor Class 14

Hit Points 99 (18d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	10 (+0)	3 (-4)	11 (+0)	8 (-1)

Skills Performance +2

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison, psychic

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

Senses blindsight 90 ft., darkvision 60 ft., passive Perception 10

Languages Common

Challenge 5 (1,800 XP)

Aura of Inspiration. Allies of the animate aria that can hear it and are within 90 feet of it can add a 1d4 bonus to any attack roll or saving throw they make. As an action on its turn, the animate aria can also grant advantage on attack rolls and saving throws in addition to the 1d4 bonus to all allies in this aura until the start of the animate aria's next turn.

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

Natural Invisibility. The animate aria's body is made of sound, and therefore is naturally invisible. It is always invisible, although the constant song emanating from it allows creatures to pinpoint its location.

Sonic Dissonance. If the animate aria starts its turn within the aura of a bard's Countercharm ability, it must succeed on a contested Charisma (Performance) check or lose its natural invisibility and aura of inspiration for 1 minute. In addition, the animate aria takes 7 (2d6) force damage if it starts its turn in an area of a *silence* spell or enters it for the first time on its turn.

Sound Form. The animate aria can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The construct makes two sonic slam attacks.

Sonic Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) thunder damage.

Construct Nature. The construct doesn't require food, drink, or sleep.

Tactics. The animate aria prefers to stay out of combat and use its Aura of Inspiration to bolster its allies. It will Disengage from a fight unless it has no other option.

Construction

Price: 38,000 gp

Crafting Cost: 20,500 gp

Crafting Time: 50 days

Skill Check: DC 25 musical instrument

Spells: *geas*, *shatter*

Ingredients: A musical performance must be made in an area surrounded by silver chimes. 2,000 gp of chimes must be used, and they are consumed upon completion.



ANIMATED CHAINS

The pile of chains begins to rattle.

Animate Object. These animated chains were animated through the use of a powerful *animate objects* spell.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks the closest creature.

Construction

Price: 20,000 gp

Crafting Cost: 10,000 gp

Crafting Time: 20 days

Skill Check: DC 15 smith's tools

Spells: *animate objects*

Ingredients: A Gargantuan pile of chains.



ANIMATED CHAINS

Gargantuan construct, unaligned

Armor Class 15

Hit Points 100 (8d20 + 16)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	14 (+2)	1 (-5)	1 (-5)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 5

Languages -

Challenge 4 (1,100 XP)

Antimagic Susceptibility. The animated chains are incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the animated chains must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the animated chains remain motionless, they are indistinguishable from a normal pile of chains.

Loose Form. The animated chains can occupy another creature's space and vice versa. The animated chain's space counts as difficult terrain.

ACTIONS

Chains. *Melee Weapon Attack:* +7 to hit, reach 25 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained, and the animated chains can't attack another target. In addition, at the start of each of the target's turns while grappled by the chains, the target takes 19 (4d6 + 5) bludgeoning damage.

ANIMATED JACK-O'-LANTERN

The jack-o'-lantern glows with an eerie light.

Animate Object. This animated jack-o'-lantern was animated through the use of a powerful *animate objects* spell.

Inner Glow. The color of each jack-o'-lantern's glow is unique to the spellcaster that created it.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The animated jack-o'-lantern attacks the nearest foe.

Construction

Price: 700 gp

Crafting Cost: 350 gp

Crafting Time: 5 days

Skill Check: DC 10 carpenter's, cook's, potter's, or woodcarver's tools, or herbalism kit.

Spells: *animate objects*

Ingredients: A carved pumpkin.



ANIMATED JACK-O'-LANTERN

Small construct, unaligned

Armor Class 11

Hit Points 12 (5d6 - 5)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	8 (-1)	1 (-5)	3 (-4)	1 (-5)

Damage Vulnerabilities cold

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 5

Languages -

Challenge 1/2 (100 XP)

Antimagic Susceptibility. The jack-o'-lantern is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the jack-o'-lantern must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the jack-o'-lantern remains motionless, it is indistinguishable from a normal jack-o'-lantern.

ACTIONS

Fiery Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 3 (1d6) fire damage.

ANIMATED MANACLES

A pair of manacles fly into the air.

Animate Object. Animated manacles are the result of a powerful *animate objects* spell.

Crushed. These manacles are often still found around the arms or legs of a skeleton.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The animated manacles attack the nearest foe.

Construction

Price: 400 gp

Crafting Cost: 200 gp

Crafting Time: 5 days

Skill Check: DC 10 smith's tools

Spells: *animate objects*

Ingredients: A pair of manacles.



ANIMATED MANACLES

Tiny construct, unaligned

Armor Class 13 (natural armor)

Hit Points 25 (10d4)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	1 (-5)	2 (-4)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages -

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The manacles are incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the manacles must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the manacles remain motionless, they are indistinguishable from normal manacles.

ACTIONS

Restrain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and if the target is a Medium or smaller target, they are grappled (escape DC 12). Until the grapple ends, the target is restrained, and the manacles can't restrain another target.

ANIMATED ROBE

This comfortable looking robe is simple yet classy.

Animate Object. This animated robe was animated through the use of a powerful *animate objects* spell.

Cling. The robe is hard to remove, tying itself around a creature with supernatural strength.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The animated robe strangles one creature until they are unconscious.

Construction

Price: 800 gp

Crafting Cost: 400 gp

Crafting Time: 5 days

Skill Check: DC 11 weaver's tools

Spells: *animate objects*

Ingredients: A straightjacket.



ANIMATED ROBE

Medium construct, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 5

Languages -

Challenge 1/2 (100 XP)

Antimagic Susceptibility. The robe is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the robe must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer. While it is grappling a creature, the robe takes only half the damage dealt to it, and the creature grappled by the robe takes the other half.

False Appearance. While the robe remains motionless, it is indistinguishable from a normal robe.

ACTIONS

Strangle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and if the target is a Medium or smaller target, they are grappled (escape DC 13). Until the grapple ends, the target is restrained and the robe can't strangle another target. In addition, at the start of each of the target's turns, the target takes 6 (1d6+3) bludgeoning damage.

ARBALESTER

This construct looks like a crossbow with articulated legs for mobility.

Auto Crossbow. Arbalesters are sometimes jokingly referred to as auto-crossbows or dancing crossbows, since they can fire and reload themselves.

Companion. Artificers often create arbalesters as traveling companions. It helps having an extra weapon on hand that can protect you while you dig around for your spell scroll.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks the closest enemy at range. It avoids melee combat.

Construction

Price: 1,200 gp

Crafting Cost: 600 gp

Crafting Time: 2 days

Skill Check: DC 14 tinker's or woodcarver's tools

Spells: *arcane eye*, *mending*

Ingredients: Green wood, threads of silver and gold, a pint of the creator's blood, and a finely crafted light crossbow.



ARBALESTER

Tiny construct, neutral

Armor Class 12

Hit Points 5 (2d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (-2)

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1/4 (50 XP)

Receive Enchantment. The arbalaster's crossbow can be enchanted like a normal weapon.

ACTIONS

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

ARCANE BALLISTA

An arcane ballista is an autonomous instrument of war, able to operate without a crew.

Command Amulet. Arcane ballista are built with a command amulet. Whoever holds the amulet can issue commands telepathically to the ballista. Artillery commanders often have many of these on their person.

Automated Defense. As mindless constructs, arcane ballista follow orders simply. They are usually only used in active defense, as otherwise they will shoot at anyone that comes within range.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The arcane ballista uses its bolt attacks at range. It avoids melee combat.

Construction

Price: 70,000 gp

Crafting Cost: 35,000 gp

Crafting Time: 30 days

Skill Check: DC 15 smith's tools

Spells: *Mordenkainen's sword*, *magic missile*

Ingredients: A masterwork ballista and 10 masterwork ballista bolts.

ARCANE BALLISTA

Large construct, unaligned

Armor Class 11 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	3 (-4)	1 (-5)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 5

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

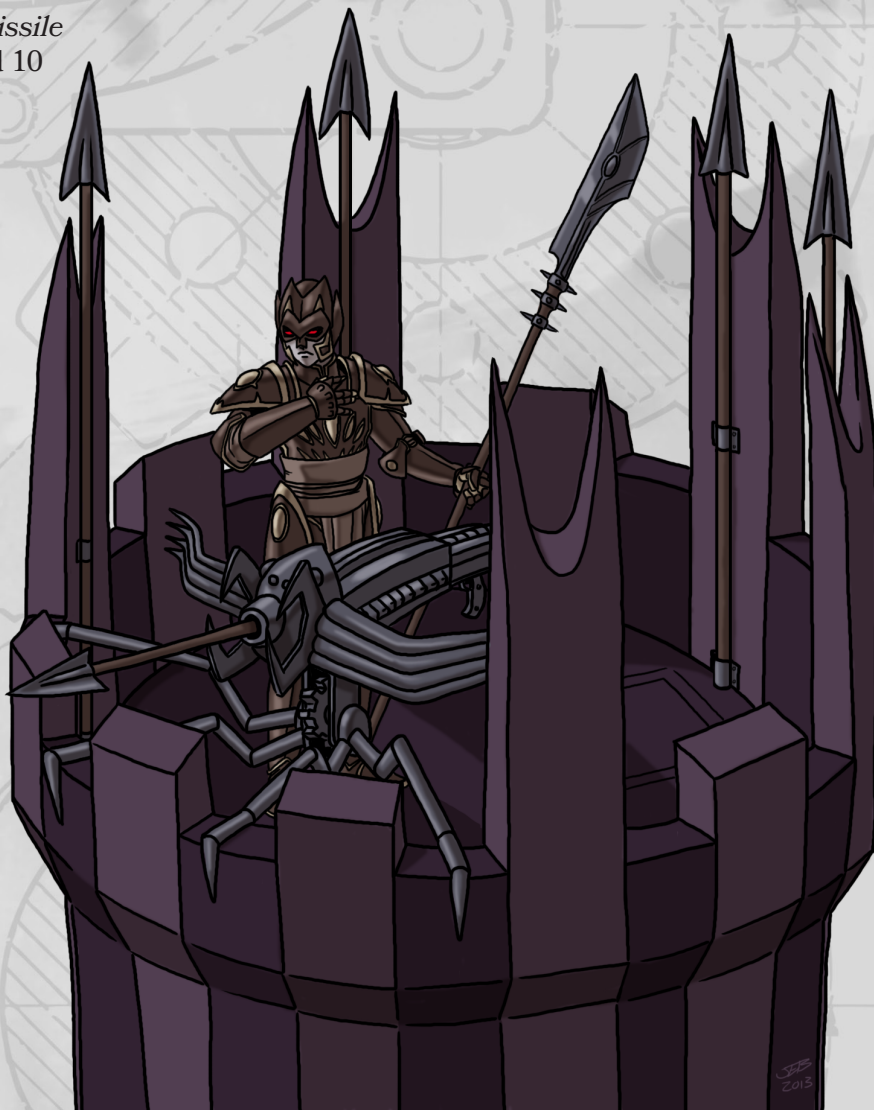
Challenge 3 (700 XP)

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

ACTIONS

Ballista Bolt. Ranged Weapon Attack: +5 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage plus 5 (1d10) force damage.

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



ARGENT WARDEN

This knight is clad in silver armor. Golden light glows from the spaces in the armor.

Holy Warrior. Celestial forges constantly pump out these soldiers in their endless war against the hells.

Aura of Light. Argent wardens emit an aura that enhances nearby weapons with the power to overcome the resistances of demons and devils. In war, they are evenly spread throughout the ranks to maximize the spread of their auras.

Construct Nature. The construct doesn't require air, food, or drink.

Tactics. Argent wardens attack in an orderly fashion, using whatever tactics the army needs them for. They will fight until slain or ordered to retreat.

Construction

Price: 25,650 gp

Crafting Cost: 12,825 gp

Crafting Time: 80 days

Skill Check: DC 15 smith's tools

Spells: animate objects, protection from evil/good

Ingredients: A set of plate armor, silver ore, and silver oils.



ARGENT WARDEN

Medium construct, lawful good

Armor Class 21 (natural armor)

Hit Points 182 (28d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	13 (+1)	16 (+3)	17 (+3)

Skills Insight +6, Religion +4

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 13

Languages all

Challenge 8 (3,900 XP)

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

Hellbane Aura. All attacks made within 30 feet of the argent warden count as magical for the purposes of overcoming damage resistances and immunities.

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage plus 5 (1d10) radiant damage.

BATTLE HORROR

A purple glow emanates from inside this suit of plate armor. It carries a large sword on its back, and the eyes of the helmet glow with the same purple light.

Helmed Horror. Battle horrors are upgraded versions of helmed horrors. They are stronger, faster, and tougher.

Magical Pursuit. One of the enhancements the battle horror received was the ability to quickly teleport short distances to better pursue foes.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The battle horror fights intelligently. It uses its flight and teleportation to attack the most vulnerable targets.

Construction

Price: 120,000 gp

Crafting Cost: 60,000 gp

Crafting Time: 40 days

Skill Check: DC 15 smith's tools

Spells: *fly, blink, dimension door, wish, magic missile*

Ingredients: A set of magical plate armor. A ritual must be performed to animate it, requiring 500 gp of ritual components that are consumed.

BATTLE HORROR

Medium construct, neutral

Armor Class 20 (plate, shield)

Hit Points 102 (12d8 + 48)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	12 (+1)	12 (+1)	12 (+1)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities force, necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

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

Challenge 8 (3,900 XP)

Blink Step (Recharge 5-6). As a bonus action, the battle horror magically teleports up to 60 feet.

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

Magic Weapons. The battle horror's weapon attacks are magical.

Spell Immunity. The battle horror is immune to three spells chosen by its creator. Typical immunities include *fireball*, *heat metal*, and *lightning bolt*.

ACTIONS

Multiattack. The construct makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.



BLACKSTONE GIGANT

This towering obsidian construct has six arms and the body of a snake. It wears a necklace of stone heads.

Stone Touch. The animating force of a blackstone giant also grants it dominion over the earth. The claws of these creatures can turn others to stone, and they can animate the statues of their petrified foes to fight on their behalf.

Trophies. Blackstone giants are intelligent and cruel. They take trophies from the creatures they kill and wear them as belts or necklaces. The trophies are petrified, of course.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The blackstone giant spreads its attacks among all available targets, inflicting as many creatures with petrification as possible.

Construction

Price: 280,000 gp

Crafting Cost: 140,000 gp

Crafting Time: 250 days

Skill Check: DC 25 mason's tools

Spells: *animate objects*, *flesh to stone*, *geas*, *wish*

Ingredients: A single block of black stone weighing at least 50,000 lbs.

BLACKSTONE GIGANT

Gargantuan construct, neutral evil

Armor Class 17 (natural armor)

Hit Points 455 (26d20 + 182)

Speed 40 ft., climb 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	7 (-2)	24 (+7)	6 (-2)	10 (+2)	10 (+0)

Saving Throws Dex +5, Wis +9

Skills Perception +7

Damage Immunities poison

Condition Immunities petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 17

Languages The languages of its creator

Challenge 22 (41,000 XP)

Animate Statue. The blackstone giant can cast *animate objects* at will as a 9th level spell, but it can only target statues.

Petrifying Claw. When a creature is hit by the blackstone giant's claw attack, they must succeed on a DC 22 Constitution saving throw or begin turning to stone. On a failed save, the target is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. A creature only has to make this saving throw once per turn, regardless of how many times they are hit by claw attacks.

ACTIONS

Multiattack. The construct makes six claw attacks.

Claw. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. **Hit:** 22 (4d6 + 8) slashing damage.

BRASS JUGGERNAUT

This towering brass statue has the body of a lion but a humanoid head.

Animate Object. This brass statue was animated through the use of a powerful *animate objects* spell.

Trampling Charge. The brass juggernaut is so large that it can overrun its foes. It acts like a charging bull.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The brass juggernaut uses its trample unless it cannot move, even if doing so would provoke opportunity attacks.

Construction

Price: 36,000 gp

Crafting Cost: 18,000 gp

Crafting Time: 21 days

Skill Check: DC 15 smith's tools

Spells: *animate objects*

Ingredients: A Large brass statue.

BRASS JUGGERNAUT

Huge construct, unaligned

Armor Class 16 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	6 (-2)	22 (+6)	3 (-4)	1 (-5)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 5

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

Challenge 7 (2,900 XP)

Antimagic Susceptibility. The juggernaut is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the juggernaut must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the juggernaut remains motionless, it is indistinguishable from a normal brass statue.

ACTIONS

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Trample. The brass juggernaut moves up to its speed and can move through the spaces of Medium or smaller creatures without provoking opportunity attacks. A creature whose space the brass juggernaut moves through must make a DC 17 Dexterity saving throw the first time this happens on a turn, taking 13 (3d8) bludgeoning damage on a failed save, or half as much damage on a successful one.



BRASS STEED

This horse's body is made of brass. It has articulated joints, and its eye glow red.

Fiery Steed. Brass steeds are useful automatons in hot regions. Their magical brass bodies are immune to fire, although they don't convey this property to their riders.

Fire Eyes. A brass steed's body absorbs heat during the day. The brass steed can channel the absorbed heat through its eyes, releasing a beam of burning fire.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct follows the orders of its rider. If it doesn't have one, it remains at range and fires eye beams until the enemy appears weakened, at which point it charges in.

Construction

Price: 60,000 gp

Crafting Cost: 30,000 gp

Crafting Time: 35 days

Skill Check: DC 12 smith's tools

Spells: *animate objects, enhance abilities, geas, haste*

Ingredients: 3000 lbs of copper and zinc.

BRASS STEED

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	20 (+5)	4 (-3)	10 (+0)	1 (-5)

Damage Immunities fire, poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 7 (2,900 XP)

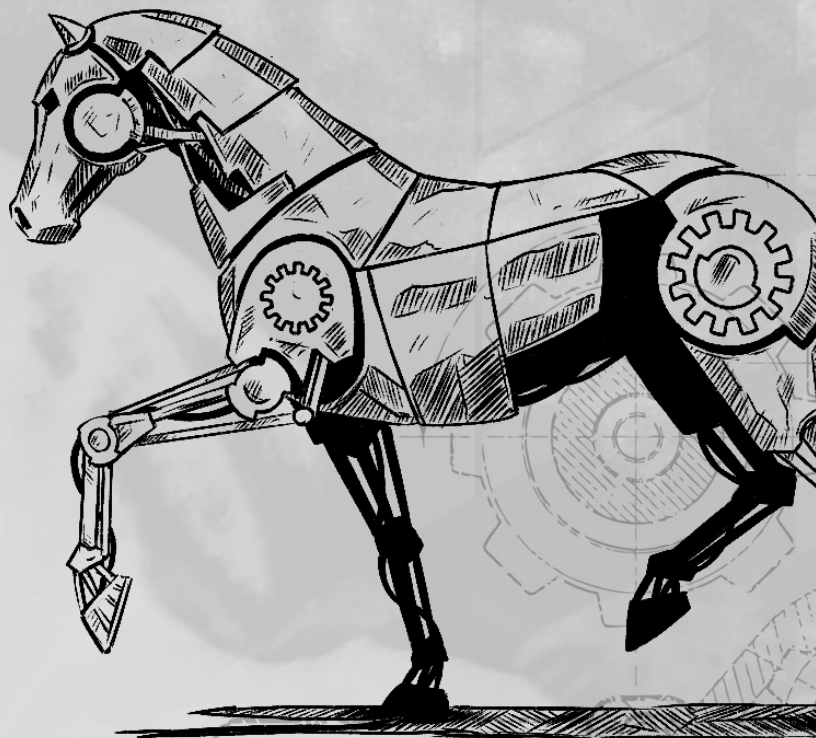
Immutable Form. The construct is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack. The construct makes two hooves attacks.

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage.

Eye Beams. *Ranged Spell Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 11 (2d10) fire damage.



CADAVER COLLECTOR

This giant construct of metal and stone has spikes covering its body. Impaled on the spikes are bodies in varying stages of decay.

Collect Bodies. Cadaver collectors are constructed with very simple purposes: to either clean up battlefields or collect bodies for necromancers.

Corrupted Program. Over time, many cadaver collectors begin to exhibit the same programming flaw. They stop collecting only dead bodies, and harvest still living creatures.

Construct Nature. This creature doesn't require air, food, drink, or sleep.

Tactics. As constructs, cadaver collectors are very methodical. They will try to catch as many creatures as possible in their Petrifying Breath at the start of a fight. They try to impale creatures onto their spikes one by one. Once a creature has been impaled, the cadaver collector ignores it if there are other enemies present.

Construction

Price: 65,000 gp

Crafting Cost: 32,500 gp

Crafting Time: 80 days

Skill Check: DC 18 smith's tools

Spells: *animate dead*, *flesh to stone*

Ingredients: Iron, metal spikes, and a basilisk egg.



CADAVER COLLECTOR

Large construct, lawful neutral

Armor Class 18 (natural armor)

Hit Points 229 (17d10 + 136)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	5 (-3)	16 (+3)	12 (+1)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 13

Languages Understands Common but can't speak

Challenge 10 (5,900 XP)

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

Spike Armor. A creature that hits the cadaver collector with a melee attack while within 5 feet of it takes 4 (1d8) piercing damage.

ACTIONS

Multiattack. The construct makes two slam attacks. It can replace one slam with an impale.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Impale. The cadaver collector attempts to impale a grappled creature on one of its spikes. One creature the cadaver collector has grappled must make a DC 20 Strength saving throw. On a failed save, they are impaled and take 18 (4d8) piercing damage. While impaled, they are restrained and move with the collector. An impaled creature takes 9 (2d8) piercing damage at the start of each of their turns while impaled. On a successful saving throw, the target takes half of the damage and is not impaled. A creature can attempt to remove an impaled target by succeeding on a DC 20 Strength check as an action. On either a success or failure, the impaled creature takes 9 (2d8) piercing damage.

Petrifying Breath (Recharge 5-6). The cadaver collector lets loose a petrifying gas in a 30-foot cone. All creatures in the area must succeed on a DC 15 Constitution saving throw or be restrained as they begin to turn to stone. A creature who failed the saving throw must repeat the saving throw at the end of their next turn. On a successful save, the effect ends. On a failed save, the target is petrified.

CARYATID COLUMN

This marble statue depicts a woman holding a sword.

Set it and Forget it. Caryatid columns are easier to create than some golems, but they have a limited programming capacity. Once you give them a set of orders (for example, “defend this room”), they cannot be given new orders.

Marble Appearance. While motionless, these constructs and any items they are holding appear like marble or stone. Even if a caryatid column is handed a magical weapon, the weapon looks like stone while motionless.

Construct Nature. The construct doesn’t require air, food, drink, or sleep.

Tactics. Caryatid columns follow their programming. Typically, they are told to guard a specific area against intruders. When doing so, they remain motionless until intruders come close enough for the constructs to reach in one turn. They attack until all foes are defeated, no longer in range, or until the caryatid column is destroyed.



Construction

Price: 12,000 gp

Crafting Cost: 6,000 gp

Crafting Time: 15 days

Skill Check: DC 15 mason’s tools

Spells: *geas*, *polymorph*, *shatter*

Ingredients: The caryatid column must be carved from a single block of stone, granite, or marble weighing at least 2,000 lbs.

CARYATID COLUMN

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	1 (-5)	11 (+0)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 3 (700 XP)

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

False Appearance. While the caryatid column remains motionless, it and its equipment are indistinguishable from a normal statue.

Shatter Weapons. Any nonmagical weapon that hits the caryatid column splinters. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon shatters and is destroyed. Nonmagical ammunition that hits the column is destroyed after dealing damage.

ACTIONS

Stone Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

CELEDON

This beautiful metallic construct radiates an aura of divine energy.

Deific Servant. Celedons are made to serve a specific deity. Much like a cleric, they gain their powers and abilities directly from this deity. They are absolutely loyal to the deity they serve.

Zealot. A celedon believes in the perfect ideal of their deity. They explain away or ignore any hypocrisy or evidence that their deity could have committed an error. They are so fervent in their devotion, that if they were to ever lose faith, they would explode.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The celedon will use prophet's touch when available, and then focus weapon attacks on the target. It uses divine favor as often as possible.



CELEDON

Medium construct, alignment of creator deity

Armor Class 13 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	9 (-1)	14 (+2)	13 (+1)

Skills Religion +1
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge 1 (200 XP)

Abandon Faith. If the celedon can be convinced to abandon its faith, it explodes. All creatures within 10 feet of the celedon must make a DC 12 Dexterity saving throw, taking 14 (4d6) force damage on a failed save, or half as much damage on a successful one. The celedon is destroyed.

ACTIONS

Prophet's Touch (Recharge 6). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* Target must make a DC 12 Constitution saving throw, being stunned until the end the celedon's next turn on a failed save, or having disadvantage on their next attack roll on their next turn on a successful save.

Creator's Weapon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning, piercing, or slashing damage (depends on the type of weapon).

REACTIONS

Divine Favor. When the celedon or an ally of its choice within 60 feet makes an attack roll, saving throw, or ability check, they can roll a d6 and add the result to their total.

CEPHALOPHORE

This marble statue holds its own severed head in one hand.

Guardian of Ruin. Cephalophore are made to guard temples. Most cephalophore survive longer than their temples and end up guarding a decrepit ruin. The oldest cephalophore guard only the memory of a temple.

Triggered Activation. Most cephalophore are programmed with a specific set of criteria to prevent their activation. Touching an artifact or failing to provide the correct password can cause a cephalophore to attack.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The cephalophore will only attack or take action if its criteria are met. In combat, it uses dazing gaze, and the follows up with dazing strikes.

Construction

Price: 33,500 gp

Crafting Cost: 16,750 gp

Crafting Time: 50 days

Skill Check: DC 20 mason's tools

Spells: *animate objects, geas, resurrection*

Ingredients: A single block of marble weighing at least 4,000 lbs.

CEPHALOPHORE

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 138 (12d10 + 72)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	22 (+6)	1 (-5)	12 (+1)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 11

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

Challenge 8 (3,900 XP)

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

False Appearance. While the cephalophore remains motionless, it is indistinguishable from a normal statue.

ACTIONS

Multiattack. The construct makes two dazing strike attacks.

Dazing Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage and the target must succeed on a DC 16 Wisdom saving throw or have disadvantage on attack rolls until the end of their next turn. Creatures immune to fear are immune to this effect.

Dazing Gaze. The cephalophore holds up its severed head, and its eyes begin to glow. All creatures within 60 feet that can see the head must succeed on a DC 16 Wisdom saving throw or be stunned until the end of the cephalophore's next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw from this ability as a reaction. If the creature does so, it can't see the cephalophore until the end of its next turn.



CHARNEL GOD

This figure has one devil-like head and two serpent-like heads flanking it. It has a pair of wings and a long tail. Its body is made from red stone, and it pulls back a large bow with a glowing arrowhead.

Fragments of Gods. When a deity dies, fragments of their existence are scattered across the cosmos. If a fragment of a dead deity lodges in a statue of itself, it can fester and turn into a charnel god.

Hate Worshipers. A charnel god holds little in common with its living version. It hates all worship, and tortures those that believe their god still lives. Paradoxically, it still desires worship and can bestow divine powers like a true deity.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The charnel god likes to attack at range to weaken the opposition. It will fly out of reach and weaken foes with arrows while its signature weapon attacks in melee. It focuses on divine casters above all other targets, and tries to sever their connection whenever possible.

CHARNEL GOD

Large construct, chaotic evil

Armor Class 20 (natural armor)

Hit Points 273 (26d10 + 130)

Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	20 (+5)	18 (+4)	24 (+7)

Saving Throws Dex +10, Con +12, Cha +14

Skills Arcana +12, Intimidate +14, Perception +11, Religion 12

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 60 ft., darkvision 60 ft., passive Perception 21

Languages Common, Abyssal, telepathy 300 ft.

Challenge 23 (50,000 XP)

Legendary Resistance (3/Day). If the charnel god fails a saving throw, it can choose to succeed instead.

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

Divine Sense. The charnel god can determine if a creature is a servant of a deity and which deity they serve. If the creature is capable of casting divine spells, the charnel god knows the highest-level slot they can cast and have advantage on Intelligence, Wisdom, and Charisma checks against them.

Favored Weapon. As a bonus action, the charnel god creates a floating, spectral weapon within range that lasts for 1 minute or until it uses this ability again. When it uses this ability, it can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target 25 (4d8 + 7) force damage.

As a bonus action on its turn, it can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon can take whatever form it chooses.

Severance. As a bonus action, the charnel god can target a creature within 60 feet that can cast divine spells. The target must make a DC 22 Charisma saving throw. On a failed save, they are stunned until the end of the charnel god's next turn and must succeed on a spellcasting ability check when casting a divine spell of 1st level or higher. The DC is 10 + the spell's level. On a failed check, the spell isn't cast, and the spell slot is expended. They must make these saves until they finish a long rest.

On a successful save, they are immune to severance for the next 24 hours.

ACTIONS

Multiattack. The construct makes three weapon attacks.

Claw. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. **Hit:** 16 (2d8 + 7) slashing damage plus 10 (3d6) necrotic damage.

Fallen Longbow. Ranged Weapon Attack: +14 to hit, range 150/600 ft., one target. **Hit:** 16 (2d8 + 7) piercing damage plus 10 (3d6) necrotic damage.

LEGENDARY ACTIONS

The charnel god can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The charnel god regains spent legendary actions at the start of its turn.

Chaos Storm (Costs 2). All creatures within 20 feet of the charnel god must make a DC 22 Dexterity saving throw, taking 28 (8d6) force damage on a failed save, or half as much damage on a successful one.

Favored Weapon. The charnel god can move its favored weapon up to 20 feet and make an attack with it.

Obey Me. One creature within 60 feet of the charnel god must succeed on a DC 22 Wisdom saving throw or be forced to make a single attack against a target of the charnel god's choice.



CLOCKROACH

Clockroaches are oversized bug-like constructs. A glittering gem sits in their chest.

All Terrain. Clockroaches can move across most types of terrain. They are not as resilient as their living roach counterparts, but they are persistent.

Acid Bottle. Clockroaches have a vial of acid stored in their body. They can utilize this spray to attack their enemies or corrode metal.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks the closest enemy, using acid breath when possible.

Construction

Price: 2,000 gp

Crafting Cost: 1,000 gp

Crafting Time: 4 days

Skill Check: DC 14 smith's or tinker's tools

Spells: *arcane eye*, *acid arrow*, *message*

Ingredients: Metal plates and gears worth 75 gp.



CLOCKROACH

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 13 (2d6 + 6)

Speed 30 ft., burrow 15 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	2 (-4)	11 (+0)	2 (-4)

Saving Throws Con +5

Damage Immunities poison

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

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Command Gem. The clockroach has a command gem that it is attuned to. It will not attack the person holding this gem. The creature holding the gem can issue commands to the clockroach, which will act on those orders until they are finished or it is issued new orders.

ACTIONS

Pincer. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Acid Breath (Recharge 5-6). The clockroach breathes acid in a line 30-foot long and 5-foot wide. All creatures in this area must make a DC 11 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

CLOCKWORKS

Clockworks are constructs created through science, technology, and a little bit of magic. They are more technological in nature than golems, which are created purely through magic. Clockwork creators often try to create clockwork versions of other creatures, like dragons, or to serve specific purposes, like guards.

CLOCKWORK ANGEL

This clockwork creature has brass wings and a glowing circle of light on its chest.

Heart. Clockwork angels are created with a fragment of a god as their heart. They hold no special connection to the god they were created from, but it does power their supernatural abilities.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The clockwork angel flies at the nearest foe and attacks until killed.

Construction

Price: 215,000 gp

Crafting Cost: 107,500 gp

Crafting Time: 105 days

Skill Check: DC 25 tinker's tools

Spells: fly, geas, magic weapon

Ingredients: Clockwork gears and a fragment of a god's power.



CLOCKWORK ANGEL

Medium construct, unaligned

Armor Class 19 (natural armor)

Hit Points 228 (24d8 + 120)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	20 (+5)	3 (-4)	11 (+0)	18 (+4)

Saving Throws Dex +12

Skills Perception +5

Damage Vulnerabilities lightning

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

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 15 (13,000 XP)

Celestial Heart. The heart of a clockwork angel is a fragment of a deity's body. The clockwork angel counts as a celestial creature, and it can be healed or damaged by spells or effects that target living creatures.

Fiery Weapons. A clockwork angel's weapons are considered magical and deal an extra 14 (4d6) fire damage. Any weapon the angel holds gains these properties while held.

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

Swift Reactions. The clockwork has advantage on initiative checks.

ACTIONS

Multiattack. The construct makes three weapon attacks.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 14 (4d6) fire damage.

CLOCKWORK ASSASSIN

This sleek construct has an arm that ends in a needle-sharp rapier. The other arm has rows of knives with an integrated launcher.

Assassin. Clockwork assassins are nimble and quick. They can lie in wait for hours, striking suddenly and escaping just as quickly.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The clockwork assassin tries to attack with advantage. It will prioritize the target it has been assigned to, using smoke bombs to buy it more time.

Construction

Price: 150,000 gp

Crafting Cost: 75,000 gp

Crafting Time: 80 days

Skill Check: DC 20 tinker's tools

Spells: *gaseous form*, *geas*, *creation*

Ingredients: Clockwork gears and a pair of rapiers.



CLOCKWORK ASSASSIN

Medium construct, unaligned

Armor Class 16

Hit Points 170 (22d8 + 88)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	18 (+4)	10 (+0)	11 (+0)	3 (-4)

Saving Throws Dex +10

Skills Perception +4, Stealth +10

Damage Vulnerabilities lightning

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., passive Perception 14

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

Challenge 11 (7,200 XP)

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

Rapid Repair. The clockwork regains 10 hit points at the start of its turn. If the clockwork takes lightning damage, this trait doesn't function at the start of the clockwork's next turn. The clockwork dies only if it starts its turn with 0 hit points and doesn't regenerate.

Sneak Attack (1/Turn). Once per turn, the assassin deals an extra 35 (10d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Swift Reactions. The clockwork has advantage on initiative checks.

ACTIONS

Multiattack. The construct makes two integrated rapier attacks or four knife shooter attacks. It can replace any number of knife shooter attacks with smoke bombs.

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

Knife Shooter. *Ranged Weapon Attack:* +10 to hit, range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Smoke Bombs. The assassin picks one point within 60 feet. A 5-foot radius area at that point becomes heavily obscured with smoke for 1 minute. A gentle breeze dissipates the smoke.

CLOCKWORK DRAGON

This huge dragon is made of oversized gears. Steam leaks from its mouth.

Dragon. These clockwork constructs were made in the image of ferocious dragons. Their creators took care to ensure they had a fiery breath.

Self-Destruct. When a clockwork dragon is nearing defeat, it can override the safeguards on its breath weapon and trigger a large explosion, destroying itself and everyone nearby.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The clockwork dragon prefers to fly out of range, dipping close to unleash a fire breath. If its enemies possess ranged attacks, it will try to close in on them and take them out first.

Construction

Price: 325,000 gp

Crafting Cost: 162,500 gp

Crafting Time: 140 days

Skill Check: DC 20 tinker's tools

Spells: *animate objects, geas, dragon's breath, wish*

Ingredients: Clockwork gears and the heart of a dragon.



CLOCKWORK DRAGON

Huge construct, unaligned

Armor Class 18 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 60 ft., fly 100 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	6 (-2)	11 (+0)	3 (-4)

Saving Throws Dex +5

Skills Perception +5

Damage Vulnerabilities lightning

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., passive Perception 15

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

Challenge 16 (15,000 XP)

Adamantine Weapons. The clockwork's attacks are considered adamantine.

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

Self-Destruct. When the clockwork is reduced to 25 hit points or fewer, it begins to glow red. When it reaches 0 hit points, it explodes. All creatures within 20 feet of the clockwork must make a DC 20 Dexterity saving throw, taking 28 (8d6) fire damage and 28 (8d6) slashing damage on a failed save, or half as much damage on a successful one.

Swift Reactions. The clockwork has advantage on initiative checks.

ACTIONS

Multiattack. The construct makes one bite and two claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

Fire Breath (Recharge 5-6). The clockwork dragon exhales fire in a line 100 feet long and 5 feet wide. All creatures in the area must make a DC 20 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

CLOCKWORK EXCAVATOR

This construct is covered in spinning drills. Its two arms end in oversized claws that shovel dirt and rock into its pulverizing mouth.

Excavator. These clockwork constructs were made for mining. They can do the work of an entire team of miners.

Metal Sense. Excavators can be used to seek out a specific type of metal by placing a sample in their core. However, they get confused if an artificial metal like steel or bronze is used and go on a rampage.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The clockwork excavator uses its pulverizing ray when possible. It throws explosive charges at groups of enemies and tries to grab and swallow any melee fighters.

Construction

Price: 140,000 gp

Crafting Cost: 70,000 gp

Crafting Time: 90 days

Skill Check: DC 20 tinker's tools

Spells: *animate objects, fabricate, geas, locate object, shatter*

Ingredients: Adamantine drills and clockwork gears treated with alchemical solutions to resist acid and fire damage.



CLOCKWORK EXCAVATOR

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 232 (16d12 + 128)

Speed 20 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	26 (+8)	9 (-1)	11 (+0)	2 (-4)

Saving Throws Dex +3

Skills Perception +4, Survival +4

Damage Vulnerabilities lightning

Damage Immunities acid, fire, poison, psychic

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

Senses darkvision 60 ft., passive Perception 14

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

Challenge 10 (5,900 XP)

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

Metal Sense. The clockwork can be equipped with a type of metal or ore during a short rest. The clockwork can detect the presence and location of this metal within 120 feet and will attempt to collect it. The clockwork gets confused if artificial or mixed material (bronze, steel, etc.) is used.

Siege Monster. The clockwork deals double damage to objects and structures.

Swift Reactions. The clockwork has advantage on initiative checks.

ACTIONS

Multiattack. The construct uses Explosive Charge and makes

two slam attacks.

Slam. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. **Hit:** 20 (3d8 + 7) bludgeoning damage and if the target is a creature, they are grappled (escape DC 19). The excavator can have one creature grappled per arm (usually two).

Swallow. The clockwork makes one slam attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the slam's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the clockwork, and it takes 7 (2d6) bludgeoning damage plus 7 (2d6) fire damage at the start of each of the clockwork's turns.

If the clockwork takes 30 damage or more on a single turn from a creature inside it, the clockwork must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the clockwork. If the clockwork dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Explosive Charge (Recharge 5-6). The clockwork fires an explosive charge at a point it can see within 30 feet. When this ability recharges, the charge explodes, and all creatures within 10 feet of it must make a DC 19 Dexterity saving throw, taking 7 (2d6) fire damage plus 7 (2d6) piercing damage on a failed save, or half as much damage on a successful one. The clockwork can only have one charge active at a time.

Pulverizing Ray (Recharge 5-6). The clockwork fires a ray of force that pulverizes rock. All creatures in a line 30-feet long and 5-feet wide must make a DC 20 Dexterity saving throw, taking 27 (6d8) thunder damage on a failed save, or half as much damage on a successful one.

CLOCKWORK FAMILIAR

This tiny clockwork bird has a clear chest.

Familiar. Wizards often have small magical animals as familiars. Instead of summoning their own familiars, artificers create their own little helpers.

Installation. Clockwork familiars are designed to hold certain kinds of magic items in their body. They can hold potions, scrolls, or wands, and gain additional benefits depending on the item installed.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The clockwork familiar prefers to avoid combat. If it must fight, it prefers to fight at range and fly away.

Construction

Price: 7,000 gp

Crafting Cost: 3,500 gp

Crafting Time: 5 days

Skill Check: DC 20 tinker's tools

Spells: *mending*, *geas*

Ingredients: Clockwork gears and a magical potion, scroll, or wand.



CLOCKWORK FAMILIAR

Tiny construct, unaligned

Armor Class 13 (natural armor)

Hit Points 5 (2d4)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (-2)

Saving Throws Dex +4

Damage Vulnerabilities lightning

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1/2 (100 XP)

Item Installation. The clockwork can install certain objects into its body. When an item is installed, the clockwork gains certain benefits depending on the type of item. Only one item can be installed at a time.

Potion: The clockwork regains 1 hit point every minute while it has a potion installed. The clockwork can consume the stored potion as an action to gain the effects of the *protection from evil and good* spell. The spell lasts for the full duration, and the clockwork can only have one instance of this spell in existence at a time.

Scroll: The clockwork has advantage on saving throws against spells and other magical effects while it has a scroll installed. The clockwork can consume the scroll as an action to cast the spell.

Wand: The clockwork gains the Acid Wand attack while the wand is installed. The clockwork can consume a charge from the wand when using Acid Wand to empower the damage, dealing 7 (2d6) acid damage instead.

Swift Reactions. The clockwork has advantage on initiative checks.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Acid Wand (Wand Only). Ranged Spell Attack: +2 to hit, range 60 ft., one target. Hit: 3 (1d6) acid damage or 7 (2d6) acid damage if empowered.

Variant: Clockwork Familiar

Familiar. The clockwork can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the clockwork is within 10 feet of its companion, the companion shares the benefits of the clockwork's item installation trait. At any time and for any reason, the clockwork can end its service as a familiar, ending the telepathic bond.

CLOCKWORK FIEND

This clockwork creature looks like a devil with large, curling horns. It pulses with a red glow, and flames dance across its claws.

Fiend. Clockwork fiends are inspired by stories of the devils of the Nine Hells. They often guard religious sites.

Overload. When a clockwork fiend takes enough damage, it enters an overdrive mode, making it much more dangerous.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The clockwork fiend attacks the nearest creature, focusing all of its attacks on them in the hope of triggering its explosive rend. Once it enters its overdrive mode, it fights until defeated.

Construction

Price: 280,000 gp

Crafting Cost: 140,000 gp

Crafting Time: 150 days

Skill Check: DC 25 tinker's tools

Spells: *delayed blast fireball*, *fire shield*, *geas*

Ingredients: Clockwork gears and the claws or horns of a fiend.



CLOCKWORK FIEND

Medium construct, unaligned

Armor Class 19 (natural armor)

Hit Points 240 (24d8 + 132)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	22 (+6)	5 (-3)	12 (+1)	8 (-1)

Saving Throws Dex +10

Damage Vulnerabilities lightning

Damage Immunities fire, poison, psychic

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

Senses darkvision 60 ft., passive Perception 11

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

Challenge 17 (18,000 XP)

Fiery Weapons. The clockwork's weapon attacks are magical. When the clockwork hits with an attack, the attack deals an extra 14 (4d6) fire damage (included in the attack).

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

Overdrive. When the clockwork is reduced to 100 hit points or fewer, it enters an overdrive mode. It gains the following benefits:

- It gains 100 temporary hit points.
- It gains a fiery aura that deals 7 (2d6) fire damage to any creature that starts its turn within 10 feet of the clockwork.
- The clockwork gains advantage on all attack rolls.

Swift Reactions. The clockwork has advantage on initiative checks.

ACTIONS

Multiattack. The construct makes two claw attacks. If both attacks hit the same target in the same turn, the clockwork can also use Explosive Rend.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 14 (4d6) fire damage.

Explosive Rend. All creatures within 10 feet of the clockwork must make a DC 21 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

CLOCKWORK GOLIATH

The ground trembles with each step of this towering construct. It has four arms; one ending in a hammer, one ending in a spinning sawblade, one ending with a drill, and the last ending in a cannon.

Epitome. A clockwork goliath is the epitome of clockwork construction. It is the most complicated type of clockwork to create and can take years to make.

Wall Breaker. A clockwork goliath can tear through walls like they were paper. Soldiers are like ants to it. A single goliath can turn the tide of an entire siege.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The clockwork attacks the nearest foes, spreading its attacks out among all available targets. It uses the cannon in place of a slam attack as long as there is a foe at range for it to fire at.

Construction

Price: 300,000 gp

Crafting Cost: 150,000 gp

Crafting Time: 215 days

Skill Check: DC 25 tinker's tools

Spells: *animate objects, geas, wish*

Ingredients: Clockwork gears and a clockwork heart from the plane of Mechanus.

CLOCKWORK GOLIATH

Gargantuan construct, unaligned

Armor Class 22 (natural armor)

Hit Points 615 (30d20 + 300)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	30 (+10)	4 (-3)	11 (+0)	1 (-5)

Saving Throws Dex +7

Skills Perception +7

Damage Vulnerabilities lightning

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 17

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

Challenge 24 (62,000 XP)

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

Siege Monster. The clockwork deals double damage to objects and structures.

Swift Reactions. The clockwork has advantage on initiative checks.

ACTIONS

Multiattack. The construct makes four attacks, one with each of its melee weapons. It can replace one slam attack with a cannon attack.

Drill. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

Hammer. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage.

Saw. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 27 (4d8 + 9) slashing damage.

Slam. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

Cannon. *Ranged Spell Attack:* +14 to hit, range 100/300 ft., one target. *Hit:* 35 (10d6) bludgeoning damage.

REACTIONS

Self-Destruct. When the clockwork is reduced to 100 hit points or fewer, it begins glowing and sparking from the buildup of energy. The clockwork explodes at the start of its next turn if not already dead, destroying itself and forcing all creatures within 20 feet to make a DC 25 Dexterity saving throw, taking 42 (12d6) fire and 42 (12d6) piercing damage on a failed save, or half as much damage on a successful one.

CLOCKWORK GUARDIAN

Clockwork guardians are sturdy constructs. They are covered in heavy metal plates with an arm that ends in a metal shield.

Defense First. Clockwork guardians are designed for defense. They make excellent guards, and groups of them can form makeshift walls.

Walls. A clockwork guardian can disengage their shield and create an impromptu wall. Groups of guardians stagger their walls so some guardians have shields and others form defensive walls.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. Clockwork guardians prioritize defense. If they are ordered to defend something, they do so to the best of their ability. They try to stay near other creatures to maximize defense and coverage.

Construction

Price: 50,000 gp

Crafting Cost: 25,000 gp

Crafting Time: 35 days

Skill Check: DC 20 tinker's tools

Spells: *geas, fabricate, shield*

Ingredients: Clockwork gears and a finely crafted shield.



CLOCKWORK GUARDIAN

Medium construct, unaligned

Armor Class 20 (natural armor, shield; 18 without shield)

Hit Points 114 (12d8 + 60)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	20 (+5)	2 (-4)	11 (+0)	1 (-5)

Saving Throws Dex +2

Damage Vulnerabilities lightning

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 4 (1,100 XP)

Shield Barrier. As a bonus action, the clockwork can deploy its shield to create a metal barrier 5 feet wide and 10 feet tall. The clockwork loses its shield (and bonus to AC) until it finishes a long rest. The barrier lasts for up to 24 hours.

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

Swift Reactions. The clockwork has advantage on initiative checks.

ACTIONS

Multiattack. The construct makes two slam attacks if it no longer has a shield.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) bludgeoning damage.

REACTIONS

Interpose. When an ally of the clockwork within 20 feet of it is targeted by an attack, the clockwork can move up to its speed and make itself the target of the attack instead.

Deflect. When the clockwork is targeted by an attack, it can impose disadvantage on the attack roll. The clockwork must still have its shield to use this reaction.

CLOCKWORK HOUND

This clockwork creature has a canine body and emerald eyes.

Good Boy. Clockwork hounds are designed to mimic their real-life versions as much as possible, including their faithful and loyal demeanor.

Enduring Companion. Due to their mechanical nature, a clockwork hound never dies of natural causes and can always be repaired. They often end up outliving their creators, obeying the last command given.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. Clockwork hounds attack the nearest enemy, or the nearest creature that has attacked their owner.

Construction

Price: 30,000 gp

Crafting Cost: 15,000 gp

Crafting Time: 20 days

Skill Check: DC 20 tinker's tools

Spells: *expeditious retreat, geas, leomund's secret chest*

Ingredients: Clockwork gears worth 750 gp.

CLOCKWORK HOUND

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Dex +3

Skills Perception +3, Survival +3

Damage Vulnerabilities lightning

Damage Immunities poison

Condition Immunities charmed, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

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

Challenge 2 (450 XP)

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

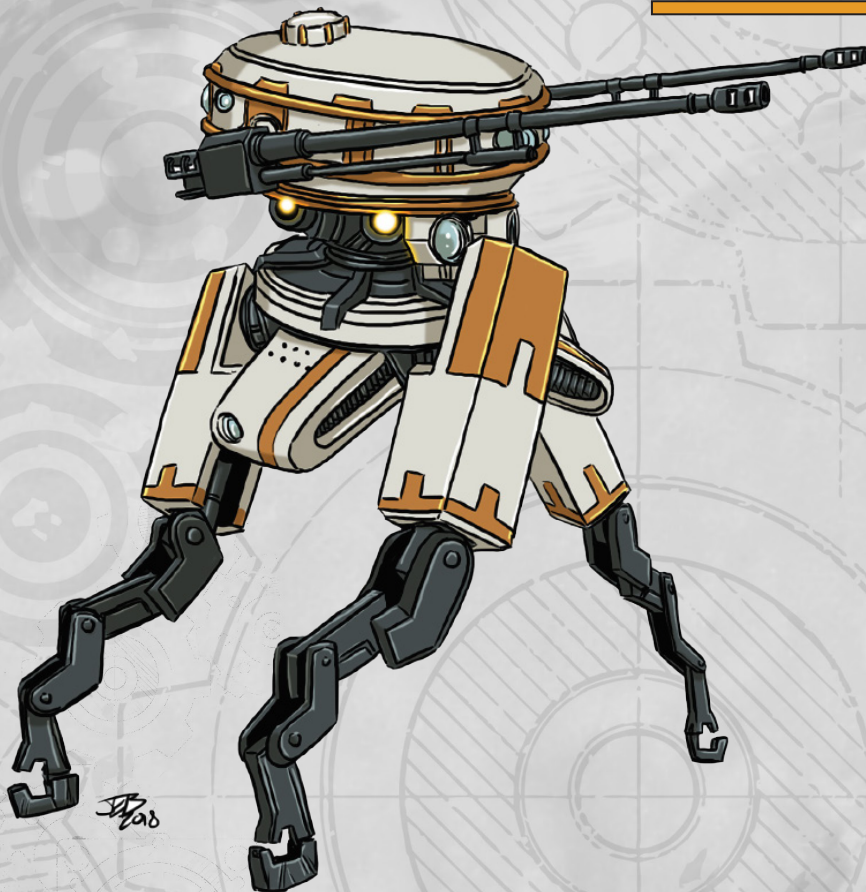
Pack Tactics. The clockwork has advantage on an attack roll against a creature if at least one of the clockwork's allies is within 5 feet of the creature and the ally isn't incapacitated.

Swift Reactions. The clockwork has advantage on initiative checks.

ACTIONS

Multiattack. The construct makes two bite attacks.

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



CLOCKWORK LEVIATHAN

This clockwork creature has a long eel-like body made of metallic plates. Its mouth is large enough to swallow a human whole.

Sea Hunter. A clockwork leviathan is a terror in the water. It can tear apart ships in moments, and its steam breath even works underwater.

Sea and Land. Although they operate best in the water, clockwork leviathans can move on land as well. They slither like snakes.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The clockwork attacks ships and other vehicles unless being attacked by creatures. If creatures are fighting it, it uses steam breath when possible and tries to swallow opponents.

Construction

Price: 140,000 gp

Crafting Cost: 70,000 gp

Crafting Time: 90 days

Skill Check: DC 20 tinker's tools

Spells: *freedom of movement*, *geas*, *heat metal*, *wish*

Ingredients: Clockwork gears and plates forged into a waterproof shell.



CLOCKWORK LEVIATHAN

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 232 (16d12 + 128)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	2 (-4)	26 (+8)	3 (-4)	11 (+0)	1 (-5)

Saving Throws Dex +0

Damage Vulnerabilities lightning

Damage Immunities fire, poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 10 (5,900 XP)

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

Siege Monster. The clockwork deals double damage to objects and structures.

Swift Reactions. The clockwork has advantage on initiative checks.

ACTIONS

Multiattack. The construct makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Steam Breath (Recharge 5-6). The clockwork unleashes a jet of steam in a line 60 feet long and 5 feet wide. All creatures in the area must make a DC 20 Dexterity saving throw, taking 54 (12d8) fire on a failed save, or half as much damage on a successful one.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. **Hit:** 20 (3d8 + 7) bludgeoning damage and if the target is a creature, they are grappled (escape DC 19). The construct can have one creature grappled.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. **Hit:** 20 (3d8 + 7) bludgeoning damage.

Swallow. The clockwork makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the clockwork, and it takes 7 (2d6) bludgeoning damage plus 7 (2d6) fire damage at the start of each of the clockwork's turns.

If the clockwork takes 30 damage or more on a single turn from a creature inside it, the clockwork must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the clockwork. If the clockwork dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

CLOCKWORK MAGE

This clockwork humanoid wears a tattered cowl over its head. It has four arms, and a magical wand is embedded in its chest.

Magical Beacon. Each clockwork mage is tied to a different school of magic depending on the wand it was created with. They can only cast a limited number of spells from that specific school.

Caster. Although clockwork mages aren't free-thinking, they can still manipulate magical energies and cast spells. The creator of a clockwork mage must have a deep understanding of how magic works.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The clockwork mage's tactics depend on the type of spells it was created with. They typically try to avoid melee combat or protect their creator.

Construction

Price: 84,000 gp

Crafting Cost: 42,000 gp

Crafting Time: 45 days

Skill Check: DC 20 tinker's tools

Spells: *geas, enhance abilities*

Ingredients: Clockwork gears and a magical wand that is consumed. A crystal core must be inserted as a heart or brain.

CLOCKWORK MAGE

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	3 (-4)

Skills Perception +4, Stealth +6

Damage Vulnerabilities lightning

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 12

Languages Understands and can speak the languages of its creator

Challenge 5 (1,800 XP)

Crystal Magic: The clockwork casts spells as if they were a wizard with an Intelligence of 20. The clockwork's spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Each clockwork mage is tied to one of the schools of magic, granting them the following spells:

Abjuration

At will: *resistance, shield*

3/day: *counterspell*

1/day: *dispel magic*

Conjuration

At will: *acid splash, grease*

3/day: *web*

1/day: *stinking cloud*

Divination

At will: *true strike, detect magic*

3/day: *see invisibility*

1/day: *clairvoyance*

Enchantment

At will: *friends, sleep*

3/day: *hold person*

1/day: *enemies abound*

Evocation

At will: *shocking grasp, magic missile*

3/day: *scorching ray*

1/day: *fireball*

Illusion

At will: *minor illusion, color spray*

3/day: *blur*

1/day: *hypnotic pattern*

Necromancy

At will: *chill touch, ray of sickness*

3/day: *blindness/deafness*

1/day: *bestow curse*

Transmutation

At will: *prestidigitation, expeditious retreat*

3/day: *alter self*

1/day: *haste*

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

Swift Reactions. The clockwork has advantage on initiative checks.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Arcane Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 22 (4d10) force damage.



CLOCKWORK MENDER

This construct zips through the air like a tiny bug. It has a stinger that can also be used to repair broken machines.

Repair Bot. Clockwork menders dwell on the Plane of Machines and spend their time mending and fixing machines.

Swarming. These constructs usually fly around on set patrols, but when danger is detected, they swarm in one location.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks the closest enemy.

CLOCKWORK MENDER

Tiny construct, lawful neutral

Armor Class 13

Hit Points 10 (4d4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	4 (-3)	12 (+1)	10 (+0)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Understands Abyssal, Celestial, and Infernal but can't speak

Challenge 1/2 (100 XP)

Repair (Recharges After a Short Rest). As an action, the mender can repair an object it touches as per the *mending* spell. It can restore 1d8 hit points to a construct it touches by using this ability.

ACTIONS

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage and the target must succeed on a DC 10 Constitution saving throw or take 7 (2d6) poison damage.



CLOCKWORK NAUTILOID

Grasping tentacles emerge from this heavily armored shell. A plated section opens up to reveal a sharp beak made from metal and gears.

Deep Sea. Clockwork nautiloids are designed to operate in the oceanic depths. They can survive the crushing pressure and absolute darkness.

No Distractions. A clockwork nautiloid pursues its orders until told to stop. It will attack anything that gets in the way of performing its duties.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The clockwork attacks the nearest creatures, spreading its attacks among all available targets.

Construction

Price: 200,000 gp

Crafting Cost: 100,000 gp

Crafting Time: 125 days

Skill Check: DC 25 tinker's tools

Spells: *geas*, *wish*, *true seeing*

Ingredients: Clockwork gears and plates forged into a shell that must be able to withstand deep oceanic pressures.

CLOCKWORK NAUTILOID

Huge construct, unaligned

Armor Class 18 (natural armor)

Hit Points 319 (22d12 + 176)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	26 (+8)	3 (-4)	11 (+0)	1 (-5)

Saving Throws Dex +7

Skills Perception +10

Damage Vulnerabilities lightning

Damage Immunities cold, poison, psychic

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

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 20

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

Challenge 14 (11,500 XP)

Deep Sea Sweller. The clockwork is immune pressure and other deep-sea effects.

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

Reflective Shell. Spell attacks against the clockwork have disadvantage. If the spell attack misses, roll a d6.

1-2: If the spell only targets the clockwork, the spell is reflected back at the caster. Use the original spell attack roll to determine if it hits the caster.

3-4: No additional effect.

5-6: Each creature within 30 feet of the clockwork must make a DC 15 Constitution saving throw, taking 1d6 force damage per level of the spell (minimum 1d6) on a failed save, or half as much damage on a successful one.

Swift Reactions. The clockwork has advantage on initiative checks.

ACTIONS

Multiattack. The construct makes four tentacle and one bite attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

Constrict. All creatures grappled by the clockwork must make a DC 20 Strength saving throw, taking 28 (8d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 10 (1d6 + 7) bludgeoning damage and if the target is a creature they are grappled (escape DC 20). The clockwork can grapple up to four creatures at a time.



CLOCKWORK OVERSEER

This clockwork humanoid has an arm that ends in a long metallic whip.

Leader. Clockwork overlords are leader units for other clockworks. They can issue orders to other clockwork creatures and can even force them to exceed their normal limits.

Mastermind. Clockwork overlords are highly intelligent. They can hold an incredible amount of information and orders. Although they can process requests lightning fast, they are not actually free-thinking.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The clockwork overlord uses clockwork allies as bodyguards. It prefers to overclock allies before making attacks of its own.

Construction

Price: 42,000 gp

Crafting Cost: 22,000 gp

Crafting Time: 45 days

Skill Check: DC 20 tinker's tools

Spells: *geas*, *haste*

Ingredients: Clockwork gears and a whip.



CLOCKWORK OVERSEER

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 150 (20d8 + 60)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	24 (+7)	11 (+0)	1 (-5)

Saving Throws Dex +3

Skills Arcana +10, Nature +10, Religion +10

Damage Vulnerabilities lightning

Damage Immunities cold, poison, psychic

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

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 10

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

Challenge 5 (1,800 XP)

Commanding Presence. All allies of the clockwork within 30 feet of it gain a 1d4 bonus to attack rolls, ability checks, and saving throws.

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

Swift Reactions. The clockwork has advantage on initiative checks.

ACTIONS

Multiattack. The construct makes two lash attacks.

Lash. Melee Weapon Attack: +5 to hit, reach 10 ft., one target.
Hit: 11 (2d6 + 2) slashing damage.

Overclock. One clockwork within 10 feet of the overseer becomes overclocked. An overclocked creature takes 4 (1d8) damage at the start of each of its turns. It deals an extra 3 (1d6) fire damage on any melee attacks and gains an extra action on its turn that can be used to make a single attack action. This condition lasts until the creature is destroyed or is cancelled by the overseer as a free action on its turn.

CLOCKWORK RELIQUARY

The body of this clockwork is cylindrical, with a humanoid skeleton encased in crystal sitting in the middle. The creature has four long arms and three spindly legs.

Wizard Immortality. A clockwork reliquary is the epitome of decades of research by a wizard that sought immortality. Unlike the path of becoming a lich, the construction of a reliquary is not evil, nor does it corrupt the soul. It is a means of everlasting life in an indestructible body.

Master of Machines. The person that created the clockwork reliquary was a master machinist. As

part of their ultimate creation, they wanted absolute control over all other machines. The reliquary has the ability to bring constructs under its control, although intelligent constructs are able to ignore this influence.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The clockwork reliquary is incredibly intelligent. It flies out of range and uses telekinesis to keep melee fighters away and activates abyssal pulse if surrounded. If this is the first time the characters have fought the reliquary, it might underestimate them, but will not do so on any subsequent encounters.

CLOCKWORK RELIQUARY

Large construct, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 337 (25d10 + 200)

Speed 40 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	26 (+8)	28 (+9)	20 (+5)	16 (+3)

Saving Throws Dex +10, Int +17

Skills Arcana +17, Nature +17, Religion +17, Perception +13

Damage Vulnerabilities radiant

Damage Resistances cold, fire

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 23

Languages all

Challenge 25 (75,000 XP)

Adamantine Claws. The clockwork's weapon attacks count as adamantine. The clockwork scores a critical hit on an attack roll of 19-20 with its claws. The clockwork's claws deal double damage to objects and structures.

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

Innate casting: The clockwork's innate spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). It can innately cast the following spells:
At will: *chain lightning* (10d8), *detect magic*, *dispel magic*, *telekinesis*

Legendary Resistance (3/Day). If the clockwork fails a saving throw, it can choose to succeed instead.

Rotating Plating. On odd numbered rounds, the clockwork gains advantage on saving throws against spells and other magical effects. On even numbered rounds, the clockwork acts as if under the effects of the haste spell but doesn't suffer the lethargy penalty.

Swift Reactions. The clockwork has advantage on initiative checks.

Undead Nature. Abilities or effects that target undead can affect the clockwork.

ACTIONS

Multiattack. The construct uses Abyssal Pulse and then makes four claw or phantom dart attacks.

Claw. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 6) slashing damage plus 7 (2d6) fire or cold damage (the clockwork chooses).

Phantom Dart. Ranged Spell Attack: +17 to hit, range 90 ft., one target. **Hit:** 25 (2d10 + 9) force damage.

Abyssal Pulse (Recharge 5-6). All creatures within 30 feet of the clockwork must make a DC 24 Constitution saving throw, taking 21 (6d6) necrotic damage and having disadvantage on all attack rolls until the end of their next turn on a failed save, or half as much damage on a successful one. All targets that take this necrotic damage have their hit point maximum reduced by the amount of necrotic damage they take. This reduction lasts until the target finishes a long rest. This effect counts as poison.

Conquer Construct. The clockwork targets an unintelligent construct within 120 feet. The target must succeed on a DC 24 Intelligence saving throw or be permanently under the control of the reliquary.

LEGENDARY ACTIONS

The clockwork reliquary can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The clockwork reliquary regains spent legendary actions at the start of its turn.

Cursed Blood (Recharge 5-6). **Ranged Spell Attack:** +13 to hit, range 30 ft., one target. **Hit:** Target must succeed on a DC 23 Wisdom saving throw or be cursed for 24 hours. A cursed creature has disadvantage on all saving throws against effects from the reliquary.

Attack. The reliquary makes a claw or phantom dart attack.

Telekinesis. The reliquary can cast *telekinesis* or use one of the effects of *telekinesis*.

CLOCKWORK SERVANT

This clockwork humanoid has four arms and three spindly legs.

Repairs. Clockwork servants are skilled at repairing other clockworks. They are often deployed to battlefields to fix other clockwork soldiers, so that the engineers aren't put in danger.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The clockwork servant avoids fights and will prioritize repairing other clockworks over attacking. If it must fight, it deploys its net and allows allies to attack the trapped creature or uses the opportunity to flee.

Construction

Price: 7,500 gp

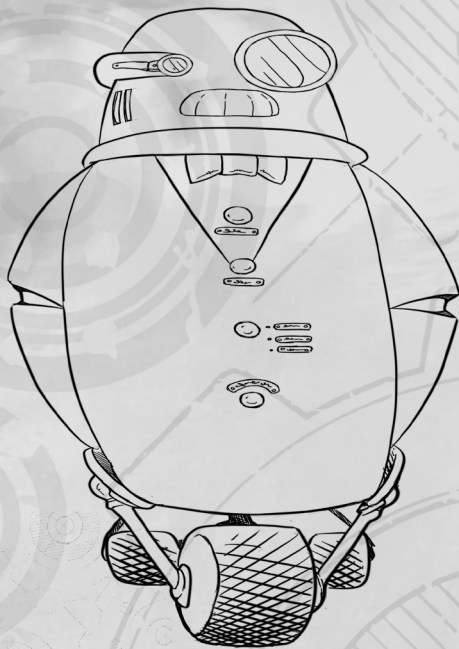
Crafting Cost: 3,750 gp

Crafting Time: 5 days

Skill Check: DC 20 tinker's tools

Spells: *geas*, *mending*

Ingredients: Clockwork gears and a net.



CLOCKWORK SERVANT

Medium construct, neutral

Armor Class 13 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	11 (+0)	11 (+0)	6 (-2)

Skills any two skills

Damage Vulnerabilities lightning

Damage Immunities poison

Condition Immunities petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands and can speak the languages of its creator

Challenge 1/4 (50 XP)

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

Swift Reactions. The clockwork has advantage on initiative checks.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Net. *Ranged Weapon Attack:* +2 to hit, range 5/15 ft., one target. *Hit:* A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

Clockwork Repair. The clockwork servant or one clockwork within 5 feet regains 1d10 hit points.

CLOCKWORK SOLDIER

This clockwork humanoid wields a halberd.

Skilled Soldier. Clockwork soldiers seem simple, but they are skilled soldiers. They are typically outfitted with halberds but can wield any weapon with deadly precision.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The clockwork soldier attacks the nearest enemy while remaining in formation.

Construction

Price: 37,000 gp

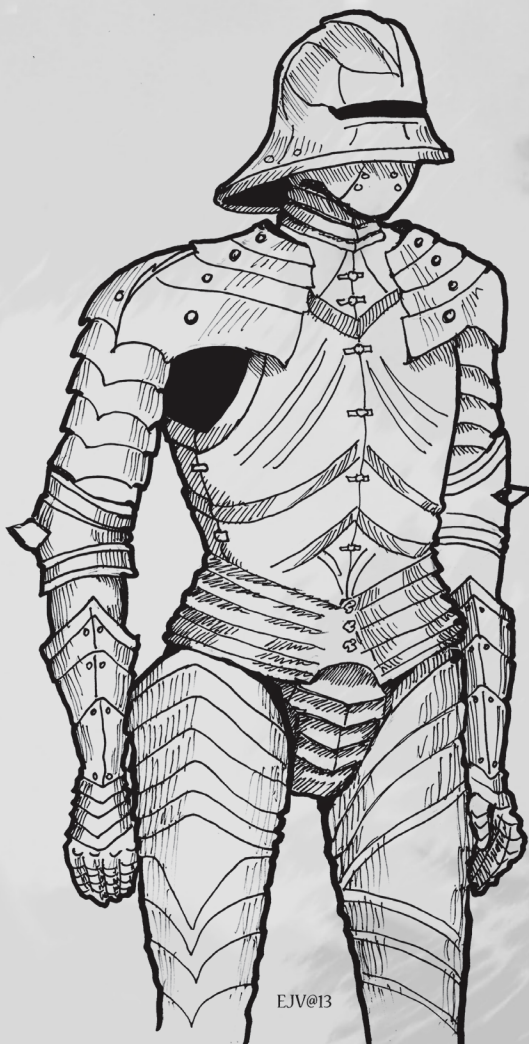
Crafting Cost: 18,500 gp

Crafting Time: 25 days

Skill Check: DC 20 tinker's tools

Spells: *geas*, *heroism*

Ingredients: Clockwork gears and a masterwork weapon.



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CLOCKWORK SOLDIER

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	1 (-5)	11 (+0)	1 (-5)

Saving Throws Dex +3

Damage Vulnerabilities lightning

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 3 (700 XP)

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

Locked Hands. The clockwork has advantage on any checks to avoid being disarmed or to disarm another creature.

Swift Reactions. The clockwork has advantage on initiative checks.

ACTIONS

Multiattack. The construct makes two halberd attacks.

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

CLOCKWORK SPY

This small spider-like clockwork has a large red orb as a face and many legs.

Listener. The large red eye of a clockwork spy functions as a magical recording device. The eye is a gemstone that can be removed and used to play back the recorded audio.

CLOCKWORK SPY

Tiny construct, unaligned

Armor Class 12 (natural armor)

Hit Points 6 (2d4 + 1)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	12 (+1)	2 (-4)	11 (+0)	1 (-5)

Saving Throws Dex +3

Skills Perception +2, Stealth +3

Damage Vulnerabilities lightning

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 12

Languages Understands and can speak the languages of its creator

Challenge 1/8 (25 XP)

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

Recording Device. The clockwork can record sounds it can hear within 20 feet and store them in a special gemstone worth 50 gp. It can record up to 1 hour of audio and play it back as a free action on its turn. The gem can be replaced with a new gemstone costing at least 50 gp in order to record more audio. A recording cannot be erased unless the gemstone is destroyed.

Self-Destruct. When the clockwork is unable to flee an attacker or is reduced to 0 hit points or fewer, it explodes at the start of its next turn. All creatures within 5 feet of the clockwork must make a DC 11 Dexterity saving throw, taking 3 (1d6) fire damage on a failed save, or half as much damage on a successful one. The recording device gemstone is destroyed by the explosion. The explosion can be prevented by succeeding on a DC 11 Dexterity (Thieves Tools) or (Tinker Tools) check before it explodes.

Swift Reactions. The clockwork has advantage on initiative checks.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 3 (1d4 + 1) slashing damage.

No Trace. Clockwork spies are hard to detect and even harder to catch, but in the rare occasion that they are, they trigger a self-destruct sequence to remove any evidence.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The clockwork spy avoids conflict at all costs. It will flee if possible, or if it can't flee, trigger its self-destruct sequence.

Construction

Price: 1,300 gp

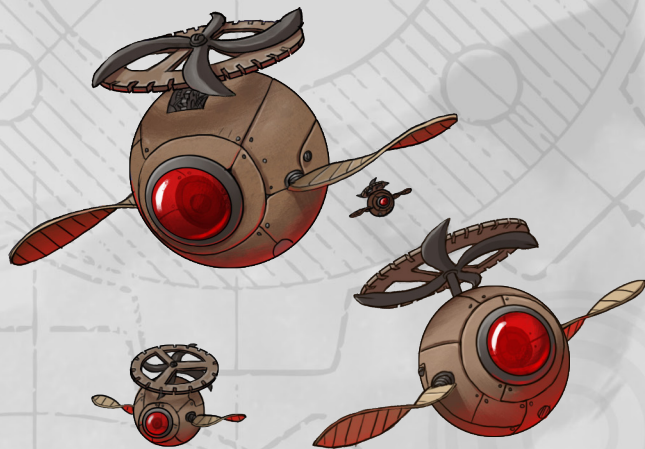
Crafting Cost: 650 gp

Crafting Time: 2 days

Skill Check: DC 15 tinker's tools

Spells: *geas, minor illusion*

Ingredients: Clockwork gears and a red gemstone worth at least 50 gp.



CLOCKWORK STEED

Clockwork gears audibly whirl as this clockwork horse trots.

Tireless Horsepower. Designed as an upgrade to biological horses, clockwork horses are valued for their ability to sprint or run without tiring.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The clockwork steed follows its rider's orders without hesitation. In combat, it typically runs down foes to use its trampling charge.

Construction

Price: 15,000 gp

Crafting Cost: 7,500 gp

Crafting Time: 10 days

Skill Check: DC 20 tinker's tools

Spells: *geas*, *enhance ability*

Ingredients: Clockwork gears and pieces.

CLOCKWORK STEED

Large construct, unaligned

Armor Class 13 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	2 (-2)	9 (-1)	1 (-5)

Saving Throws Dex +3

Damage Vulnerabilities lightning

Damage Immunities poison, psychic

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 1 (200 XP)

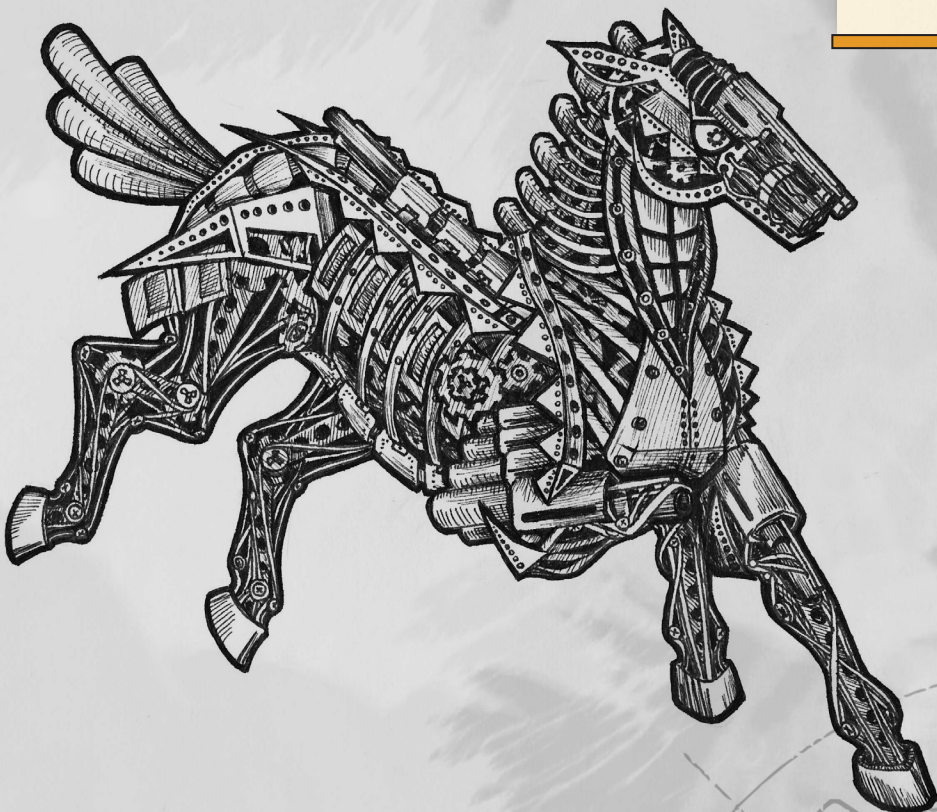
Immutable Form. The clockwork is immune to any spell or effect that would alter its form.

Swift Reactions. The clockwork has advantage on initiative checks.

Trampling Charge. If the steed moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the steed can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.



COBRAS

This creature resembles a cobra with overlapping metallic plates.

Guardian. Cobra constructs are simple creatures to make. They are generally given one task, to guard a person or place. More advanced types of cobras can be created by changing the type of metal or poison used in their construction.

Poisons. Like their namesake, construct cobras can be fitted with various poisons, all which trigger when the cobra bites. The default poison is effectively limitless, but more advanced poisons are typically single use.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. Unless told to attack something, the cobra attacks creatures that get too close to it or that threaten its charge. It attacks the last creature to damage it within reach.

Construction (Iron Cobra)

Price: 4,000 gp

Crafting Cost: 2,000 gp

Crafting Time: 5 days

Skill Check: DC 15 smith's tools

Spells: *animate objects*, *geas*, *poison spray*

Ingredients: 100 lbs. of magically treated iron

Construction (Mithral Cobra)

Price: 10,000 gp

Crafting Cost: 5,000 gp

Crafting Time: 10 days

Skill Check: DC 15 smith's tools

Spells: *animate objects*, *geas*, *poison spray*

Ingredients: 100 lbs. of magically treated mithral

Construction (Adamantine Cobra)

Price: 20,000 gp

Crafting Cost: 10,000 gp

Crafting Time: 60 days

Skill Check: DC 15 smith's tools

Spells: *animate objects*, *geas*, *poison spray*

Ingredients: 100 lbs. of magically treated adamantine.

IRON COBRA

Small construct, unaligned

Armor Class 14

Hit Points 9 (2d6 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2

Damage Immunities poison, psychic

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

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages -

Challenge 1/4 (50 XP)

Poison Reserve. The cobra's poison can be switched out and replaced with other poisons or potions that trigger when a creature is hit by its bite attack.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 6 (1d4 + 4) piercing damage and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.



MITHRAL COBRA

Small construct, unaligned

Armor Class 14

Hit Points 81 (18d6 + 18)

Speed 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2

Damage Immunities poison, psychic

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

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages -

Challenge 2 (450 XP)

Poison Reserve. The cobra's poison can be switched out and replaced with other poisons or potions that trigger when a creature is hit by its bite attack.

ACTIONS

Multiattack. The construct makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

ADAMANTINE COBRA

Small construct, unaligned

Armor Class 16 (natural armor)

Hit Points 117 (18d6 + 54)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	2 (-4)	12 (+1)	3 (-4)

Skills Perception +4

Damage Immunities poison, psychic

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

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages -

Challenge 8 (3,900 XP)

Poison Reserve. The cobra's poison can be switched out and replaced with other poisons or potions that trigger when a creature is hit by its bite attack.

ACTIONS

Multiattack. The construct makes two bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and the target must make a DC 14 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

COLOSSUS

Golems and clockworks can be powerful creations, but they pale in comparison to the strength of a colossus. Colossi are towering constructs brimming with power and magical energy.

Colossus War. Colossi were highly sought after by wealthy kingdoms. In time, wars were decided by the presence or absence of a colossus. Eventually a war between kingdoms with colossi broke out, each deploying their kingdom's unique colossus in the hope of victory.

Mystical Creation. The creation of a colossus requires knowledge beyond that of most mortals. The time and resources required is staggering and imbuing the body with a spirit is just shy of creating a new form of life.

Mana Drain. Colossi require massive amounts of magical energy to function. Their very presence drains the magic from the land, eventually interfering with spellcasting over a long enough period of time.



FLESH COLOSSUS

This hulking monstrosity's body is formed from corpses melded together in a humanoid shape. Fresh bodies drip and fall from its form.

Font of Souls. Flesh colossi were created by those proficient in necromancy but lacking in metals and ore. Instead of one spirit to animate the colossus, thousands of spirits were merged together and forced into the shell.

Recycle. Flesh colossi require hundreds of bodies. In order to obtain such a large amount of bodies in a short period of time, their creators often instigate wars so they can collect the remains of the dead after.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. A flesh colossus uses circle of death only when a significant number of targets are within the area. It then attacks the closest creature within reach. It summons a flesh golem with its legendary actions if there is not already a flesh golem present. Otherwise, it prefers to use waves of fatigue and slam attacks.

Construction

Price: 140,000 gp

Crafting Cost: 70,000 gp

Crafting Time: 150 days

Skill Check: DC 25 Medicine

Spells: *animate dead*, *antimagic field*, *gentle repose*, *wish*

Ingredients: 500 humanoid corpses and rare oils to bind them.

FLESH COLOSSUS

Gargantuan construct, neutral

Armor Class 10

Hit Points 181 (11d20 + 66)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	22 (+6)	4 (-3)	10 (+0)	7 (-2)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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 15 (13,000 XP)

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

Legendary Resistance (3/Day). If the colossus fails a saving throw, it can choose to succeed instead.

Lightning Absorption. Whenever the colossus is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

Magic Weapons. The colossus' weapon attacks are magical.

ACTIONS

Multiattack. The colossus makes two slam attacks.

Slam. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Circle of Death (Recharge 5-6). The colossus emits a burst of necrotic energy in a 60-foot radius sphere. All living creatures in the area must make a DC 19 Constitution saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The colossus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The colossus regains spent legendary actions at the start of its turn.

Flesh Golem (Costs 3). The colossus breaks off a piece of itself, summoning a flesh golem in an unoccupied adjacent space. The golem does not have damage immunities to bludgeoning, piercing, and slashing damage nor the berserk and magic resistance properties.

Waves of Fatigue (Costs 2). The colossus emits a wave of lethargy in a 30-foot cone. All living creatures in the area must succeed on a DC 19 Constitution saving throw or gain one level of exhaustion.

Attack. The colossus makes a slam attack.

IRON COLOSSUS

The gargantuan torso of this mechanical gladiator sits atop spiked treads that dwarf a house.

War Ender. The iron colossus is the ultimate colossus. It can single-handedly win wars and destroy cities. Everything is crushed under its treads.

Fire and Death. Iron colossi are dangerous at all ranges. While approaching a target, they can ignite them with magical fireballs and stride through the flames unharmed.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The iron colossus attacks the closest foe. It moves to melee when possible, shooting fireballs if it can't reach the target. It summons walls of fire under its position so that it regains hit points and damages foes.

Construction

Price: 500,000 gp

Crafting Cost: 250,000 gp

Crafting Time: 250 days

Skill Check: DC 30 smith's tools

Spells: *antimagic field, cloudkill, meteor swarm, wall of fire, wish*

Ingredients: At least 500 tons of iron.

IRON COLOSSUS

Gargantuan construct, unaligned

Armor Class 20 (natural armor)

Hit Points 370 (20d20 + 160)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	9 (-1)	26 (+8)	5 (-3)	10 (+0)	14 (+2)

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

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 25 (75,000 XP)

Colossal Size. The colossus does not provoke opportunity attacks from movement and can move through and share the space of Huge or smaller creatures.

Fire Absorption. Whenever the colossus is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

Legendary Resistance (3/Day). If the colossus fails a saving throw, it can choose to succeed instead.

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

Magic Weapons. The colossus' weapon attacks are magical.

Siege Monster. The colossus deals double damage to objects and structures.

ACTIONS

Multiattack. The colossus makes two weapon attacks.

Fire Breath (Recharge 5-6). The colossus exhales fire in a 60-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 52 (15d8) fire damage on a failed save, or half as much damage on a successful one.

Slam. Melee Weapon Attack: +18 to hit, reach 15 ft., one target. **Hit:** 28 (4d8 + 10) bludgeoning damage and the target must succeed on a DC 26 Strength saving throw or be knocked prone or pushed 20 feet (colossus' choice).

Fireball Ballista. The colossus casts *fireball* (8d6), save DC 18.

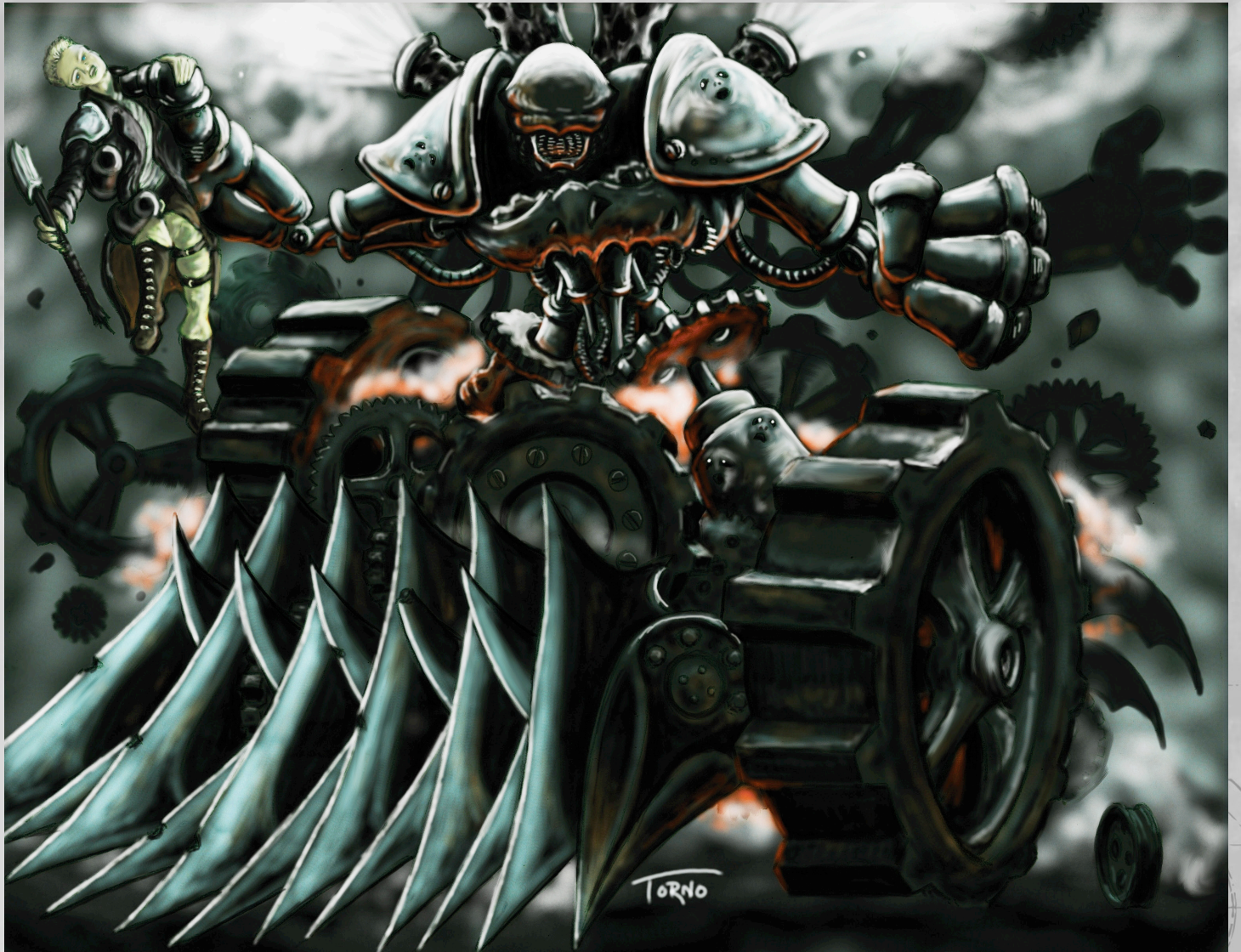
LEGENDARY ACTIONS

The colossus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The colossus regains spent legendary actions at the start of its turn.

Fireball Ballista (costs 2). The colossus casts *fireball*.

Trample. The colossus can move up to half its speed and make a slam attack.

Wall of Fire. The colossus casts *wall of fire* (5d8 fire damage).



STONE COLOSSUS

This gargantuan stone creature looks like a walking castle in humanoid form.

Mobile Castle. A stone colossus doesn't just look like a castle, it can actually transform into one. The stone colossus is a mobile castle, and the inhabitants can travel safely inside of it while the colossus is moving. Some stone colossus can remain as a stationary, functional castle for years before suddenly packing up and moving.

Mobile Walls. The stone colossus can raise towering walls of stone from the ground. It uses these walls to provide cover for its inhabitants or to split up enemy forces.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. A stone colossus attacks the closest creature. It will prioritize creating walls to defend its inhabitants or to separate its foes.

Construction

Price: 300,000 gp

Crafting Cost: 150,000 gp

Crafting Time: 230 days

Skill Check: DC 30 mason's tools

Spells: *antimagic field*, *mordenkainen's magnificent mansion*, *mending*, *wall of stone*, *wish*

Ingredients: At least 300 tons of stone.

STONE COLOSSUS

Gargantuan construct, unaligned

Armor Class 19 (natural armor)

Hit Points 314 (17d20 + 136)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	26 (+8)	5 (-3)	10 (+0)	7 (-2)

Speed 40 ft.

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

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 23 (50,000 XP)

Colossal Size. The colossus does not provoke opportunity attacks from movement and can move through and share the space of Huge or smaller creatures.

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

Legendary Resistance (3/Day). If the colossus fails a saving throw, it can choose to succeed instead.

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

Magic Weapons. The colossus' weapon attacks are magical.

Mobile Castle. The colossus can store creatures inside its body safely. Up to 12 Medium creatures can be inside, and they gain total cover from attacks outside. If the colossus dies or is knocked prone, creatures inside take 22 (4d10)

bludgeoning damage. As an action, the colossus can deploy itself as a castle or change back into its mobile form. While in castle form, the colossus can't move or be knocked prone.

Siege Monster. The colossus deals double damage to objects and structures.

ACTIONS

Multiattack. The colossus makes two weapon attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage.

Ballista. *Ranged Weapon Attack:* +7 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Wall of Stone. The colossus casts *wall of stone*.

LEGENDARY ACTIONS

The colossus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The colossus regains spent legendary actions at the start of its turn.

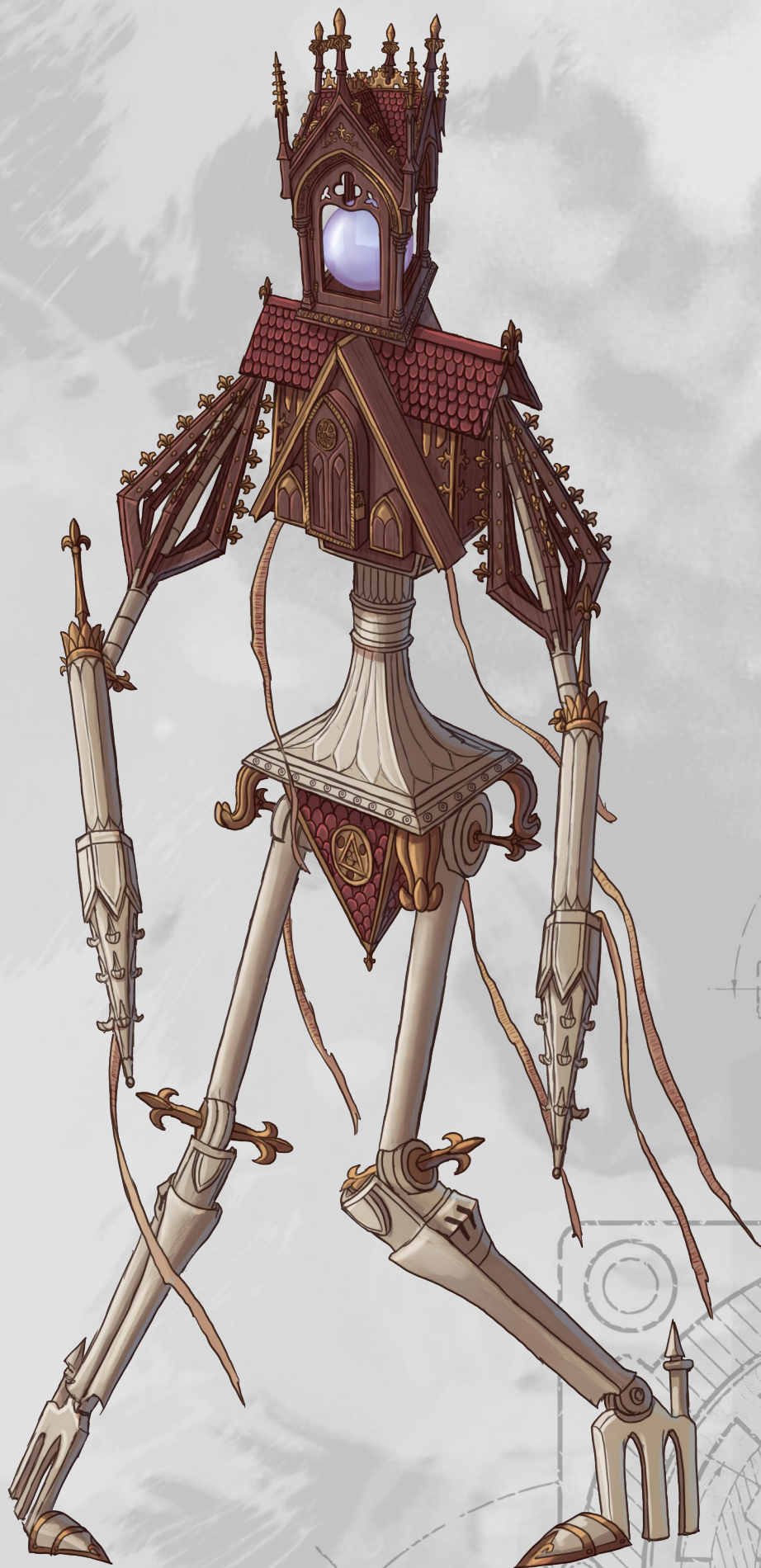
Ballista. The colossus makes a ballista attack.

Stomp. All creatures in the colossus' space or within 10 feet of it (but not inside or on it) must make a DC 23 Dexterity saving throw, taking 18 (4d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

Wall of Stone. The colossus casts *wall of stone*.

REACTIONS

Forceful Blow. When the colossus hits a creature with a slam attack, it can force them to make a DC 23 Strength saving throw. On a failed save, they are either knocked prone or pushed 20 feet away from the colossus, its choice.



WOOD COLOSSUS

The wood colossus looks like a walking mansion. Its limbs are shaped from rooms.

Mobile House. Wood colossi are walking houses. Creatures can live inside of them safely while walking.

Nomadic Home. Wood colossi are the smallest colossi and were created to keep people safe from other colossi. Instead of a home being crushed by warring colossi, the wood colossus can pick up and run away.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The wood colossus attacks the closest foe.

Construction

Price: 300,000 gp

Crafting Cost: 150,000 gp

Crafting Time: 160 days

Skill Check: DC 30 carpenter's or woodcarver's tools

Spells: *antimagic field*, *mordenkainen's magnificent mansion*, *barkskin*, *wish*

Ingredients: At least 200 tons of wood.



WOOD COLOSSUS

Gargantuan construct, unaligned

Armor Class 18 (natural armor)

Hit Points 132 (8d20 + 148)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	22 (+6)	5 (-3)	12 (+1)	10 (+0)

Damage Vulnerabilities fire

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

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

Senses darkvision 120 ft., passive Perception 11

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

Challenge 16 (15,000 XP)

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

Legendary Resistance (3/Day). If the colossus fails a saving throw, it can choose to succeed instead.

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

Magic Weapons. The colossus' weapon attacks are magical.

Mobile House. The colossus can store creatures inside its body safely. Up to 10 Medium creatures can be inside, and they gain total cover from attacks outside the colossus. If the colossus dies or is knocked prone, creatures inside take 11 (2d10) bludgeoning damage. As an action, the colossus can deploy itself as a mansion, or change back into its mobile form. The colossus has control of all wooden objects inside of it. While in mansion form, the colossus can't move or be knocked prone.

ACTIONS

Slam. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage.

LEGENDARY ACTIONS

The colossus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The colossus regains spent legendary actions at the start of its turn.

Slam. The colossus makes a slam attack.

Trample (Costs 2). The colossus can move up to half its speed and make a slam attack.

CRYPTGUARD

This statue depicts a robed figure with angelic wings and a raven-skull face.

Undead Defense. Cryptguards are placed in cemeteries as a defense against undead. They immediately attack any undead they see.

Holy Aura. A cryptguard is consecrated when it is created. It emits an aura that interferes with the animating magic of undead.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The cryptguard attacks any undead until they are destroyed. Otherwise, it follows its orders.

Construction

Price: 46,000 gp

Crafting Cost: 23,000 gp

Crafting Time: 40 days

Skill Check: DC 20 mason's tools

Spells: *hallow, magic weapon, geas, planar ally*

Ingredients: 1,200 lbs. of consecrated marble.

CRYPTGUARD

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 120 (22d8 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	4 (-3)	12 (+1)	2 (-4)

Skills Perception +3

Damage Immunities poison

Condition Immunities frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

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

Challenge 7 (2,900 XP)

Consecration Aura. All undead within 30 feet of the cryptguard take a 1d4 penalty to attack rolls, saving throws, and ability checks.

False Appearance. While the cryptguard remains motionless, it is indistinguishable from a statue.

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

Sanctification. A creature killed by the cryptguard cannot be turned into an undead. Undead killed by the cryptguard cannot be raised unless they have the rejuvenation ability.

ACTIONS

Multiattack. The construct makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 14 (4d6) force damage.



CUTLASS SPIDER

This spiderlike figure is made of swords, cutlasses, and wooden planks.

Pirate Spider. Cutlass spiders are often found on the ships of pirates and buccaneers. They are repaired with scraps from the ships they sink.

Malleable Form. Unlike most constructs, cutlass spiders don't have a frame. They hold their bodies together with magic and can collapse into a sharp pile of weapons to attack nearby enemies.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The cutlass spider uses collapse if it is surrounded by enemies. Otherwise it tries to bite and disarm foes with melee weapons.

Construction

Price: 20,000 gp

Crafting Cost: 10,000 gp

Crafting Time: 30 days

Skill Check: DC 15 smith's tools

Spells: *geas, magic weapon, telekinesis*

Ingredients: 400 gp of weapons and wood.

CUTLASS SPIDER

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	2 (-4)	10 (+0)	1 (-5)

Skills Stealth +6

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The construct makes two claw and one bite attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a Huge or smaller creature, they must succeed on a DC 14 Strength saving throw or a weapon they are holding is disarmed and stored in the spider's body. The weapon can be recovered if the spider is slain or by grappling it and succeeding on an opposed Strength check.

Collapse. All creatures within 5 feet of the spider must make a DC 14 Dexterity saving throw, taking 17 (4d6 + 3) slashing damage on a failed save, or half as much damage on a successful one.



DEDICATED WRIGHT

This small homunculus carries a hammer.

Homebody. Dedicated wrights do not like to go on adventures. They prefer to sit in the safety of their home and work on tinkering projects.

Crafter. These homunculi take delight in creating things. They are happiest when helping their creator on a project, but they can work alone as well.

Construct Nature. The construct doesn't require food, drink, or sleep.

Tactics. The construct avoids combat and actively flees from it even if ordered to fight.

Construction

Price: 2,100 gp

Crafting Cost: 1,050 gp

Crafting Time: 4 days

Skill Check: DC 14 potter's tools

Spells: arcane eye, fabricate

Ingredients: Glazed clay mixed with arcane unguents and a pint of the crafter's blood.



DEDICATED WRIGHT

Tiny construct, neutral

Armor Class 10

Hit Points 5 (2d4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	7 (-2)

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1/8 (25 XP)

Crafter. The dedicated wright has proficiency with all crafting tools.

Item Creation. A dedicated wright can lessen the cost and time of creating an item by 25% by assisting during the whole process. A dedicated wright can also work by itself when its creator can't, like at night.

ACTIONS

Light Hammer. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

DEVASTATOR

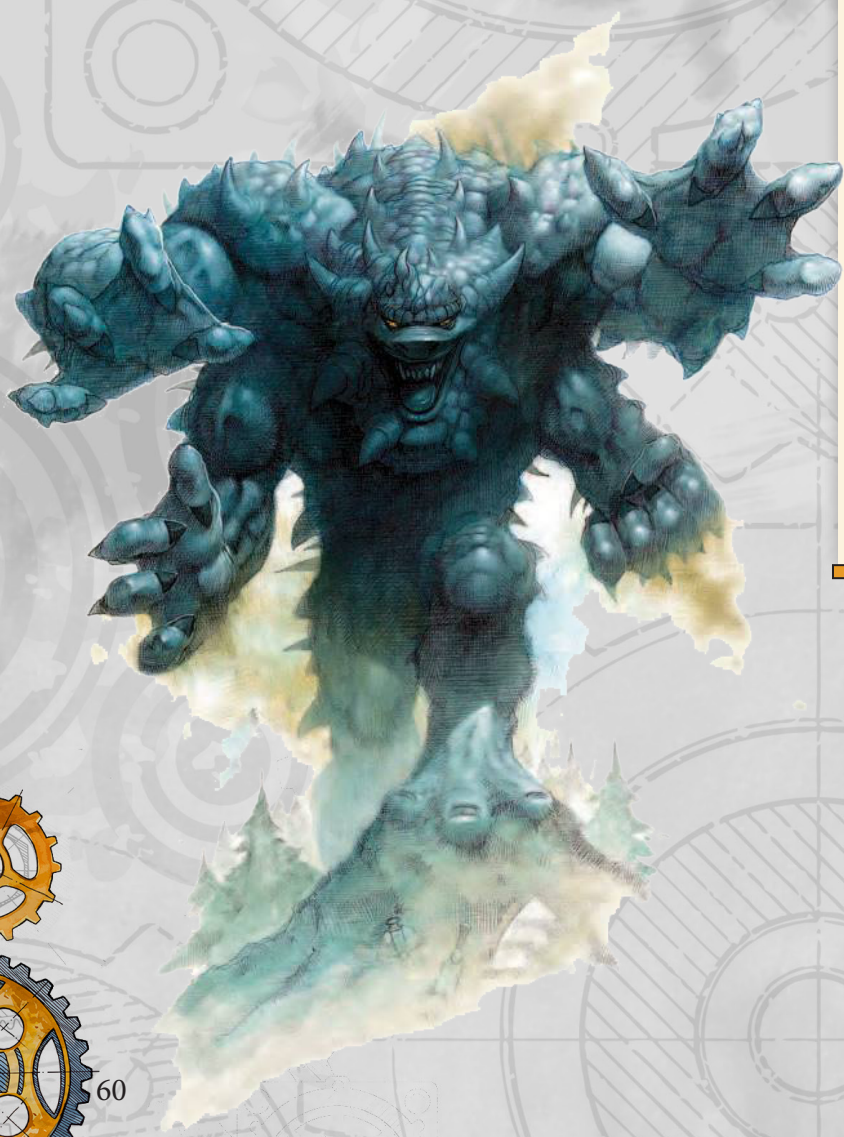
This towering humanoid monstrosity of metal has four arms that each end in a different weapon. Hellfire leaks from its joints.

Soul Fuel. Devastators make their home in the Abyss, where they sit in a place of power above most other demons. They are fueled by the energy of celestials and healing magic, which they absorb.

Abyss Wanderer. Devastators operate outside the hierarchy of demons. They wander the Abyss unbothered, looking for escape routes to hunt celestials or mortals.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The devastator leaves any divine spellcaster unharmed, in the hopes that it can absorb their healing spells. It opens fights with an earthquake spell and places *blade barriers* in tactical locations. It likes to wade into melee combat, spreading its attacks among all available targets.



DEVASTATOR

Gargantuan construct, chaotic evil

Armor Class 19 (natural armor)

Hit Points 420 (24d20 + 168)

Speed 50 ft., burrow 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	22 (+6)	18 (+4)	24 (+7)

Saving Throws Con +14, Wis +11

Skills Intimidation +14, Perception +11, Religion +13

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities acid, cold, fire, lightning, poison

Condition Immunities petrified, poisoned

Senses darkvision 120 ft., passive Perception 21

Languages Infernal, Celestial

Challenge 22 (41,000 XP)

Innate casting: The devastator's innate spellcasting ability is Charisma (spell save DC 22,+14 to hit with spell attacks). It can innately cast the following spells:

At will: *blade barrier*

3/day each: *disintegrate*, *divine word*

1/day: *earthquake*

Absorb Healing. Any healing magic that is cast within 60 feet of the devastator is absorbed by the construct. The devastator regains the hit points instead, and no other creature regains any hit points.

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

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

ACTIONS

Multiattack. The construct makes four weapon attacks.

Destruction Beam. Ranged Spell Attack: +14 to hit, range 120 ft., one target. Hit: 75 (10d6 + 40) force damage.

Infernal Weapons. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) bludgeoning, piercing, or slashing damage (depending on the weapon), plus 14 (4d6) fire damage.

DREAD GUARD

Red eyes glow from the dark helmet of this armored figure.

Simple Guards. Dread Guards are very similar to an animated suit of armor, with slightly better combat skills.

Unending Loyalty. Dread guards are loyal to their creator and cannot betray them.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The dread guard attacks the nearest enemies until slain.

Construction

Price: 2,000 gp

Crafting Cost: 1,000 gp

Crafting Time: 5 days

Skill Check: DC 15 smith's tools

Spells: animate objects, magic weapon

Ingredients: A suit of heavy armor, shield, and a weapon.

DREAD GUARD

Medium construct, unaligned

Armor Class 18 (natural armor, shield)

Hit Points 66 (12d8 + 125)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Resistances cold, fire

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 6

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

Challenge 1 (200 XP)

Shield Bash. When the dread guard makes an opportunity attack, it can strike out with its shield. If the opportunity attack hits, the target must succeed on a DC 12 Constitution saving throw or have their speed reduced by half until the end of their next turn.

ACTIONS

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



EFFIGY CREATURE

(TEMPLATE)

There is something unnatural about this lion's movements. There are odd protrusions near its joints.

Effigy Master. An organization of tinkers and artificers seek to create these constructs to be as lifelike as possible. They host an annual competition to see which one looks the most lifelike.

Sidekick. Effigy creatures often serve the same purpose as a druid's animal companion, but for the more technologically inclined.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. Effigy creatures can follow simple commands. They do whatever their owner commands.

EFFIGY CREATURE TEMPLATE

Any beast can become an effigy creature. A creature that becomes an effigy creature retains all its statistics except as noted below

- **Alignment.** The creature's alignment becomes unaligned.
- **Type.** The creature's type becomes construct.
- **Darkvision.** The creature gains darkvision 60 feet.
- **Damage Immunities.** The creature gains immunity to poison and psychic damage.
- **Condition Immunities.** The creature gains immunity to the charmed, frightened, and poisoned conditions.

Construction

Price: 7,000 gp

Crafting Cost: 3,500 gp

Crafting Time: 7 days

Skill Check: DC 15 tinker's tools

Spells: animate objects

Ingredients: The body is assembled from wood, leather, metal, wires, and a covering to conceal the assemblage beneath.

LION EFFIGY

Medium construct, unaligned

Armor Class 12 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 1 (200 XP)

Keen Smell. The lion has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The lion has advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

ACTIONS

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) slashing damage.



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ELDER EIDOLON (TEMPLATE)

A monstrous kraken made of stone and glass stares at you with two immense eyes. Its body is carved in hard angles that are hard to follow; the more you stare at it, the more disorienting it becomes.

Machines From Beyond. Elder eidolons are among the oldest mechanical creations in existence. They are either brought in from alternate realities or are constructed with eldritch knowledge.

Eldritch Form. Elder eidolons are the creations of aberrations, and their unnatural physiology is evident in their construction. Mortal minds cannot fully comprehend the true shape of these creatures.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. Elder eidolons act like their living counterparts.

ELDER EIDOLON TEMPLATE

Any creature can become an elder eidolon. A creature that becomes an elder eidolon retains all its statistics except as noted below

- **Type.** The creature's type becomes construct.
- **Darkvision.** The creature gains darkvision 60 feet.
- **Damage Immunities.** The creature gains immunity to poison damage.
- **Existential Dread Aura.** Any creature that starts its turn within 10 feet of the eidolon must succeed on a Wisdom saving throw or have disadvantage on attack rolls and saving throws until the start of their next turn. The DC is 8 + the monster's proficiency bonus + Charisma modifier.
- **Condition Immunities.** The creature gains immunity to the poisoned conditions.
- **Fast Repair.** The creature regains 5 hit points at the start of its turn. The creature dies only if it starts its turn with 0 hit points.
- **Magic Resistance.** The creature has advantage on saving throws against spells and other magical effects.
- **Otherworldly Geometry.** Ranged attacks against the creature have disadvantage.



KRAKEN ELDER EIDOLON

Gargantuan construct (titan), chaotic evil

Armor Class 18 (natural armor)

Hit Points 472 (27d20 + 189)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Str +17, Dex +7, Con +14, Int +13, Wis +11
Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 14

Languages Abyssal, Celestial, Infernal, Primordial, Telepathy 120 ft. but can't speak

Challenge 23 (50,000 XP)

Amphibious. The kraken can breathe air and water.

Fast Repair. The kraken regains 5 hit points at the start of its turn. The kraken dies only if it starts its turn with 0 hit points.

Freedom of Movement. The kraken ignores difficult terrain and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Existential Dread Aura. Any creature that starts its turn within 10 feet of the kraken must succeed on a DC 20 Wisdom saving throw or have disadvantage on attack rolls and saving throws until the start of their next turn.

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

Otherworldly Geometry. Ranged attacks against the kraken have disadvantage.

Siege Monster. The kraken deals double damage to objects and structures.

ACTIONS

Multiattack. The kraken makes three tentacle attacks, each of which it can replace with one use of Fling.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 42

(12d6) acid damage at the start of each of the kraken's turns. If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +17 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or a creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Storm. The kraken magically creates three bolts of lightning, each of which can strike a target the kraken can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The kraken can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kraken regains spent legendary actions at the start of its turn.

Tentacle Attack or Fling. The kraken makes one tentacle attack or uses its Fling.

Lightning Storm (Costs 2 Actions). The kraken uses Lightning Storm.

Ink Cloud (Costs 3 Actions). While underwater, the kraken expels an ink cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the kraken. Each creature other than the kraken that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the kraken's next turn.

EXPEDITIOUS MESSENGER

This homunculus looks like a winged cat with a stinger-tipped tail.

Messenger. These homunculi are used for sending messages back and forth safely. They are nimble constructs and are skilled at avoiding capture.

Keep Secrets. A capture expeditious messenger will never willingly divulge its message. It is incapable of delivering the message to anyone but the recipient.

Construct Nature. The construct doesn't require food or drink.

Tactics. The construct avoids combat, but if cornered it will attack the closest creature with its stinger until it can safely escape.

Construction

Price: 1,700 gp

Crafting Cost: 850 gp

Crafting Time: 3 days

Skill Check: DC 16 potter's tools

Spells: *arcane eye*, *expeditious retreat*

Ingredients: Clay, cat hair, bird feathers, and a pint of the creator's blood.



EXPEDITIOUS MESSENGER

Tiny construct, neutral

Armor Class 13

Hit Points 10 (4d4)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	10 (+0)	8 (-1)	12 (+1)	7 (-2)

Saving Throws Dex +5

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 11

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

Challenge 1/4 (50 XP)

Expeditious. The messenger can Dash as a bonus action.

Telepathic Bond. While the messenger is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

FURTIVE FILCHER

This tiny humanoid looks like an animated shadow, darting between patches of darkness.

Thief. Furtive filchers are designed to steal small objects without detection, and they are very good at it.

Dark Pocket. When traveling, furtive filchers prefer to crawl into small pouches or backpacks, only peeking their heads out occasionally.

Construct Nature. The construct doesn't require air, food, or drink.

Tactics. The construct avoids combat and will actively flee from it.

Construction

Price: 1,700 gp

Crafting Cost: 850 gp

Crafting Time: 3 days

Skill Check: DC 12 potter's tools

Spells: *arcane eye*, *conjure minor elementals*

Ingredients: Clay, ash, shadowstuff from the Plane of Shadows, and a pint of the creator's blood.



FURTIVE FILCHER

Tiny construct, neutral

Armor Class 14

Hit Points 10 (4d4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	12 (+1)	12 (+1)	10 (+0)	7 (-2)

Skills Sleight of Hand +6, Stealth +6

Damage Immunities poison

Condition Immunities charmed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 6 (1d4 + 4) piercing damage.

GOLEMS

Golems

The basic assumption for golems in D&D is that they are immune to nonmagical bludgeoning, piercing, and slashing damage. This makes it difficult to create lower CR golems, since magic is rarer at lower levels. Therefore, some of the golems in this book will have varying levels of resistances and immunities.

You can give all golems immunity to nonmagical bludgeoning, piercing, and slashing damage if you want a more traditional type of golem, but it will make certain golems more powerful.

ADAMANTINE GOLEM

This sturdy golem is covered in dark metal and spikes. Its joints are heavily reinforced with layers of redundant adamantine. It has no head, but has numerous stacks that sit on its shoulders and emit hot smoke from the fires within.

Unbreakable. Adamantine is one of the hardest materials in existence, rumored to be unbreakable. The adamantine golem's body is made with this sturdy material and is nearly unstoppable. It is unheard of for the frame to be destroyed. Instead, the internal functions are usually damaged in order to defeat it.

Imported Materials. The amount of adamantine required to make one of these golems is staggering. Adamantine is so rare that there isn't enough of it in each world to make one of these. Crafters need to travel to other worlds or the Plane of Earth to get enough.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem attacks the closest target until they are knocked unconscious. It positions itself in fire if possible.

ADAMANTINE GOLEM

Huge construct, unaligned

Armor Class 20 (natural armor)

Hit Points 270 (20d12 + 140)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	24 (+7)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 19 (22,000 XP)

Adamantine Form. Any critical hit against the golem becomes a normal hit.

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

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

Indestructible. If damage reduces the golem to 0 hit points, it must make a Constitution saving throw with a DC of 5+ the damage taken, unless the damage is from an adamantine weapon. On a success, the golem drops to 1 hit point instead.

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 construct makes four slam attacks.

Slam. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage.

Construction

Price: 600,000 gp

Crafting Cost: 300,000 gp

Crafting Time: 200 days

Skill Check: DC 35 smith's or mason's tools

Spells: *arcane hand, geas, heal, stoneskin, wish*

Ingredients: 4,000 lbs. of adamantine.



ALCHEMICAL GOLEM

ALCHEMICAL GOLEM

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	6 (-2)	11 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities poison

Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 7 (2,900 XP)

Alchemy. The golem's melee attacks deal an extra 1d6 damage of a random type, as determined below. Roll each time this feature is triggered.

1. Acid
2. Cold
3. Fire
4. Lightning

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

Slashing Chemicals. A creature that makes a melee attack against the golem while within 5 feet of it takes 1d6 damage of a random type (see Alchemy trait).

ACTIONS

Multiattack. The construct makes two needle attacks.

Bomb. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* 28 (8d6) random alchemical damage. All creatures within 5 feet of the target must make a DC 13 Dexterity saving throw, taking half of the damage on a failed save, or no damage on a successful one.

Needle. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 3 (1d6) alchemical damage.

This golem is made of a rickety wooden and metal frame and is covered in tubing and glass. Its head is a globe filled with a green liquid. A brain and a pair of eyes float inside.

Unstable. The alchemical golem is filled with all sorts of volatile liquids. Attacking it can cause these liquids to spray out.

Abnormal Brain. Because of the brain floating in its skull, the alchemical golem is able to interpret a wider array of orders than other golems.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem prefers to attack at range, throwing alchemical bombs. However, it won't shy from melee combat.

Construction

Price: 66,000 gp

Crafting Cost: 33,000 gp

Crafting Time: 50 days

Skill Check: DC 20 alchemist's supplies

Spells: *geas, gentle repose, creation, protection from energy, telekinesis*

Ingredients: 3,000 gp of alchemical gear and solutions.



BEHEMOTH GOLEM

BEHEMOTH GOLEM

Gargantuan construct, unaligned

Armor Class 20 (natural armor)
Hit Points 348 (17d20 + 170)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	30 (+10)	2 (-4)	15 (+2)	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 60 ft., passive Perception 12
Languages Understands the languages of its creator but can't speak
Challenge 18 (20,000 XP)

Colossal Size. The golem does not provoke opportunity attacks from movement, and can move through and share the space of Huge or smaller creatures.

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.

Mobile Castle. The golem has a small stronghold built into its back. Up to 12 Medium creatures can be inside, and they gain total cover from attacks outside. If the golem dies or is knocked prone, creatures inside take 22 (4d10) bludgeoning damage.

ACTIONS

Multiattack. The construct makes two stomp attacks.

Quake (Recharge 5-6). The golem slams the ground with two feet, creating a small earthquake. All creatures touching the ground within 60 feet of the golem must make a DC 23 Strength saving throw, taking 52 (15d6) bludgeoning damage on a failed save and falling prone, or half as much damage and remain standing on a successful one. Any structures in this area take 50 bludgeoning damage.

Stomp. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. **Hit:** 31 (4d10 + 9) bludgeoning damage. All creatures within 10 feet of the target must make a DC 23 Dexterity saving throw, taking half of the damage on a failed save.

The behemoth golem is a towering, mammoth-like creature with a rocky exterior and a stronghold on its back.

Shaking Step. These colossal constructs shake the ground with every step. By rearing on their back legs

and slamming their front legs into the ground, they can create earthquakes.

Mobile Stronghold. A fortified stronghold sits on the back of these creatures. Up to 8 creatures can safely inhabit the building, sitting safe from any threats while the golem crushes everything before it.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem uses quake when possible, and attacks the nearest creature.

Construction

Price: 305,000 gp

Crafting Cost: 152,500 gp

Crafting Time: 180 days

Skill Check: DC 30 mason's tools

Spells: earthquake, geas, mordenkainen's magnificent mansion, wish

Ingredients: You must first find the instructions for creating this golem, which are very rare. The golem requires at least 70,000 lbs. of stone treated with unholy oils.



BLOOD GOLEM

The red pool of blood rises and clots into a humanoid form.

Magic Blood. Instead of being bound to a solid frame, blood golems are made of fluid and can change their shape. They can assume a liquid form or allow the blood to clot and harden into a humanoid form.

Crave Blood. Aside from their normal instructions, blood golems seek out more blood to add to their mass. Unless told otherwise, they will attack a creature with blood and drain it.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem grabs the nearest creature with blood and drains them. The golem will use its liquid form to sneak or escape and ignores any creature without blood.

Construction

Price: 23,000 gp

Crafting Cost: 11,500 gp

Crafting Time: 30 days

Skill Check: DC 15 alchemist's supplies

Spells: *animate dead*, *inflict wounds*, *cure wounds*, *geas*

Ingredients: The blood of 20 humanoids and necrotic oils.



BLOOD GOLEM

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 110 (20d8 + 20)

Speed 10 or 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	1 (-5)	14 (+2)	1 (-5)

Damage Vulnerabilities cold, piercing

Damage Immunities poison, psychic

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

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 12

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

Challenge 3 (700 XP)

Amorphous (Liquid Form). The construct can move through a space as narrow as 1 inch wide without squeezing.

Blood Sense. Creatures without blood are invisible to the golem, and it doesn't have blindsight against them.

Clotting. As a bonus action, the golem can assume a clotted, humanoid form or a liquid, bloody form:

Clotted: The golem's speed becomes 30 feet. It loses amorphous.

Liquid: The golem's speed becomes 10 feet. It gains amorphous.

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

ACTIONS

Multiattack. The construct makes two slam attacks.

Blood Drain. One creature grappled by the golem must make a DC 12 Constitution saving throw, reducing their current hit points by 14 (4d6) from blood loss, or half as much on a successful save. The golem regains hit points equal to the amount of hit points lost.

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 11 (2d8 + 2) bludgeoning damage and if the target is a Large or smaller creature, they are grappled (escape DC 12). The golem can have one creature grappled at a time.

BLOOD OF HEXTOR GOLEM

BLOOD OF HEXTOR GOLEM

Large construct, unaligned

Armor Class 18 (plate armor)

Hit Points 95 (10d10 + 40)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 6 (2,300 XP)

Armor Shell. The golem is wrapped in a shell of armor. If the armor is broken or destroyed, the golem's AC becomes 8 and it loses its flail attacks.

Blood Dependency. The golem loses blood constantly. Its hit point maximum is reduced by 10 for each day it does not drain blood. If its armor is destroyed, this amount is doubled.

Blood Siphon. If the golem is adjacent to an unconscious or dead creature with blood, the golem can drain their blood as an action. The golem regains 10 hit points, and if the target is alive, they gain 1 level of exhaustion. A golem can use blood siphon on a creature 5 times before the creature runs out of blood.

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 construct makes two slam or flail attacks.

Flail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.
Hit: 16 (2d10 + 5) bludgeoning damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 14 (2d8 + 5) bludgeoning damage.

Spin Attack. The golem makes a flail attack against every creature within its reach.

The mechanical war machine has blood dripping from its joints and two large flails for hands.

Shielded Blood. The golem's true form is that of a humanoid mass of thick red blood. The armored shell is meant to make it stronger and keep its form solid.

Blood Dependent. These golems are imperfect creations and constantly lose some of their blood mass over time. The armored shell slows this down, but they require daily infusions of blood or they begin to wither away.

Construct Nature. The construct doesn't require air, food, or sleep.

Tactics. The blood golem will charge into the middle of a group of enemies so it can use its Spin Attack instead of basic flail attacks. It fights until slain.

Construction

Price: 100,000 gp

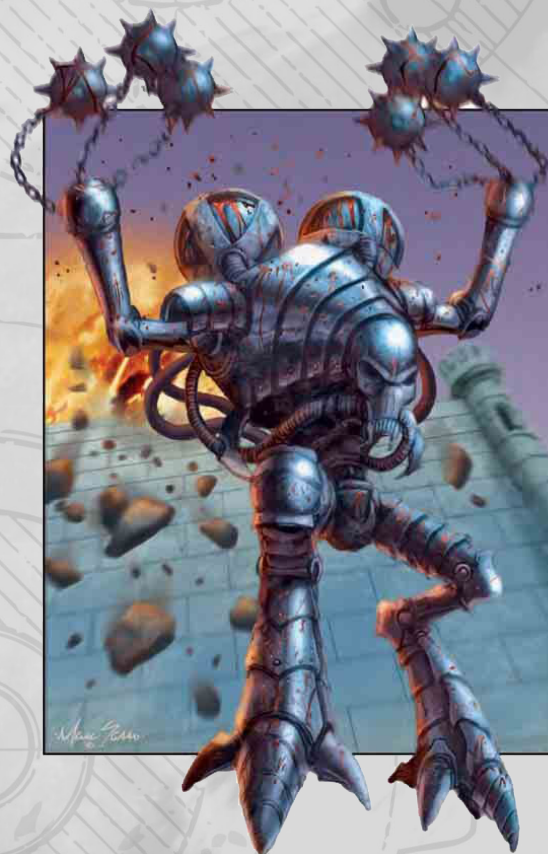
Crafting Cost: 50,000 gp

Crafting Time: 50 days

Skill Check: DC 15 smith's tools for the shell and weapons, and a DC 15 Medicine check for handling the blood.

Spells: *animate objects, enhance ability, gentle repose, heal*

Ingredients: The blood of 16 humanoids sacrificed in Hextor's name. A set of heavy armor and two flails must be provided.



BONE GOLEM

This monstrosity is made of bones and skulls tied together with sinew. A ring of bones flies from its body and straight towards you.

Tomb Guardian. Bone golems are usually made to guard a tomb. The interred residents usually make up part of the golem.

Construction. The golem is made out of piles of bones, although their origin does not matter. Rope or sinew coated in oils is used to bind the parts together.

Construct Nature. This creature doesn't require air, food, drink, or sleep.

Tactics. A bone golem will use bone prison on a creature with melee weapons at range. Once in melee range, it will use slam attacks until all targets are dead. Bone golems fight until destroyed.

Construction

Price: 50,000 gp

Crafting Cost: 25,000 gp

Crafting Time: 50 days

Skill Check: DC 15 tinker's tools

Spells: *animate dead* or *animate objects*, *geas*, *telekinesis*, *wish*

Ingredients: The bones of a dozen Medium-sized creatures and rare oils.



BONE GOLEM

Large construct, unaligned

Armor Class 12

Hit Points 104 (11d10 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	6 (-2)	10 (+0)	4 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities necrotic, poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 5 (1,800 XP)

Aversion to Radiant. If the golem takes radiant damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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 Resistance. The golem's weapon attacks are magical.

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

ACTIONS

Multiattack. The construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning.

Bone Prison. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* The target is restrained. At the beginning of each of its turns, the target is subjected to a free slam attack from the bone golem as the cage attempts to crush them. The target can attempt to escape as an action by succeeding on a DC 15 Strength check. The cage can be broken if it takes 15 points of damage in one turn. The cage has the golem's AC, resistances, and immunities. The golem can only have one bone prison active at a time.

BRAIN GOLEM

This creature has an oversized brain as a head and appears to be covered in brain tissue.

Grown Golem. Brain golems are grown by psionic creatures. They harvest the brains of intelligent creatures, growing them into the shape of the golem. Their favorite brain becomes the head.

Psionic Receiver. Although smarter than most golems, brain golems are still not very intelligent. They cannot speak or understand language, but they do have a telepathic connection to their creator, through which they can understand orders.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The brain golem tries to target as many people in its Mind Blast as possible. It prefers to stay at range and disable foes with a psionic assault.

Construction

Price: 110,000 gp

Crafting Cost: 55,000 gp

Crafting Time: 50 days

Skill Check: DC 15 Medicine

Spells: *enhance abilities, feblemind, geas, mage armor*

Ingredients: The brains of five intelligent creatures grown into one large mass inside a vat filled with alchemical solutions.



BRAIN GOLEM

Large construct, unaligned

Armor Class 16 (13 without psionic armor)

Hit Points 135 (18d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	14 (+2)	6 (-2)	11 (+0)	8 (-1)

Saving Throws Int +1

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 6 (2,300 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 Weapons. The golem's weapon attacks are magical.

Psionic Armor. The golem is surrounded by a field of psionic energy that counts as a magical forcefield. The armor can be dispelled by the *dispel magic* spell.

Telepathic Tether. The golem has a telepathic link with its creator or master. The golem can't speak, but it can understand orders given by its master or creator telepathically.

ACTIONS

Multiattack. The construct makes three slam or Psionic Assault attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 7 (2d6) psychic damage.

Psionic Assault. One creature within 100 feet of the golem must make a DC 16 Wisdom saving throw, taking 22 (4d10) psychic damage on a failed save, or half as much damage on a successful one.

Mind Blast (Recharge 6). The golem unleashes a wave of psychic energy in a 60-foot cone. All creatures in the area must make a DC 16 Wisdom saving throw. On a failed save, they are stunned for up to 4 turns. They can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a successful save.

BRASS GOLEM

This tall construct has a brass body and a large pair of horns.

Reckless Attacker. Brass golems are vicious attackers. They are more aggressive than other golems.

BRASS GOLEM

Huge construct, unaligned

Armor Class 18 (natural armor)

Hit Points 210 (20d12 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	18 (+4)	2 (-4)	12 (+1)	2 (-4)

Skills Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities fire, poison, psychic

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

Senses truesight 60 ft., darkvision 60 ft., passive Perception 16

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

Challenge 14 (11,500 XP)

Death Throes. When the golem is reduced to 0 hit points, it explodes. The golem dies, and all creatures within 30 feet of it must make a DC 17 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

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

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

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

Reckless. At the start of its turn, the golem can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The construct makes three falchion attacks.

Incendiary Breath (Recharge 5-6). The golem exhales a burst of fire and ash in a 60-foot cone. All creatures in the area must make a DC 20 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one.

Falchion. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

Heated Planes. Brass golems are found in hot places, specifically the City of Brass. They have a fire spirit bound to their body, and can exhale superhot flames.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem charges into melee combat, using its incendiary breath if it can target three or more creatures. Otherwise, it always attacks recklessly, standing in fire if possible.

Construction

Price: 180,000 gp

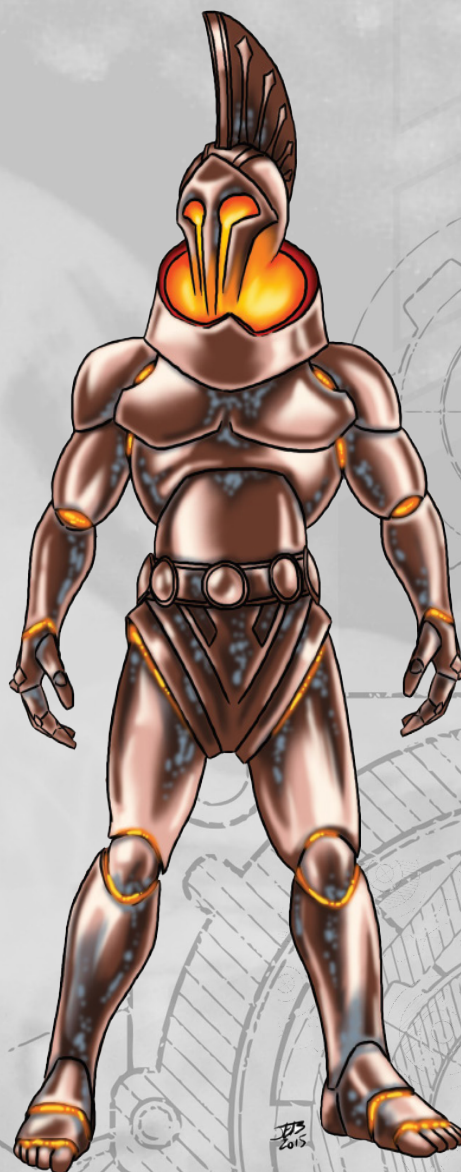
Crafting Cost: 90,000 gp

Crafting Time: 110 days

Skill Check: DC 22 smith's tools

Spells: *geas, incendiary cloud, see invisibility, wish*

Ingredients: 18,000 lbs. of brass and mineral solutions.



CADAVER GOLEM

This large figure appears to be stitched together from multiple bodies and smells like rotten flesh. Its eyes, each one a different color, size you up with a glance.

Flesh Mistake. The first cadaver golem was created when something went wrong during the construction of a flesh golem. They are not beholden to their creators and strike out on their own.

Absorb Skills. A cadaver golem has no skills on its own, but it can acquire skills based on the body parts that it absorbs. Some cadaver golems switch out body parts as needed, while others have a few they prefer.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The cadaver golem focuses its attack on one creature at a time. It sometimes tries to surprise enemies with its speed and tactics.

Construction

Price: 60,000 gp

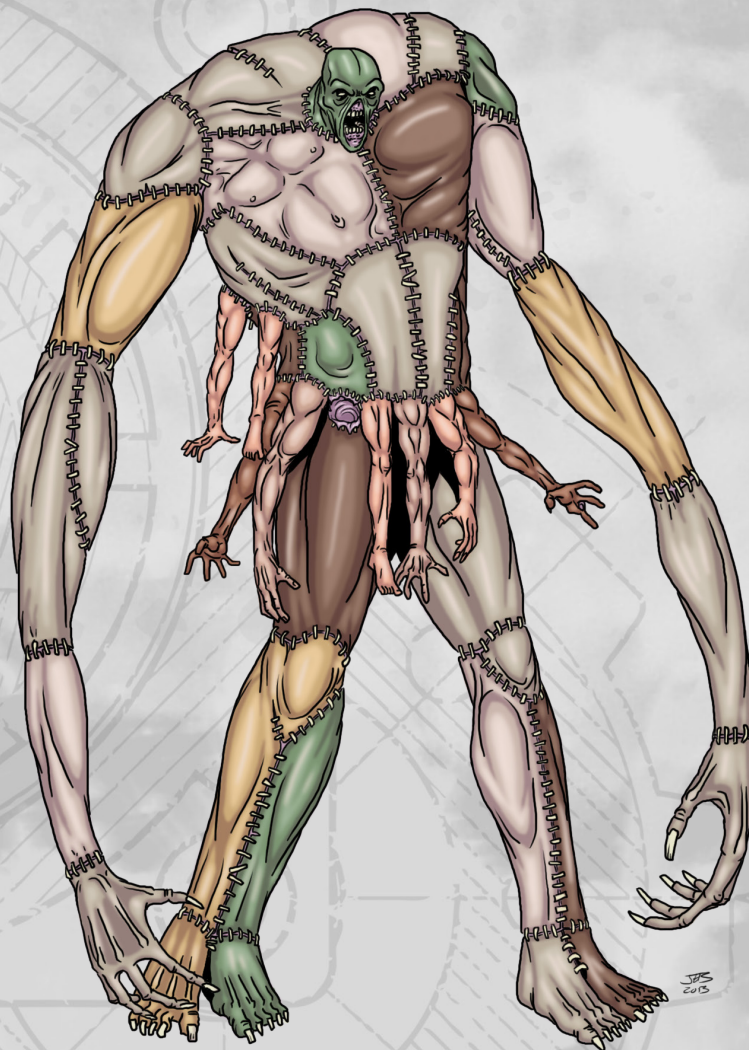
Crafting Cost: 30,000 gp

Crafting Time: 50 days

Skill Check: DC 16 leatherworker's tools or Medicine

Spells: *animate dead*, *enhance ability*, *geas*

Ingredients: Eight humanoid corpses are required, one for each major body part.



CADAVER GOLEM

Large construct, neutral

Armor Class 12 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	16 (+3)	12 (+1)	11 (+0)	10 (+0)

Skills see Assimilate Flesh.

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities lightning, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Knows the languages of its creator

Challenge 10 (5,900 XP)

Assimilate Flesh. The cadaver golem can replace one of its body parts with a similar part from a deceased humanoid. The golem gains proficiency in a skill related to the body part taken. The golem can only gain proficiency in up to 4 skills

this way. The golem's proficiency bonus is +4.

Eyes, Ears. Investigation, Perception

Tongue. Deception, Persuasion

Hands. Sleight of Hand

Arms. Athletics

Brain. Arcana, History, Nature, Religion

Legs. Acrobatics, Stealth

Heart. Insight

Skin. Survival

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 three weapon attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Oversized Sword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

CANNON GOLEM

This golem is made from sheets of jagged metal. One arm ends in a cannon supported by chains.

Cannoneer. The cannon golem's cannon is magically enchanted to never run out of ammunition as long as it is connected to the body.

Ship Siege. A single cannon golem can fire fast enough to do the work of a row of cannons. It shoots with unerring accuracy.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The cannon golem prefers to attack at range with its cannon.

Construction

Price: 75,000 gp

Crafting Cost: 37,500 gp

Crafting Time: 60 days

Skill Check: DC 20 tinker's tools

Spells: *geas*, *plane shift*

Ingredients: 2,000 lbs. of adamantine and other rare metals. A single masterwork cannon is required.



CANNON GOLEM

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	2 (-4)	15 (+2)	2 (-4)

Damage Immunities poison, psychic

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 5 (1,800 XP)

Blasting Critical. The golem scores a critical hit with its cannon on an attack roll of 19-20.

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

ACTIONS

Multiattack. The construct makes two weapon attacks.

Cannon. Ranged Weapon Attack: +6 to hit, range 100/300 ft., one target. Hit: 17 (4d6 + 3) bludgeoning damage.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

CARRION GOLEM

This golem is made of rotting flesh, bone, and hair. It reeks of death.

Necromancer's Golem. Carrion golems are made by necromancers but are not considered undead. Necromancers find them useful, since they can be easily repaired with the other bodies they have lying around.

Memory Fragments. A carrion golem sometimes gets a memory from one of the bodies that forms it. When this happens, it can act irrationally by displaying a personality, but it never harms its creator.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem attacks the closest creature.

Construction

Price: 22,000 gp

Crafting Cost: 11,000 gp

Crafting Time: 40 days

Skill Check: DC 13 Medicine

Spells: *animate dead, contagion, false life, gentle repose, geas*

Ingredients: At least two humanoid corpses and arcane components.



CARRION GOLEM

Medium construct, neutral

Armor Class 11

Hit Points 156 (24d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	2 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

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

Challenge 4 (1,100 XP)

Sewer Plague. When a humanoid creature is hit by a carrion golem, the creature must succeed on a DC 11 Constitution saving throw or become infected with this disease (see DMG pg. 257). If the creature succeeds on the saving throw, they are immune to filth fever for the next 24 hours.

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

Stench. Any creature other than a golem that starts its turn within 5 feet of the golem must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all carrion golems for 1 hour.

Undead Fortitude. If damage reduces the golem to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the golem drops to 1 hit point instead.

ACTIONS

Multiattack. The construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 12 (2d8 + 3) bludgeoning damage.

CLOCKWORK GOLEM

The humanoid creature is made of large gears and acts with precise movements.

Clockwork Progenitor. Clockwork golems are the inspiration for clockwork constructs. The golems are infused with more magic than technology.

Gears. The clockwork golem can disassemble its form into an immobile wall of moving gears. It uses this form to guard creatures or locations.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem attacks the closest enemy. If it is protecting something, it transforms into a wall of gears to either prevent foes from moving past it or punishing those that do.

Construction

Price: 120,000 gp

Crafting Cost: 60,000 gp

Crafting Time: 70 days

Skill Check: DC 20 tinker's tools

Spells: *animate objects, blade barrier, geas, grease, telekinesis*

Ingredients: Hundreds of gears weighing a total 1,500 lbs.

CLOCKWORK GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

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

Damage Vulnerabilities lightning

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 10 (5,900 XP)

Death Burst. When the golem is reduced to 0 hit points, it explodes in a burst of whirling gears. The golem dies, and all creatures within 10 feet of it must make a DC 17 Dexterity saving throw, taking 21 (6d6) slashing damage on a failed save, or half as much damage on a successful one.

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

ACTIONS

Multiattack. The construct makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 15 (2d8 + 6) bludgeoning damage. Instead of dealing damage, the golem can instead grapple the target if they are a Huge or smaller creature (escape DC 18).

Grind. One creature grappled by the golem must make a DC 18 Constitution saving throw, taking 27 (6d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

Wall of Gears. The golem can transform into an immobile wall of whirling gears. The wall is 5 feet thick and 20 feet long. Any creature inside this space or that enters it on their turn must make a DC 17 Dexterity saving throw, taking 33 (6d10) bludgeoning damage on a failed save, or half as much damage on a successful one. The golem can revert back to its normal form as an action.

CORAL GOLEM

This humanoid figure is made of coral and seaweed. Its head is carved to resemble a fish.

Coral Growths. Coral golems are grown from coral colonies that are magically enchanted to stimulate growth. After the golem is created, the coral only grows to repair damage.

Sea Walker. Coral golems are designed to swim and walk easily in the ocean. They are often dispatched to collect materials or food from the ocean that would be hard for a non-aquatic creature to obtain.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem attacks the closest enemy. It tries to fight only in water if possible.

Construction

Price: 60,000 gp

Crafting Cost: 30,000 gp

Crafting Time: 55 days

Skill Check: DC 15 mason's tools

Spells: *animate objects, geas, magic weapon, water breathing*

Ingredients: A colony of coral weighing 1,000 lbs. and infused with rare minerals.

CORAL GOLEM

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., swim 15 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 8 (3,900 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 Weapons. The golem's weapon attacks are magical.

Regeneration. The golem regains 10 hit points at the start of its turn. The golem dies only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. A destroyed coral golem comes back to life if its remains are submerged in water for 24 hours. If the golem has been dead for longer than one week, this ability does not work.

ACTIONS

Multiattack. The construct makes two slam attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.



CRYSTAL GOLEM

This humanoid figure is made from large blue crystals. It has a bulky frame and inner glow. You hear a faint hum while you are near it.

Psychic Crystals. The crystals that make up a crystal golem's body are able to amplify psychic powers. Psychic energy is created and stored inside the golem's body, which it can discharge as a damaging spike of psychic energy.

CRYSTAL GOLEM

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	5 (-3)	14 (+2)	2 (-4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities acid, poison

Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

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

Challenge 10 (5,900 XP)

Detect Thoughts. The golem is always under the effects of the *detect thoughts* spell.

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.

Psychic Amplification. All spells or abilities that deal psychic damage either impose disadvantage on the target's saving throws or provide advantage on the caster's spell attack rolls if the target is within 30 feet of the golem.

ACTIONS

Multiattack. The construct makes two slam attacks. It can replace one slam attack with a Mind Spike.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 6) bludgeoning damage.

Mind Spike. One creature the golem can see within 60 feet must make a DC 17 Wisdom saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one. If a creature is reduced to 0 hit points by this ability, their head explodes and they die.

Mind Reader. Crystal golems can detect the thoughts of other creatures at all times. They don't do much with this information, unless they detect that a creature intends violence.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem attacks the closest enemy with a melee attack, and a ranged enemy with a mind spike attack.

Construction

Price: 125,000 gp

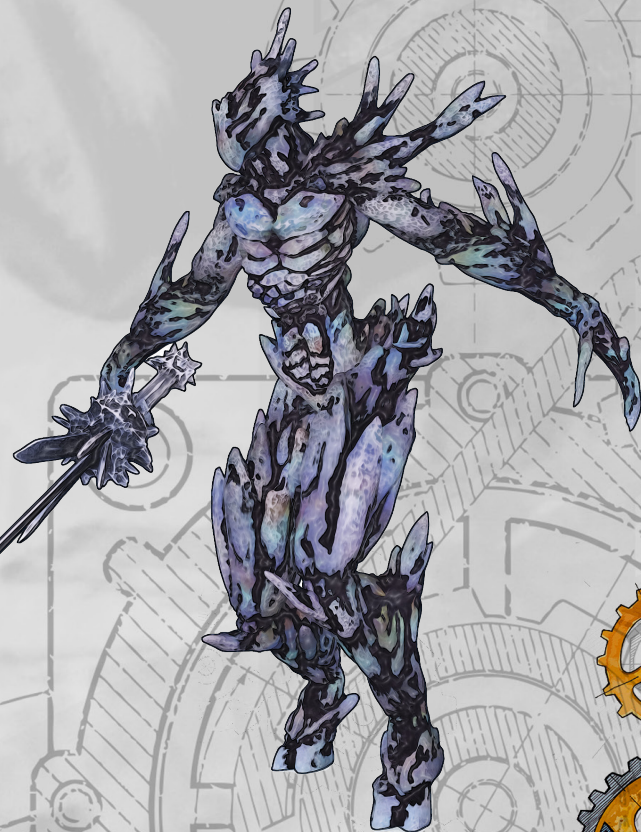
Crafting Cost: 62,500 gp

Crafting Time: 50 days

Skill Check: DC 20 jeweler's tools

Spells: *detect thoughts*, *geas*

Ingredients: At least 2,000 lbs. of cut crystals.



DEMONFLESH GOLEM

This golem is stitched together with body parts from demons and other fiends. It has mismatched eyes, an oversized claw, membranous wings, and a long, thin tail.

Fiendish Intelligence. Unlike most golems, a demonflesh golem is intelligent and able to speak. They enjoy sowing chaos and destruction, as per their demonic composition.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem tries to stay in the middle of as many enemies as possible to batter them with Waves of Death. They target spellcasters with their Destruction ability and spread their melee attacks against all available targets.

Construction

Price: 260,000 gp

Crafting Cost: 130,000 gp

Crafting Time: 190 days

Skill Check: DC 15 Medicine

Spells: darkness, geas, horrid wilting, planar binding, blight

Ingredients: The golem must be built in the Abyss or another demonic plane. Demon bodies must be provided for each of its body parts, including a claw, leg, eye, wings, and tail.



DEMONFLESH GOLEM

Huge construct, chaotic evil

Armor Class 18 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	22 (+6)	8 (-1)	12 (+1)	16 (+3)

Saving Throws Str +13, Wis +7

Damage Resistances acid, cold, fire, lightning

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

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

Senses darkvision 60 ft., truesight 60 ft., passive Perception 11

Languages Abyssal

Challenge 19 (22,000 XP)

Claw Graft. The golem can make a claw attack even if it is unable to take actions as long, as it is still conscious.

Fear Gaze. When a creature that can see the golem's eyes starts its turn within 30 feet of the golem, the golem can force it to make a DC 17 Wisdom saving throw if the golem isn't incapacitated and can see the creature. A creature that fails the save is frightened of the golem for 1 minute. A creature frightened by this ability does not move or take any actions. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the golem until the start of its next turn, when it can avert its eyes again. If the creature looks at the golem in the meantime, it must immediately make the save.

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.

Unholy Aura. Fiends within 60 feet of the golem gain the Magic Resistance trait while the golem is alive.

ACTIONS

Multiattack. The construct makes one claw or slam attack and one tail attack.

Claw. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage plus 10 (3d6) poison damage.

Slam. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 10 (3d6) poison damage.

Tail. Melee Weapon Attack: +13 to hit, reach 20 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage plus the target must succeed on a DC 20 Constitution saving throw or have disadvantage on attack rolls and saving throws until the end of their next turn.

Waves of Death (Recharge 5-6). The golem unleashes waves of necrotic energy in a 60-foot radius. All creatures in this area must make a DC 20 Constitution saving throw, taking 27 (6d8) necrotic damage on a failed save, or half as much damage on a successful one.

Destruction (Recharge 6). The golem casts a spell that attempts to destroy a creature and all of their nonmagical possessions. One creature the golem can see within 60 feet must make a DC 17 Constitution saving throw, taking 61 (7d8 + 30) necrotic damage on a failed save, or half as much damage on a successful one. If the target is reduced to 0 hit points by this spell, they are disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

LEGENDARY ACTIONS

The golem can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The golem regains spent legendary actions at the start of its turn.

Claw. The golem makes a claw attack.

Lumbering Leap. The golem can jump up to its flight speed. When it lands, it can make a slam attack.

Waves of Death (Costs 2). The golem uses Waves of Death.

DIAMOND GOLEM

The diamond golem is carved into the likeness of a soldier or knight, including a sword.

Perfectionist. Diamond golems follow their orders exactly. Too exact sometimes. They are perfectionists, and try to ensure success whenever possible.

DIAMOND GOLEM

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	20 (+5)	10 (+0)	12 (+1)	1 (-5)

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

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

Senses darkvision 60 ft., passive Perception 11

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

Challenge 10 (5,900 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 Weapons. The golem's weapon attacks are magical.

Targeted Dispel. A creature hit by the diamond golem's diamond sword attack is affected by a *dispel magic* spell. The golem has a +3 bonus for any spellcasting ability checks.

ACTIONS

Diamond Sword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) slashing damage.

Perfect Blow. The golem prepares an attack. It has advantage on its next Diamond Sword attack on its next turn.

Sunbeam (Recharge 5-6). The golem fires a beam of concentrated sunlight in a line 5-feet wide and 60-feet long. All creatures in the area must make a DC 16 Constitution saving throw, taking 27 (6d8) radiant damage on a failed save and be blinded for 1 minute, or half as much damage and no blinded condition on a successful one. Undead and oozes have disadvantage on the saving throw. A creature blinded by this ability can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a successful save.

Gem Golem. Gem golems are a special type of golem. The gemstone used in their construction influences their nature, allowing them to act in ways that their creator did not intend. When destroyed, only their heart remains--the rest of the gemstones shatter into dust.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The diamond golem uses its Sunbeam whenever possible. When it makes melee attacks, it always uses Perfect Blow first. It won't make an attack unless it has advantage. If it can't attack with advantage, it will use Sunbeam or defend itself.

Construction

Price: 65,000 gp

Crafting Cost: 32,500 gp

Crafting Time: 40 days

Skill Check: DC 16 jeweler's tools

Spells: *dispel magic, polymorph, stone shape, sunbeam*

Ingredients: A perfect diamond worth at least 10,000 gp and 2,000 gp of other semiprecious gems for the body.



DRAGONBONE GOLEM

This skeletal dragon is made from the bones of various dragons, held together with adamantine wire and magic.

Necromancer Construct. Although dragonbone golems look like dracoliches, they are not undead. Necromancers often possess the spells needed to create these golems and will do so when they don't have enough dragon bones to do anything else with.

Walking Insult. Dragons hate these things, especially when they are cobbled together from different types of dragons. They destroy them and their creators if possible.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem uses its Frightful presence and moves to engage as many enemies as possible, spreading its attacks among everyone within reach.

Construction

Price: 120,000 gp

Crafting Cost: 60,000 gp

Crafting Time: 120 days

Skill Check: DC 16 jeweler's tools

Spells: *animate dead*, *fear* or *cause fear*, *geas*

Ingredients: The bones of dragons and adamantine wires to bind them.



DRAGONBONE GOLEM

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 150 (20d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	15 (+2)	3 (-4)	11 (+0)	8 (-1)

Damage Vulnerabilities magical or adamantine bludgeoning

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 60 ft., passive Perception 10

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

Challenge 12 (8,400 XP)

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

Legendary Resistance (3/Day). If the golem fails a saving throw, it can choose to succeed instead.

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 construct uses Frightful Presence. It then makes three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Frightful Presence. Each creature of the golem's choice that is within 120 feet of the golem and aware of it must succeed on a DC 11 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the golem's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The golem can take 3 legendary actions, choosing from the option below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The golem regains spent legendary actions at the start of its turn.

Tail. The golem makes a tail attack.

DRAGONFLESH GOLEM

This dragon is made from the pieces of other dragons. The parts are held together with black stitches, and its eyes lack the focus of a normal dragon.

Drolem. These golems are sometimes called drolems. Intelligent dragons hate them and view them as walking abominations. They will not only destroy a drolem on sight but will also search for its creator.

Imperfect Creatoin. The organs that give dragons their breath weapons don't survive the conversion into a drolem. They do possess a greater level of intelligence than other golems, but they still lack sentience.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem flies into the middle of a group of enemies and spreads its attacks around all available targets.

Construction

Price: 200,000 gp

Crafting Cost: 100,000 gp

Crafting Time: 110 days

Skill Check: DC 16 jeweler's tools

Spells: *geas*, *polymorph*, *wish*

Ingredients: The corpse of a dragon or enough parts of a dragon to assemble a Large body.



DRAGONFLESH GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	22 (+6)	6 (-2)	17 (+3)	12 (+1)

Saving Throws Dex +4, Con +11

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

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

Senses darkvision 120 ft., blindsight 60 ft., passive Perception 13

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

Challenge 14 (11,500 XP)

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

Legendary Resistance (1/Day). If the golem fails a saving throw, it can choose to succeed instead.

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 construct uses Frightful Presence. It then

makes three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the golem's choice that is within 100 feet of the golem and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the golem's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The golem can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The golem regains spent legendary actions at the start of its turn.

Detect. The golem makes a Wisdom (Perception) check.

Tail. The golem makes a tail attack.

Wing Attack (Costs 2). The golem beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The golem can then fly up to half its flying speed.

DRAKESTONE GOLEM

What first appears to be a beautifully carved stone statue of a dragon quickly animates, its eyes igniting with an amber glow.

Dragon and Stone. A drakestone golem is imbued with the essences or spirits of both a dragon and an earth elemental. This combined energy allows the stone to animate and powers its petrifying breath.

Guardians. Drakestone golems are often employed as guardians for dragon hoards.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem tries to target as many creatures with its Petrifying Breath before closing the distance and attack in melee. It spreads its attacks among all available targets.

Construction

Price: 170,000 gp

Crafting Cost: 85,000 gp

Crafting Time: 160 days

Skill Check: DC 25 mason's tools

Spells: *animate objects, antimagic field, flesh to stone, geas*

Ingredients: A single block of high-quality stone, usually granite, weighing at least 3,000 lbs.



DRAKESTONE GOLEM

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 138 (12d10 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	22 (+6)	3 (-4)	13 (+1)	8 (-1)

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

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

Senses darkvision 60 ft., passive Perception 11

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

Challenge 16 (15,000 XP)

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

Legendary Resistance (3/Day). If the golem fails a saving throw, it can choose to succeed instead.

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 construct makes three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target.

Hit: 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target.

Hit: 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target.

Hit: 17 (2d8 + 8) bludgeoning damage.

Petrifying Breath (Recharge 5-6). The golem breathes petrifying gas in a 30-foot cone. All creatures in the area must make a DC 19 Dexterity saving throw. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

LEGENDARY ACTIONS

The golem can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The golem regains spent legendary actions at the start of its turn.

Tail. The golem makes a tail attack.

EMERALD GOLEM

The emerald golem's body is a dark green. These golems begin to adopt defined humanoid features over time, gaining wrinkles and even fingerprints.

Gate Affinity. Emerald golems have an affinity for teleportation magic. They prefer to move via teleportation instead of walking. They can magically open teleportation gates to places they have not seen or been to. Scholars believe they are naturally

EMERALD GOLEM

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	7 (-2)	12 (+1)	1 (-5)

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

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

Senses darkvision 60 ft., passive Perception 11

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 Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Emerald Gate. The emerald golem opens up a teleportation circle between two points within 1000 feet of it. The portals last for up to 1 minute or until the golem uses this ability again. A creature that enters one of the portals, willingly or unwillingly, is immediately teleported to the other circle.

Dimensional Gate (recharge 5-6). The golem opens up a gate to one of the elemental planes at a point it can see within 100 feet. All creatures in a 5-foot radius and 60-foot high column must make a DC 16 Dexterity saving throw, taking 28 (8d6) damage on a failed save, or half as much damage on a successful one. The damage type depends on the elemental plane linked to the gate (fire, acid, cold, lightning, etc.).

attuned to the leylines of the world.

Gem Golem. Gem golems are a special type of golem. The gemstone used in their construction influences their nature, allowing them to act in ways that their creator did not intend. When destroyed, only their heart remains--the rest of the gemstones shatter into dust.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The emerald golem uses teleportation to its advantage, opening portals to dangerous positions and pushing foes into them. They teleport around to avoid combat and open dimensional gates to other planes over the heads of their opponents.

Construction

Price: 60,000 gp

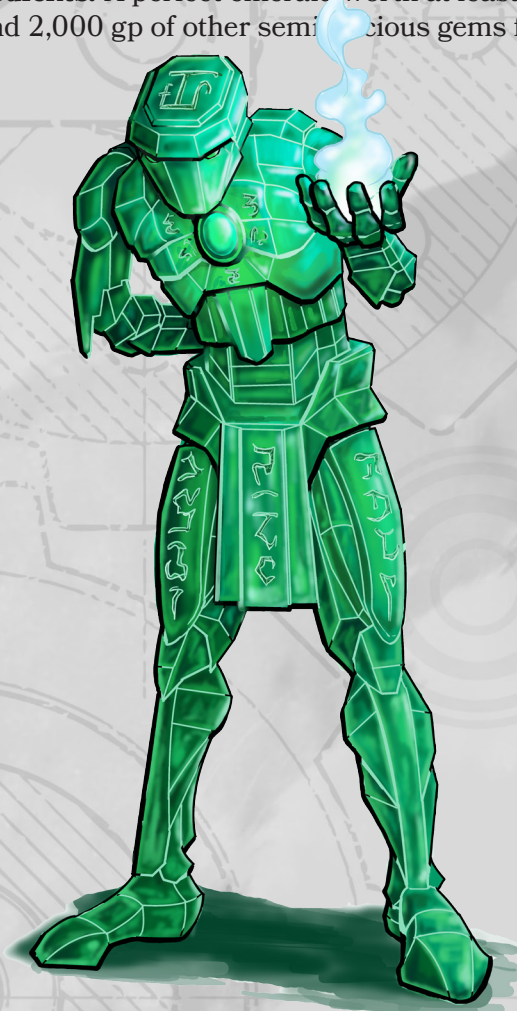
Crafting Cost: 30,000 gp

Crafting Time: 35 days

Skill Check: DC 15 jeweler's tools

Spells: *polymorph, stone shape, teleportation circle*

Ingredients: A perfect emerald worth at least 7,000 gp and 2,000 gp of other semi-precious gems for the body.



FANG GOLEM

This creature's body is made of long, sharp fangs. It runs on four legs and has a large maw that takes up most of its head.

Bone Bits. A fang golem is made from many different fangs, but they are all sharp. The teeth of herbivores are never part of the construction.

Shrapnel. The fang golem can expel fangs from its body at a high velocity. Fangs from these golems have been found imbedded in solid rock.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct uses its Spikes attack at range when possible, switching to melee only when it can't catch more than one creature in the cone. It moves close to its foes when nearly dead so it can catch them in its Death Burst.

Construction

Price: 15,000 gp

Crafting Cost: 7,500 gp

Crafting Time: 30 days

Skill Check: DC 16 jeweler's tools

Spells: *magic weapon*, *reincarnate*, *spike growth*

Ingredients: At least 1,000 lbs. of fangs, claws, or tusks. Wood and hide treated with oils are used to bind everything together.

FANG GOLEM

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	2 (-4)	11 (+0)	1 (-5)

Damage Vulnerabilities bludgeoning, thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 6 (2,300 XP)

Death Burst. When the golem dies, it explodes in a burst of bone fragments. Each creature within 20 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save, or half as much damage on a successful one.

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.

ACTIONS

Multiattack. The construct makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and the target has disadvantage on saving throws against spells and other magical effects until the end of the golem's next turn.

Spikes (Recharge 5-6). The golem spews fangs in a 60-foot cone. All creatures in this area must make a DC 15 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one.



FORCE GOLEM

This figure is clad in heavy metal armor, but the armor has been warped. It looks as if it has been melted like a candle or hit with powerful blows.

Forceful Energy. Force golems have an innate control over telekinetic powers, but they lack precise control. They can manifest this power as strong pushes or pulls.

Forceful Intelligence. The magic that binds an elemental to the golem body allows the elemental to retain its sense of self. They must be willing, but can be persuaded into agreeing to the pact.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks intelligently. It tries to push creatures into dangerous situations or hard objects with Pulse. If fighting in melee, they rush into groups of foes and use Force Burst.

Construction

Price: 50,000 gp

Crafting Cost: 25,000 gp

Crafting Time: 25 days

Skill Check: DC 20 smith's tools

Spells: *animate objects, contact other plane, planar binding*

Ingredients: A unique mix of metals must be poured into a mold costing 2,000 gp, which is destroyed during creation. An earth elemental must be willingly bound to the crafted body, exchanging its obedience in return for keeping its sentience.

FORCE GOLEM

Large construct, neutral

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	12 (+1)	10 (+0)	14 (+2)

Damage Vulnerabilities force

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Terran

Challenge 4 (1,100 XP)

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

Reactive Force. When the golem is missed by a melee attack, it can choose to push the attacker 5 feet away automatically.

ACTIONS

Forceful Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) force damage.

Pulse. One creature the golem can see within 60 feet must succeed on a DC 14 Strength saving throw or be pushed 10 feet away and knocked prone. If the creature cannot move further because of an obstacle, they take 1d6 bludgeoning damage for every 5 feet they should have moved.

Forceful Burst (Recharge 5-6). The golem emits a wave of energy in a 30-foot radius around it. All creatures in the area must make a DC 14 Dexterity saving throw, taking 7 (2d6) force damage on a failed save and fall prone, or half as much damage and remain standing on a successful one. Force golems are immune to this ability.

REACTIONS

Repulse Attacks. In response to being hit by a ranged weapon attack, the golem deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3.



FOSSIL GOLEM

This monstrosity has tyrannosaurus skulls as hands and is made up of fossilized bones.

Custom Dinosaur. Fossil golems are not made to mimic a specific creature. Instead, they are designed with pieces from the most dangerous or ferocious fossils. They're an art project.

FOSSIL GOLEM

Huge construct, unaligned

Armor Class 15 (natural armor)

Hit Points 202 (15d12 + 105)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	24 (+7)	4 (-3)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 12 (8,400 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 Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The construct makes two bite attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage and the target must succeed on a DC 19 Constitution saving throw or their speed is reduced by 1d10 feet as they begin to turn to stone. If the target's speed is reduced to 0 feet by this ability, they are petrified.

Construction. At least two large fossils are needed to make a fossil golem, although more are preferred.

Fossilization. The ritual that creates a fossil golem also imbues the golem with the ability to petrify living things.

Construct Nature. This creature doesn't require air, food, drink, or sleep.

Tactics. Fossil golems charge into melee and make bite attacks. Once a creature is petrified or dead, it moves onto the next. Fossil golems fight until destroyed or all enemies are stone or dead.

Construction

Price: 125,000 gp

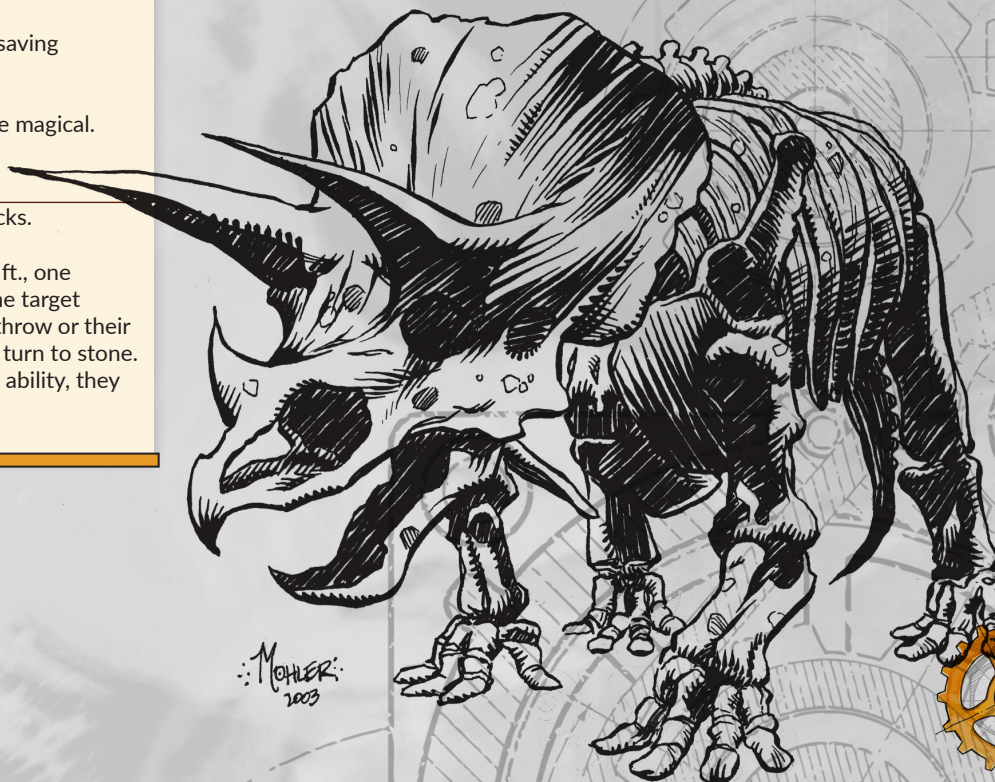
Crafting Cost: 62,500 gp

Crafting Time: 60 days

Skill Check: DC 20 Medicine

Spells: *flesh to stone*, *geas*, *stone shape*

Ingredients: The fossils of at least two Huge creatures preserved in chemicals.



GLASS GOLEM

This humanoid figure is made of solid glass that bends and moves like skin and clothing. One of its arms ends in a hammer and the other in a sharp spike.

Reflections. The magical glass is so reflective it can even reflect spells. Glass golems are effective against spellcasters because of this defensive feature.

Catch Light. Glass golems are so intricate that their bodies act like prisms, and the light they reflect can be blinding. It is recommended to fight a golem at night or in a dark area.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem attacks the closest enemy, focusing on spellcasters if possible. It reflects spells whenever it can.

Construction

Price: 33,000 gp

Crafting Cost: 16,500 gp

Crafting Time: 45 days

Skill Check: DC 17 glassblower's tools

Spells: *animate objects, flame strike, geas*

Ingredients: 2,500 lbs. of glass treated in strengthening oils.



GLASS GOLEM

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 157 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	14 (+2)	2 (-4)	11 (+0)	1 (-5)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities acid, poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 8 (3,900 XP)

Dazzling Brightness. When a creature that can see the golem starts its turn within 30 feet of the golem, the golem can force it to make a DC 13 Constitution saving throw if the golem isn't incapacitated and can see the creature. If the saving throw fails, the creature is blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the golem's Dazzling Brightness for the next 24 hours.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the golem until the start of its next turn, when it can avert its eyes again. If the creature looks at the golem in the meantime, it must immediately make the save.

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 construct makes two weapon attacks.

Glass Hammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Glass Spike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

REACTIONS

Reflect Spell. When the golem succeeds on a saving throw against a spell, or when a spell attack misses it, the golem can use its reaction to reflect the spell back at the caster. The spell has no effect on the golem, and the caster is the new target or point of origin for the new spell. The spell save DC is the same as the original casting.

GLOOM GOLEM

This creature has a large, overweight fleshy body. Instead of a head, it has an open, constantly swirling wound that emits an unearthly howl.

Howl of the Dead. The howling from a gloom golem is not coming from the creature itself. Instead, the howl is the combined voices of all of the dead souls in the river Styx.

Overwhelming Despair. The gloom golem's howling can instill despair, but the wounds caused by its claws can worsen the situation. When the despair becomes overwhelming, the target falls into a nightmare-filled sleep.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks the closest creature. It uses Howl of Despair, and then tries to trip a creature with a spiked chain before delivering a claw attack. It tries to always make at least one claw attack on its turn.

Construction

Price: 50,000 gp

Crafting Cost: 25,000 gp

Crafting Time: 35 days

Skill Check: DC 21 mason's tools and DC 21 Arcana

Spells: *fear*, *planar binding*

Ingredients: A single block of clay taken from the banks of the River Styx and weighing at least 1,000 lbs.



GLOOM GOLEM

Large construct, neutral evil

Armor Class 16 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	3 (-4)	11 (+0)	15 (+2)

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

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 6 (2,300 XP)

Gloom. A creature that has no emotions or can't be made sad is immune to the charisma reduction ability of the gloom golem's claw attack. A creature under the calm emotions spell is immune to this effect as well, and a creature whose Charisma was reduced by the gloom golem's claw attack has their Charisma restored to normal if affected by the spell.

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

Incessant Howl. The golem is unable to stop howling. It has disadvantage on Dexterity (Stealth) checks. If the golem is unable to make noise (like from a *silence* spell), it can't use its Howl of Despair.

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 construct uses Howl of Despair. It then makes two attacks: one with its claw and one with its spiked chain.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage and the target's Charisma is reduced by 1d4. A target whose Charisma is lowered by this attack becomes more miserable and sadder as their Charisma gets lower. If a creature's Charisma is reduced to 0, they fall unconscious in nightmare-filled sleep for the next 8 hours. They do not get the benefits of a long rest during this period. Their Charisma returns to 1 after they wake up and is restored to its normal value once they finish a long rest.

Spiked Chain. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 18 (4d6 + 4) piercing damage. If the target is a Huge or smaller creature, they must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or fall prone.

Howl of Despair. All creatures that can hear the golem and are within 30 feet of it must succeed on a DC 13 Wisdom saving throw or be frightened of the golem for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the golem's Howl of Despair for the next 24 hours.

GOLD GOLEM

GOLD GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)
Hit Points 252 (24d10 + 120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	2 (-4)	11 (+0)	6 (-2)

Damage Vulnerabilities fire

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

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)

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.

Death Slag. When the golem is killed, it melts and releases toxic fumes. All creatures within 10 feet of the golem when it is killed must succeed on a DC 18 Constitution saving throw or take 9 (2d8) poison damage and be poisoned for 1 hour.

ACTIONS

Multiattack. The construct uses Prismatic Surge and makes two slam attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Prismatic Surge. *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* roll 1d6 to determine the effect:

1: **Red.** 18 (4d8) fire damage.

2: **Orange.** 27 (6d8) acid damage.

3: **Yellow.** 36 (8d8) lightning damage.

4: **Green.** 18 (4d8) poison damage at the start of each of the target's turns for 1 minute. The target can make a DC 18 Constitution saving throw at the end of each of their turns, ending the effect on themselves on a successful save.

5: **Blue.** The target must succeed on a DC 18 Constitution saving throw or be petrified.

6: **Indigo.** 18 (4d8) psychic damage and the target must succeed on a DC 18 Wisdom saving throw or gain a form of short-term madness.

This golden statue holds a royal scepter in one hand. The scepter has a crystal that changes colors.

Ostentatious. A gold golem is made from only the finest and most expensive materials. The point of a gold golem is not to have the most efficient machine, it's to flaunt your wealth.

Treasury Guardians. Gold golems are a great way of protecting huge sums of wealth. Instead of placing a golem to guard your wealth, you can create a gold golem that is your wealth. In case of financial emergencies, a gold golem can be disassembled by its creator to liquidate some assets.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem attacks the closest creature, using its prismatic surge while at range.

Construction

Price: 220,000 gp

Crafting Cost: 110,000 gp

Crafting Time: 175 days

Skill Check: DC 25 smith's tools

Spells: *geas, polymorph, prismatic spray, wish*

Ingredients: 2,000 lbs. of lead and transmutation reagents to transmute the lead into gold. A bar of real gold weighing 27 lbs. is required.



GRAVE DIRT GOLEM

GRAVE DIRT GOLEM

Large construct, unaligned

Armor Class 13 (natural armor)

Hit Points 105 (11d10 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	18 (+4)	3 (-4)	11 (+0)	4 (-3)

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

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 9 (5,000 XP)

Berserk. Whenever the golem starts its turn with 50 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.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 50 hit points or fewer, the golem might go berserk again.

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.

Soiled Wound. Whenever the golem hits a creature with a weapon attack, they take 7 (2d6) necrotic damage immediately (included) and again at the start of their next turn.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 17 (2d10 + 6) bludgeoning damage plus 7 (2d6) necrotic damage.

This amalgamation of dirt, bone, teeth, and cloth scraps wobbles on short stocky legs. A skull rests on top of this pile of dirt, and it swings its heavy arms at you.

Clumsy Gait. The grave dirt golem walks with a slow, clumsy gait. Its legs are thick to support its 800-pound body.

Soiled Wound. The dirt that makes up this golem is suffused with necrotic energy. When it damages a living creature, this soil gets in the wound and disrupts their life force.

Construction. The grave dirt golem can't be formed from just any dirt; it must be dirt from a graveyard. The soul must be treated with rare oils and powders, and must be assembled by someone proficient with Mason's tools.

Constructed Nature. This creature doesn't require air, food, drink, or sleep.

Tactics. The golem follows the orders of its master. It pummels foes with its heavy fists.

Construction

Price: 80,000 gp

Crafting Cost: 40,000 gp

Crafting Time: 70 days

Skill Check: DC 17 mason's tools

Spells: *hallow*, *stone shape*, *geas*

Ingredients: 1,000 lbs of graveyard dirt, and a jar of dirt taken from the grave of a lich, deathknight, or vampire.



GRAVESTONE GOLEM

This dark statue is covered in veins of dark blue ore.

Gravestone. Gravestone is a special type of ore that is infused with necromantic energy. Gravestone is harmful to the living, and in large enough quantities, it can even strengthen the undead.

Ghoul Army. A creature killed by a gravestone golem rises as a ghoul or ghastr a day later. The Ghoul Army dispatches these golems to bolster their ranks.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem attacks the closest creature.

Construction

Price: 40,000 gp

Crafting Cost: 20,000 gp

Crafting Time: 50 days

Skill Check: DC 21 mason's tools

Spells: *animate objects*, *antilife shell*, *create undead*

Ingredients: 2,500 lbs. of gravestone.



GRAVESTONE GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	3 (-4)	11 (+0)	1 (-5)

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

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 6 (2,300 XP)

Ghoul Spawner. A living humanoid killed by the golem rises from the dead as a free-willed ghoul or ghastr in 24 hours.

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.

Necrotic Field. Undead within 30 feet of the golem gain the Magic Resistance trait.

ACTIONS

Multiattack. The construct makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.
Hit: 19 (3d8 + 5) bludgeoning damage plus 7 (2d6) necrotic damage.

HELLFIRE GOLEM

This golem appears to be made from cooling lava, with brightly colored green flame pouring from the cracks.

Devilish Construction. Hellfire golems are made by devils and other fiends for their fiery destructive

powers. The golems are granted intelligence because their creators often let them loose somewhere.

Hellfire. Hellfire is a unique fire from the Nine Hells that can burn even a devil. The color of hellfire depends on the layer of Hell that the golem was constructed.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem seeks to burn as much as possible. It prefers to use Hellflame Strike and Hellfire Explosion, targeting as many creatures as possible.

Construction

Price: 250,000 gp

Crafting Cost: 125,000 gp

Crafting Time: 65 days

Skill Check: DC 12 potter's tools

Spells: *burning hands, fireball, flame strike, geas, planar ally*

Ingredients: The golem must be built in the Nine Hells or another plane of devils. It is made from clay on that plane, cooked in hellfire, and suffused with unholy energy.



HELLFIRE GOLEM

Large construct, lawful evil

Armor Class 16 (natural armor)

Hit Points 161 (14d10 + 84)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	22 (+6)	12 (+1)	13 (+1)	14 (+2)

Damage Resistances acid, cold

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 11

Languages Infernal

Challenge 13 (10,000 XP)

Hellfire. The golem's fire powers are made from hellfire, a unique element that is both fire and unholy energy. Creatures that are immune to fire damage instead have resistance against the golem's fire attacks and spells.

Hellfire Aura. Any creature that starts its turn within 10 feet of the golem or that hits it with a melee attack while within 10 feet of it take 7 (2d6) fire damage.

Elemental Body. Any creature that hits the golem with a melee attack while within 5 feet of it takes 4 (1d8) fire damage.

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 construct makes two slam or hellfire bolt attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 10 (3d6) fire damage.

Hellfire Bolt. *Ranged Weapon Attack:* +10 to hit, range 120 ft., one target. *Hit:* 22 (4d10) fire damage.

Hellfire Explosion. The golem hurls an explosive bolt of hellfire at point within 120 feet. All creatures within a 20-foot radius of the point must make a DC 14 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Hellflame Strike (Recharge 5-6). Hellfire erupts from a point within 60 feet of the golem. All creatures in a 10-foot radius, 40-foot high cylinder centered on the point must make a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

ICE GOLEM

This icy statue is covered in a layer of frost. Jagged spikes of ice cover its fist and limbs.

Cold Guardian. Ice golems are often found in cold or arctic climates. They won't naturally melt, but the cold weather does make them stronger.

Ice Elemental. Ice golems are made by binding an ice elemental into a specially prepared body. The elemental infuses the ice crystals, animating the body and bestowing it with elemental powers.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem attacks the closest creature, using Ice Breath when possible.

Construction

Price: 18,000 gp

Crafting Cost: 9,000 gp

Crafting Time: 15 days

Skill Check: DC 17 mason's tools

Spells: *chill touch*, *cone of cold*, *ice storm*, *geas*

Ingredients: A single block of ice weighing 1,000 lbs. and treated with alchemical solutions that prevent it from melting.



ICE GOLEM

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	14 (+2)	2 (-4)	11 (+0)	1 (-5)

Damage Vulnerabilities fire

Damage Immunities cold, poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 3 (700 XP)

Death Burst. When the golem dies, it explodes in a burst of icy shards. Each creature within 10 feet of it must make a DC 12 Dexterity saving throw, taking 4 (1d8) cold damage plus 4 (1d8) piercing damage on a failed save, or half as much damage on a successful one.

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

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 construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) cold damage.

Ice Breath (Recharge 5-6). The golem emits a blast of cold energy in a 30-foot cone. All creatures in the area must make a DC 13 Dexterity saving throw, taking 13 (3d8) cold damage on a failed save, or half as much damage on a successful one.

INCARNUM GOLEM

This tall humanoid construct is made of metal and clear glass. Periodically a pulse of light spreads across its body.

Soul Strikes. Incarnum golems have a connection to souls. The more they attack a creature, the more attuned to the creature they become—and the more dangerous.

Reactive. Incarnum golems are hard to damage, as they can grow resistant to any damage they take. It is recommended to bring many types of damage when facing one.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Construction

Price: 48,000 gp

Crafting Cost: 24,000 gp

Crafting Time: 55 days

Skill Check: DC 15 smith's tools

Spells: *animate objects*, *planar binding*

Ingredients: Pieces of adamantine, iron, and plates of magically hardened glass.

INCARNUM GOLEM

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	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 60 ft., passive Perception 6

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

Challenge 9 (5,000 XP)

Adaptive Attacks. Whenever the golem hits a creature with an attack, it gains a cumulative +1 bonus to attack and damage rolls against that same creature, up to a maximum of +5. This bonus remains until the golem deals damage to another creature. While the golem has at least a +1 bonus against a creature, it ignores any damage resistances they may have.

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 construct makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) bludgeoning damage.

REACTIONS

Reactive Defense. When the golem is damaged by an attack, it can gain resistance to the triggering damage type. The resistance does not apply to the triggering source of damage. The golem can only have one resistance at a time from this ability.

IOUN GOLEM

This construct has a body of platinum and silver. It has no head, but has small grooves over its body, some of which contain small glowing gemstones. Angular veins spread across the surface of the construct, glowing if they connect to a gemstone.

Magical Storage. Ioun golems were designed to siphon the energy from ioun stones and store it like batteries. They were carefully calibrated not to destroy the gemstone and allow it to naturally recharge over time.

Relics of Past. Ioun golems were constructed by a highly advanced civilization that is no more. They are only found in ancient ruins, but their programming is still intact.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem prioritizes attacks on any creature that has an ioun stone. Otherwise, it attacks the nearest creature. It will drain stones to power its attacks, but always leaves at least one stone undrained.

Construction

Price: 220,000 gp

Crafting Cost: 110,000 gp

Crafting Time: 170 days

Skill Check: DC 24 smith's tools and DC 29 jeweler's tools

Spells: *geas*, *wish*

Ingredients: The exact formula for creating this golem has been lost to time. The current best guesses indicate that 2,000 lbs. of brass, silver, and platinum are needed. Six ioun stones must be provided during construction, which are integrated into the finished body.



IOUN GOLEM

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 299 (26d10 + 156)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	22 (+6)	3 (-4)	11 (+0)	1 (-5)

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

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 18 (20,000 XP)

Drain Stone. The golem can choose to drain the energy from an ioun stone it has integrated into itself in order to power its attacks. If the golem drains a stone, it has advantage on attack rolls for 1 minute. A drained stone grants no benefits. A drained stone recharges after a short rest.

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

Ioun Attraction. Any ioun stones within 60 feet of the golem are drawn to it, floating into an open socket if available. If the ioun stone is orbiting a creature, they must succeed on a DC 14 Charisma saving throw or the stone is pulled away from them and toward the golem.

Ioun Integration. This golem can store up to six ioun stones on its body. While stored, the golem has access to the abilities of each stone and does not require attunement. Removing a socketed stone requires a successful DC 16 Dexterity (Sleight of Hand) or Strength (Athletics) check. A sample array of ioun stones may include awareness, greater absorption, mastery, protection, regeneration, and strength.

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 four slam attacks or five Ioun Surge attacks.

Slam. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. **Hit:** 17 (2d8 + 8) bludgeoning damage.

Ioun Surge. Ranged Spell Attack: +14 to hit, range 120 ft., one target. **Hit:** 11 (3d6 + 1) force damage.

IRON ARCHER GOLEM

This iron statue is carved in the likeness of a humanoid. It carries a bow as tall as it is.

Iron Sentry. Iron archers are modified iron golems designed specifically as sentries. They can see invisible creatures, attacking them with a powerful bow.

Elemental Bow. The large bow an iron archer carries is enchanted with elemental energy. Each shot carries extra elemental damage, although it takes a few seconds for an element to recharge.

Tactics. The golem attacks at range and will try to stay out of reach. It alternates between fire, lightning, and cold damage for its wrath bow unless it notices a creature taking extra damage from a specific element, at which point it tries to focus on that creature using their vulnerable element.

Construction

Price: 80,000 gp

Crafting Cost: 40,000 gp

Crafting Time: 75 days

Skill Check: DC 20 smith's tools

Spells: *geas*, *polymorph*, see *invisibility*

Ingredients: 5,000 lbs. of iron.



IRON ARCHER GOLEM

Large construct, unaligned

Armor Class 19 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 30 ft., fly 60 ft. (hover)

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

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

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, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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.

See Invisibility. The golem can see invisible creatures.

ACTIONS

Multiattack. The construct makes three weapon attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Wrath Bow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 13 (3d8) piercing damage plus 10 (3d6) fire, lightning, or cold damage (the golem chooses). The golem can't pick the same elemental damage type twice in a row.

IRONWYRM GOLEM

An ironwyrms golem is a living draconic furnace. Smoke curls from its nostrils and its stomach glows red hot.

Dragon and Fire. An ironwyrms golem is imbued with the essence or spirit of both a dragon and a fire elemental. This combined energy allows the stone to animate and keeps it hot.

Dangerous Heating System. Ironwyrms golems also serve as a heating system for the lairs they are placed in. Their bodies constantly emit heat, so they act as mobile furnaces. They are sometimes summoned into private quarters to keep it toasty.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem tries to target as many people with its Fire Breath attack. It will also target itself with its fire or move into areas of fire to heal itself. It then spreads its melee attacks among the available targets.

Construction

Price: 220,000 gp

Crafting Cost: 110,000 gp

Crafting Time: 170 days

Skill Check: DC 30 smith's tools

Spells: *animate objects, antimagic field, geas, incendiary cloud, wish*

Ingredients: The body of the golem must be formed from 5,000 lb. of pure iron, smelted with rare elixirs.



IRONWYRM GOLEM

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 230 (20d10 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	9 (-1)	22 (+6)	5 (-3)	13 (+1)	8 (-1)

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

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

Senses darkvision 60 ft., passive Perception 11

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

Challenge 17 (18,000 XP)

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

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

Legendary Resistance (3/Day). If the golem fails a saving throw, it can choose to succeed instead.

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 construct makes one claw attack and one bite attack.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Fire Breath (Recharge 5-6). The golem breathes fire in a 60-foot cone. All creatures in the area must make a DC 20 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The golem can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The golem regains spent legendary actions at the start of its turn.

Tail. The golem makes a tail attack.

JUNK GOLEM

A pile of junk rises into a vaguely humanoid shape, barely holding itself together.

Scrap. Junk golems are made up of trash. The magic that animates them is weak, and they find it easier to move as a swarm of junk.

Dirty. Junk golems are made of bits of rusting metal and other trash. They carry diseases and leave a trail of junk behind as they travel.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem attacks the closest creature.

Construction

Price: 10,000 gp

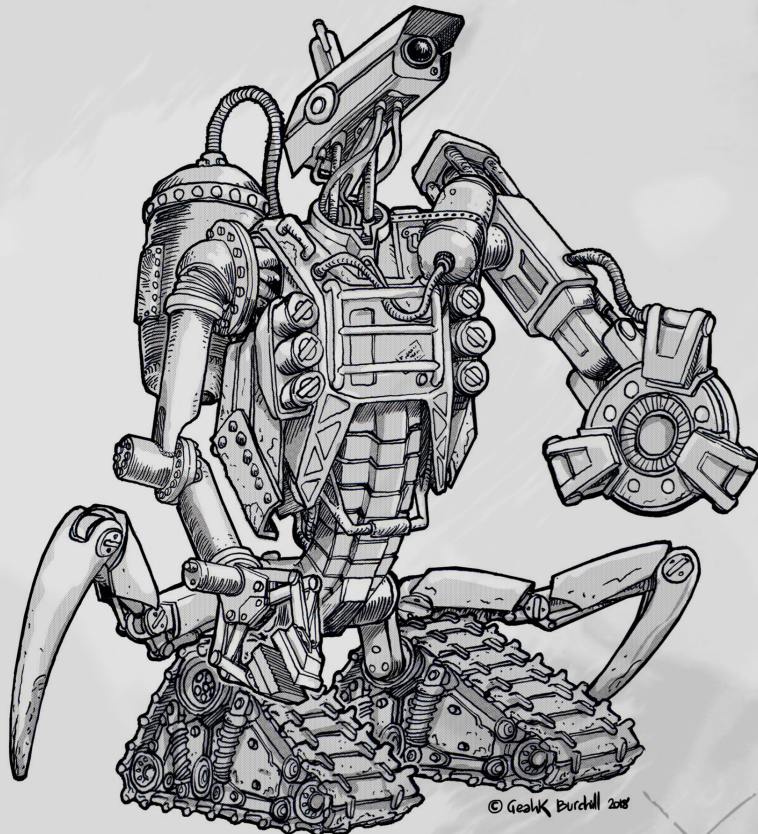
Crafting Cost: 5,000 gp

Crafting Time: 20 days

Skill Check: DC 12 tinker's or smith's tools

Spells: *creation, false life, geas*

Ingredients: 250 lbs. of junk and scrap.



JUNK GOLEM

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	14 (+2)	2 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 4 (1,100 XP)

Discorporate. The golem can turn into a Large swarm of tiny pieces of junk as an action. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny piece of junk. The golem can revert to its normal form as an action.

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.

Tetanus. The golem's swarm attacks carry tetanus, a disease. A creature exposed to tetanus must make a DC 12 Constitution saving throw. On a successful save they are immune to tetanus for the next 24 hours. On a failed save, in 1d6 days the target's Dexterity score is reduced by 1d4. The target must repeat the saving throw at the end of each long rest. If their Dexterity score is reduced, there is a 50% chance that their jaw is locked, preventing speech and spellcasting with spells with a verbal component. Tetanus is cured once the target has succeeded on two saving throws against it.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Junk Swarm (Swarm Form Only). *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target. *Hit:* 18 (4d8) bludgeoning damage, or 9 (2d8) bludgeoning damage if the swarm has half of its hit points or fewer. The target must make a saving throw against tetanus.

LEAD GOLEM

This hulking mound of dull ore moves slowly.

Lead Poisoning. Creating lead golems is a dangerous task due to the inherent dangers of lead. Once animated, lead particles can still form a dangerous cloud around it when disturbed.

Undividable. Lead golems cannot be detected by divination magic. This would make them excellent spies and assassins, but their bodies are too big and bulky to do so.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem attacks the closest creature.

Construction

Price: 60,000 gp

Crafting Cost: 30,000 gp

Crafting Time: 65 days

Skill Check: DC 18 smith's tools

Spells: *cloudkill*, *geas*, *nondetection*, *sequester*

Ingredients: 10,000 lbs. of lead.



LEAD GOLEM

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 135 (10d10 + 80)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	26 (+8)	2 (-4)	11 (+0)	1 (-5)

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

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 11 (7,200 XP)

Dense. The golem has advantage on all checks or saving throws against being moved or knocked prone.

Divination Block. The golem is immune to all divination spells.

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.

Retributive Miasma. When the golem takes damage, a 5-foot radius around it is filled with lead particles until the end of its next turn. Any creature that starts its turn in this area while the cloud is active must succeed on a DC 20 Constitution saving throw or take 7 (2d6) poison damage.

ACTIONS

Multiattack. The construct makes two slam attacks.

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

MAGEBANE GOLEM

This towering construct is covered in arcane runes and crystals. A shimmering blue field of energy surrounds it.

Spell Slayer. Most golems are protected against a wide variety of spells, but magebane golems take that to the next level. They are nearly immune to all magic and can use magical energy to heal themselves.

Magebane. Magebane golems are designed to tear apart spellcasters. Their bodies cause pain to those that can cast spells and can even rip apart existing spells.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem prioritizes fighting spellcasters.

Construction

Price: 400,000 gp

Crafting Cost: 200,000 gp

Crafting Time: 110 days

Skill Check: DC 30 smith's tools

Spells: *antimagic field, prismatic wall, wish, dispel magic*

Ingredients: Metals inscribed with magical runes of protection.



MAGEBANE GOLEM

Huge construct, unaligned

Armor Class 19 (natural armor)

Hit Points 253 (22d12 + 110)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

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

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 18 (20,000 XP)

Antimagic Aura. Any creature that casts a spell within 60 feet of the golem must succeed on a DC 19 concentration check, or the spell fails and the spell slot is expended. The golem absorbs the spell as per its Spell Absorption ability.

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

Magebane. The golem deals an extra 7 (2d6) force damage to creatures that are animated by magic (constructs, undead) or that can cast spells.

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

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

Spell Absorption. If the golem succeeds on the saving throw against a spell or other magical effect, the spell is nullified and absorbed. If the spell targets multiple creatures, the golem makes the saving throw first. When the golem absorbs a spell, it regains hit points equal to the level of the spell absorbed. The golem takes half damage from all spells.

Spell Sunder. Any target hit by the golem's slam attack is targeted by a *dispel magic* spell (+5 on the ability check). If the spell is dispelled, the golem absorbs it as per its Spell Absorption ability.

ACTIONS

Multiattack. The golem makes four slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

MAGMA GOLEM

Heavy plate armor contains the body of this searing hot golem. Magma leaks from the joints of the armor, which glows red but doesn't melt.

Armored Containment. A magma golem's body doesn't harden unless killed. In order to give it a more stable form, it is bound by a suit of heat resistant armor.

MAGMA GOLEM

Medium construct, unaligned

Armor Class 18 (12 without armor)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	3 (-4)	8 (-1)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities fire, poison, psychic

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 3 (700 XP)

Death Burst. When the golem dies, it explodes in a burst of magma. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Elemental Body. Any creature that hits the golem with a melee attack while within 5 feet of it takes 4 (1d8) fire damage.

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.

Molten Moat (Recharge 5-6). As a bonus action, the golem melts the ground within 5 feet of it to molten flame. This area counts as difficult terrain, and deals 3 (1d6) fire damage to anyone that enters it or starts their turn in it. The molten moat lasts for 1 minute. If it takes 10 or more cold damage or is submerged in water, a 5 foot patch of it disappears.

Shattered Form. When the golem is reduced to half of its hit points or fewer, its armor breaks. Its AC is reduced to 12, it loses its damage resistances, and it gains the elemental body trait.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) fire damage.

Fire and Earth. Magma golems are created by fusing a fire and earth elemental into a specially prepared vessel.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks the closest creature. It creates a Molten Moat whenever possible, preferably under the feet of an enemy.

Construction

Price: 35,000 gp

Crafting Cost: 17,500 gp

Crafting Time: 20 days

Skill Check: DC 10 mason's tools

Spells: *animate objects*, *planar binding*

Ingredients: The golem's body must be carved from a solid stone slab weighing at least 2,000 lbs. and pre-treated with rare oils and powders. A suit of plate armor made specifically for this golem must be provided. Finally, an earth and fire elemental must be fused into the stone, creating the magma core.



MASK GOLEM

MASK GOLEM

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	8 (-1)	12 (+1)	13 (+1)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 11

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

Challenge 3 (700 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 Weapons. The golem's weapon attacks are magical.

See Invisibility. The golem can see invisible creatures.

Swarm Form. The golem can turn into a Large swarm of tiny masks as an action. The swarm gains a fly speed of 60 ft. (hover), can occupy another creature's space and vice versa, and can move through any opening large enough for a Tiny mask. The golem can revert to its normal form as an action.

ACTIONS

Slam (Golem Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Swarm (Swarm Form Only). *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target. *Hit:* 18 (4d8) bludgeoning damage, or 9 (2d8) bludgeoning damage if the swarm has half of its hit points or fewer. If the target takes damage from this attack, the golem can make a Mask of Control attack against them as a bonus action.

Mask of Control. *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* The target must succeed on a DC 11 Wisdom saving throw or be charmed by the golem as the mask attaches to their face. While charmed, the target is under one of the two following effects of the golem's choice. A mask can be removed from an adjacent creature by making a successful DC 11 Strength (Athletics) check as an action.

1: Obedience. The target is under the effects of the *dominate person* spell.

2: Solitude. The target cannot speak, breathe, or hear while the mask is attached. The target can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a successful save.

This frightening humanoid construct is composed of masks. The head has the largest and most ornate mask, but sometimes you think you see the smaller masks blink.

Bound by Magic. Mask golems are intelligent but are bound to obey the orders of their creators. They often surprise foes who expect the mask golem to be an unintelligent brute.

Control Masks. Mask golems have the power to disassemble themselves into a swarm of flying masks. Each mask is filled with powerful enchantment magic, and when worn can dominate the mind of the person wearing it.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem must obey its commands, but it can go about them however it wants. It tries to use *Obedience* on powerful melee fighters or put a *Mask of Solitude* on ranged enemies. It stays in its swarm form until it reaches half of its hit point maximum.

Construction

Price: 22,000 gp

Crafting Cost: 11,000 gp

Crafting Time: 20 days

Skill Check: DC 16 mason's tools

Spells: *dominate person*, see *invisibility*, *telekinesis*

Ingredients: Hundreds of masks lined with silver and gold. A single sapphire worth 500 gp is needed for the central mask.



METEOR GOLEM

You hear a screeching sound from above as a giant hunk of metal comes hurling toward you.

Meteor Frame. These golems are shaped from the ore from fallen meteorites. These unusual metals give them incredible defensive properties.

Sky Fall. Meteor golems are immune to all falling damage. They can drop from the sky with incredible speed, landing with a massive impact.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The meteor golem uses Meteor Impact as often as possible, flying back into the air to repeat it over and over.

Construction

Price: 140,000 gp

Crafting Cost: 70,000 gp

Crafting Time: 55 days

Skill Check: DC 23 smith's tools

Spells: feather fall, geas, meteor swarm

Ingredients: Meteoric ore from a crashed meteorite.

METEOR GOLEM

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

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

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 11 (7,200 XP)

Any Fall. The golem is immune to falling damage.

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

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Meteor Impact. The golem can fall any distance and impact the ground. Pick one creature below you. They and all creatures within 5 feet of them must make a DC 15 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The damage increases by 1d6 for every 30 feet the golem falls, up to a maximum of 10d6 total. The golem can't move in the same turn after using this ability.



MITHRAL GOLEM

This humanoid construct is made of polished silver that seems to flow as it moves. It moves with surprising speed and grace.

Mithral Body. These golems are made of high quality mithral. This grants them a level of speed not seen among other golems. They can also assume a liquid form, allowing them to slip between small spaces.

Flashing Speed. Mithral golems can move very quickly, darting around a battlefield in the blink of an eye.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem darts around the battlefield, attacking the creature that hit it last, regardless of the distance. They disengage and move out of range of melee attackers when possible, in the hope that they can't close the distance on their turn.

Construction

Price: 250,000 gp

Crafting Cost: 125,500 gp

Crafting Time: 120 days

Skill Check: DC 25 smith's tools

Spells: *animate objects, geas, haste, polymorph, wish*
Ingredients: 3,000 lbs. of pure mithral heated to liquid form.



MITHRAL GOLEM

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

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

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)

Evasion. If the golem is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the golem instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

Liquid Form. The golem can move through a space as narrow as 1 inch wide without squeezing. If the golem takes cold

damage, this ability is suppressed until the end of its next turn and its speed is reduced to 15 feet.

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

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

Quicksilver. The golem can Dash or Disengage as a bonus action.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +11 to hit, reach 30 ft., one target. **Hit:** 19 (3d8 + 6) bludgeoning damage.

LEGENDARY ACTIONS

The golem can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The golem regains spent legendary actions at the start of its turn.

Dash. The golem can move up to twice its speed.

Disengage. The golem can Disengage and move up to its speed.

Slam. The golem makes a slam attack.

MUD GOLEM

This humanoid mass of mud stands tall with a lumpy humanoid body and simple facial features.

Mud Body. A mud golem's body is made from magical mud. Its body is soft and can flow over smaller creatures, suffocating them.



Preferred Environment. Although unintelligent, mud golems prefer to exist near bodies of water. Their body begins to crack and dry if not moistened. Without liquid, they will eventually crumble away.

Construct Nature. The construct doesn't require air, food, or sleep.

Tactics. The golem attacks the nearest enemy, trying to Engulf and suffocate them. It will use Mud Spray as soon as possible.

Construction

Price: 40,000 gp

Crafting Cost: 20,000 gp

Crafting Time: 15 days

Skill Check: DC 15 potter's tools

Spells: *geas*, *transmute rock*

Ingredients: Mud from a magically charged area.

MUD GOLEM

Large construct, unaligned

Armor Class 12 (natural armor)

Hit Points 52 (8d10 + 8)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	12 (+1)	3 (-4)	11 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 3 (700 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 Weapons. The golem's weapon attacks are magical.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) bludgeoning damage and if the target is a Large or smaller creature, they are grappled (escape DC 14). The golem can only have one creature grappled at a time.

Engulf. One Large or smaller creature grappled by the golem must succeed on a DC 14 Strength saving throw or be engulfed. An engulfed creature can't breathe and is restrained. When the golem moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the golem.

Slippery Mud Spray. The golem sprays mud in a 15-foot cone. All creatures in the area must succeed on a DC 11 Dexterity saving throw or be blinded until the end of their next turn. The ground in this area becomes slippery for 1 minute. All creatures (except mud golems) that enter the area or end their turn in it must succeed on a DC 11 Dexterity saving throw or fall prone.

OBSIDIAN GOLEM

This humanoid figure is made of sharp, dark glass. Razor-sharp spikes cover its body.

Razor Slivers. Obsidian golems can willingly fracture parts of their body to shoot a spray of tiny obsidian splinters. Any damage they do to themselves with this attack heals almost instantly.

Internal Explosion. Obsidian golems were designed to explode when killed. Their body fragments, sending obsidian spikes flying.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem attacks the closest creature.

Construction

Price: 130,000 gp

Crafting Cost: 65,000 gp

Crafting Time: 65 days

Skill Check: DC 24 mason's tools

Spells: *geas*, *stoneskin*

Ingredients: 2,500 lbs. of obsidian.



OBSIDIAN GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 11 (7,200 XP)

Death Burst. When the golem dies, it explodes in a burst of obsidian shards. Each creature within 10 feet of it must make a DC 17 Dexterity saving throw, taking 42 (12d6) piercing damage on a failed save, or half as much damage on a successful one.

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 construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 7 (2d6) piercing damage.

Obsidian Spray (Recharge 5-6). The golem shoots obsidian shards in a 30-foot cone. All creatures in the area must make a DC 17 Dexterity saving throw, taking 28 (8d6) piercing damage on a failed save, or half as much damage on a successful one. On a failed save, the target takes 3 (1d6) piercing damage at the start of each of their turns from the bleeding for 1 minute, until they receive healing or temporary hit points, or until a creature makes a DC 17 Wisdom (Medicine) check as an action while adjacent to the bleeding creature.

PRISMATIC GOLEM

A large orb of scintillating light floats toward you, multicolored tendrils waving from its body like arcs of lightning

Body of Light. A prismatic golem's body is made from pure light. It has no physical body.

Celestial Construct. Celestial beings create these golems, which are implanted with their creator's moral code. This code cannot be changed, even if their creator later chooses a different path.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem uses Flash of Light to blind as many people as possible, and then spreads its Prismatic Tendrils among all available targets.

Construction

Price: 600,000 gp

Crafting Cost: 300,000 gp

Crafting Time: 210 days

Skill Check: DC 22 mason's or jeweler's tools

Spells: *planar binding, prismatic spray, wish*

Ingredients: 50,000 gp of gems exposed to celestial light that form the body.



PRISMATIC GOLEM

Large construct, neutral good

Armor Class 18 (natural armor)

Hit Points 225 (24d10 + 120)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	22 (+6)	20 (+5)	3 (-4)	11 (+0)	10 (+0)

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

Condition Immunities blinded, charmed, exhaustion, frightened, grappled, invisible, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., blindsight 60 ft., passive Perception 10

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

Challenge 19 (22,000 XP)

Incorporeal Movement. The golem can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Legendary Resistance (3/Day). If the golem fails a saving throw, it can choose to succeed instead.

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

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

Moral Code. The golem is created with a moral code by its creator. The golem is incapable of acting in opposition of this code even if under a direct order to do so by its creator.

Prismatic Body. The golem's body is made from light, and sheds light as per the daylight spell, which cannot be suppressed. A creature that touches the golem or is hit by a Prismatic Tendril takes damage depending on the color of light the golem is flashing.

1: **Red.** 17 (5d6) fire damage.

2: **Orange.** 17 (5d6) acid damage.

3: **Yellow.** 17 (5d6) lightning.

4: **Green.** 17 (5d6) poison damage.

5: **Blue.** 17 (5d6) cold damage.

6: **Indigo.** 17 (5d6) psychic damage.

7: **Violet.** 17 (5d6) thunder damage.

8: **White.** 17 (5d6) force damage.

ACTIONS

Multiattack. The construct makes four Prismatic Tendril attacks.

Prismatic Tendril. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. **Hit:** roll randomly on the Prismatic Body table to determine the damage.

Light Teleport. The golem teleports to an unoccupied space within 60 feet.

LEGENDARY ACTIONS

The golem can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The golem regains spent legendary actions at the start of its turn.

Attack. The golem makes a Prismatic Tendril attack.

Flash of Light. All creatures that can see and are within 20 feet of the golem must succeed on a DC 20 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a successful save.

Teleport. The golem uses Light Teleport.

PUMPKIN GOLEM

This creature looks like a walking pumpkin patch. Its head is a large jack-o'-lantern with a green flame flickering inside.

Horror Patch. Pumpkin golems exude a supernatural aura of horror. The closer you are to one, the more frightening it looks to you.

Plant Food. The pumpkin golem's body is still alive, and it requires the normal nutrients a pumpkin would need. It can also gain nutrients from decaying creatures. You can often find skeletons in a pumpkin golem's patch.

Construct Nature. The construct doesn't require air or sleep.

Tactics. The golem attacks the closest creature with Green Flame or Vine Slam attacks. It will use Rooting Vines on melee fighters that are trying to get close.

Construction

Price: 40,000 gp

Crafting Cost: 20,000 gp

Crafting Time: 25 days

Skill Check: DC 10 brewer's supplies, carpenter's, cook's, or woodcarver's tools

Spells: *entangle*, *fire bolt*, *plant growth*

Ingredients: A pumpkin patch, a green candle, and a jack-o'-lantern carved with a cursed knife.



PUMPKIN GOLEM

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	1 (-5)	11 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 5 (1,800 XP)

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

Legendary Resistance (3/Day). If the golem fails a saving throw, it can choose to succeed instead.

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

ACTIONS

Multiattack. The golem can use its Frightful Presence. It then makes two attacks.

Vine Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Green Flame. *Ranged Spell Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 11 (2d10) fire damage.

Frightful Presence. Each creature of the golem's choice that is within 60 feet of the golem and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the golem's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The golem can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The golem regains spent legendary actions at the start of its turn.

Rooting Vines. One creature within 60 feet of the golem must succeed on a DC 15 Dexterity saving throw or be restrained by vines until the end of their next turn.

QUANTUM GOLEM

This humanoid creature flickers in and out of existence, each version of it a separate color.

Spatial Control. Quantum golems exhibit control over time and space. They can be in multiple places at once and change the position of other creatures.

Manipulate the Timeline. A quantum golem can attempt to erase a creature from time. Even if the power is resisted, the power tears at the target's body and soul.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem uses its teleportation powers to keep dangerous fighters away from it. They will try to use Disjunction when multiple creatures can be affected by it. It uses Time Loop when it can be safe from the repeated action of the target.

Construction

Price: 300,000 gp

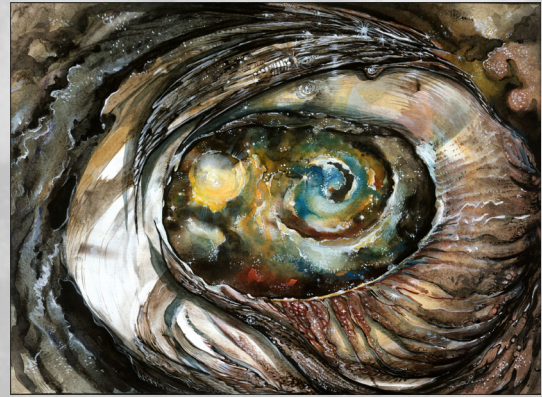
Crafting Cost: 150,000 gp

Crafting Time: 150 days

Skill Check: DC 26 tinker's tools or Arcana

Spells: *blink, geas, time stop*

Ingredients: At least one object that has been affected by time travel or time-warping magic.



QUANTUM GOLEM

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	18 (+4)	6 (-2)	11 (+0)	1 (-5)

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

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 15 (13,000 XP)

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

Legendary Resistance (3/Day). If the golem fails a saving throw, it can choose to succeed instead.

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

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

Time Displacement. The golem can teleport its movement instead of physically moving.

ACTIONS

Multiattack. The golem makes one Time Loop attack and one Slam attack.

Slam. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. **Hit:** 15 (2d8 + 6) bludgeoning damage.

Time Loop. Ranged Spell Attack: +11 to hit, range 60/240 ft., one target. **Hit:** 15 (2d8 + 6) force damage and the target must succeed on a DC 19 Wisdom saving throw or be forced to repeat the same action on their next turn as they took on their last turn. If they can't take the action, they take no action.

Disjunction (Recharge 5-6). The golem displaces creatures from time. All creatures within 20 feet of the golem must make a DC 19 Constitution saving throw, taking 27 (6d8) necrotic damage on a failed save, or half as much damage on a successful one as their form loses cohesion. A creature reduced to 0 hit points is erased from time. The Game Master can decide how this manifests.

LEGENDARY ACTIONS

The golem can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The golem regains spent legendary actions at the start of its turn.

Displace. One creature within 100 feet of the golem is teleported to an unoccupied space within 100 feet.

Swap. The golem swaps the position of two creatures within 100 feet of it. The golem can target itself with this ability.

Slam. The golem makes a slam attack.

REACTIONS

Dimensional Lock. When a creature within 100 feet teleports, either the effect is cancelled, or the golem can change their end destination to a point of its choice within 100 feet.

QUINTESSENCE GOLEM

This humanoid looks like it is made from smoky glass. Its hair bobs and floats like rainclouds, and you can catch glimpses of ghostly faces in its body.

Soul Siphon. Quintessence is a material that longs to live. Souls are made of this material, and the quintessence golem possess the ability to draw souls into its body.

Astral Doorway. A quintessence golem acts as a portal between the world of the living and the afterlife. Souls attempt to pass into the afterlife, but the golem prevents any from escaping. As intelligent beings, they typically guard places of power and act as shepherds for lost souls.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. Quintessence golems are intelligent and fight accordingly. They will fly out of range if possible, dipping in to use their Soul Pull ability. If stuck in a melee fight, they focus their attacks on one creature in an effort to take them down quickly.

Construction

Price: 750,000 gp

Crafting Cost: 375,000 gp

Crafting Time: 250 days

Skill Check: DC 35 glassblower's tools

Spells: *enervation, geas, soul cage, wish*

Ingredients: Raw quintessence to fill a Huge glass container.

QUINTESSENCE GOLEM

Huge construct, unaligned

Armor Class 19 (natural armor)

Hit Points 276 (24d12 + 120)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	20 (+5)	20 (+5)	18 (+4)	10 (+0)	20 (+5)

Saving Throws Wis +6, Cha +11

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

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

Senses darkvision 120 ft., passive Perception 10

Languages Can speak the languages of its creator

Challenge 19 (22,000 XP)

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

Life Sense. The golem can detect the presence and location of living creatures within 120 feet of it.

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

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

Soul Siphon. A living creature that is reduced to 0 hit points while within 100 feet of the golem must succeed on a DC 19 Constitution saving throw or die and have their soul immediately sent to the afterlife. Whenever a soul is siphoned in this way, the golem regains 50 hit points.

ACTIONS

Multiattack. The construct makes two slam attacks.

Slam. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. **Hit:** 26 (4d8 + 8) bludgeoning damage plus 9 (2d8) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Soul Pull (Recharge 5-6). The golem exerts a strong pull on all souls in the area. Any living creature with a soul within 30 feet of the golem must make a DC 19 Charisma saving throw, taking 70 (20d6) necrotic damage on a failed save, or half as much damage on a successful one.



ROBOT GOLEM

This clockwork humanoid shambles around but lacks the whirring noise of moving gears.

Robotic Zombie. When clockwork robots are badly damaged, artificers sometimes turn to magic instead of science to keep them functioning. Instead of their internal mechanisms, they are animated through magic.



Lightning Discharge. Robot golems build up electrical energy in their body over time and occasionally need to discharge it.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem attacks the closest creature and uses its Shockwave whenever it becomes available, even if no creatures are in range.

ROBOT GOLEM

Large construct, unaligned

Armor Class 14 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	1 (-5)	11 (+0)	1 (-5)

Damage Resistances lightning
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Understands the languages of its creator but can't speak
Challenge 6 (2,300 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.

ACTIONS

Multiattack. The construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 14 (2d8 + 5) bludgeoning damage.

Shockwave (Recharge 5-6). The golem emits a pulse of electricity in a 30-foot radius around it. All creatures in the area must make a DC 14 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

Construction

Price: 72,000 gp

Crafting Cost: 36,000 gp

Crafting Time: 35 days

Skill Check: DC 20 tinker's tools

Spells: *geas, mending, shatter*

Ingredients: The body of a robot or clockwork creature.

ROPE GOLEM

ROPE GOLEM

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 121 (22d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	10 (+0)	3 (-4)	11 (+0)	1 (-5)

Damage Vulnerabilities fire, slashing

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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 Weapons. The golem's weapon attacks are magical.

Rope Form. The golem can turn into a Large swarm of Tiny ropes as an action. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rope. The golem can revert to its normal form as an action.

Writhing Ropes. The ropes that make up the golem's body are always grasping. A creature adjacent to the golem cannot move away from it unless they take the Disengage action or succeed on a DC 13 Dexterity (Acrobatics) check.

ACTIONS

Multiattack. The construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage and if the target is a Large or smaller creature they are grappled (escape DC 16). The golem can have up to two creatures grappled at a time. For each creature it has grappled, it loses one slam attack.

Constrict. All creatures grappled by the golem must make a DC 16 Strength saving throw, taking 27 (6d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

Rope Whirlwind (Recharge 5-6). The golem unleashes its ropes in a messy tangle. All creatures within 15 feet of the golem must make a DC 16 Dexterity saving throw, taking 14 (2d8 + 5) bludgeoning damage on a failed save, or half as much damage on a successful one. If the target fails the saving throw, they also fall prone.

A mass of rope wriggles into the shape of a tall humanoid.

Swarm of Rope. Rope golems are made from many piles of ropes. Although each of the ropes are independent, they act together as one.

Hangman. Sometimes called hangman golems, these constructs are exceptionally skilled at capturing and restraining creatures.

Construct Nature. The construct doesn't require air, food, or sleep.

Tactics. If the golem is ordered to capture or kill a specific target, it focuses all of its attacks on them, using its amorphous form to sneak around and get close. Otherwise, it attacks the closest creature. It uses rope whirlwind when possible and tries to grapple as many creatures as it can. It uses constrict on grappled creatures.

Construction

Price: 120,000 gp

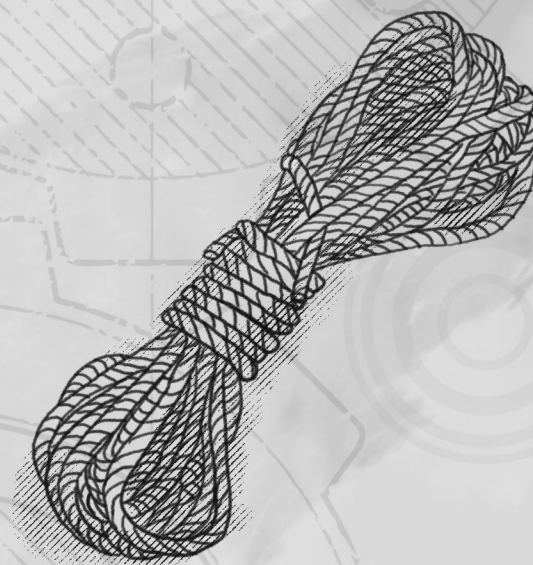
Crafting Cost: 60,000 gp

Crafting Time: 35 days

Skill Check: DC 12 weaver's tools

Spells: *animate objects, geas, rope trick*

Ingredients: Rope treated with magical oils and woven with mana-infused threads.



RUBY GOLEM

The head of a ruby golem is often carved in the shape of a lion, dragon, or other beast. The rest of its body is humanoid in shape.

Earthen Affinity. Ruby golems have a connection to the earth and can heal while in contact with it. They prefer to burrow over any other form of travel, including walking.

Gem Golem. Gem golems are a special type of golem. The gemstone used in their construction influences their nature, allowing them to act in ways that their creator did not intend. When destroyed, only their heart remains; the rest of the gemstones shatter into dust.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The ruby golem burrows whenever possible. When ordered to attack, they always attempt to grapple a foe first. They tend to focus on one creature, continuing to attack them even after they have been knocked unconscious.

Construction

Price: 55,000 gp

Crafting Cost: 27,500 gp

Crafting Time: 30 days

Skill Check: DC 15 jeweler's tools

Spells: *move earth*, *polymorph*, *stone shape*

Ingredients: A ruby worth at least 6,000 gp and 2,000 gp of semiprecious stones for the body.

RUBY GOLEM

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	5 (-3)	12 (+1)	1 (-5)

Damage Vulnerabilities thunder

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

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

Senses darkvision 60 ft., passive Perception 11

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

Challenge 6 (2,300 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 Weapons. The golem's weapon attacks are magical.

Regeneration. The golem regains 10 hit points at the start of its turn if it is in contact with the ground. The golem dies only if it starts its turn with 0 hit points.

ACTIONS

Multiattack. The construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.



SARDORIAN GOLEM

This large, red, crystalline dragon pulses with an inner light.

Sardior Guardian. These golems are crafted in the likeness of the dragon Sardior. They serve as guardians for their churches and holy sites.

Blinding Breath. A sardorian golem stores up energy in its core and can release it as a blast of energy that blinds and burns. When the energy is expended, the golem's glow disappears, reappearing when it is ready to unleash another blast.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem tries to catch as many targets in its breath weapon as possible. It uses flight to its advantage, staying out of range until its breath weapon is ready to unleash again.

Construction

Price: 175,000 gp

Crafting Cost: 87,500 gp

Crafting Time: 65 days

Skill Check: DC 25 mason's tools

Spells: *burning hands, creation, fly*

Ingredients: Blocks of quartz fashioned with bands of polished brass weighing at least 5,000 lbs.

SARDORIAN GOLEM

Large construct, neutral evil

Armor Class 20 (natural armor)

Hit Points 225 (18d10 + 126)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	3 (-4)	13 (+1)	8 (-1)

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

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

Senses darkvision 60 ft., passive Perception 11

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

Challenge 16 (15,000 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 Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiaction. The construct makes four weapon attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Breath Weapon (Recharge 5-6). The golem breathes fire in a 40-foot cone. All creatures in the area must make a DC 20 Dexterity saving throw, taking 22 (5d8) force damage and 22 (5d8) fire damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw is blinded until the end of their next turn.



SHADESTEEL GOLEM

This construct appears to be made of a shimmering steel that blends into shadows.

Dark Materials. Shadesteel is found only on planes of existence with a strong necrotic presence, like the Shadowfell. This makes the construction of a shadesteel golem very expensive.



Shadow Metal. Shadesteel draws darkness to it, blending in with shadows. The golem is practically invisible in the darkness.

Construct Nature. This creature doesn't require air, food, drink, or sleep.

Tactics. Using Shadow Stealth, a shadesteel golem will get as close to a group of enemies as possible and unleash Death Pulse. While that is recharging, it attacks viciously with melee attacks.

Construction

Price: 200,000 gp

Crafting Cost: 100,000 gp

Crafting Time: 55 days

Skill Check: DC 23 smith's tools

Spells: *circle of death*, *geas*

Ingredients: 500 lbs. of shadesteel from the Shadowfell.

SHADESTEEL GOLEM

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 207 (18d8 + 126)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	24 (+7)	3 (-4)	11 (+0)	4 (-3)

Skills Stealth +8

Damage Immunities necrotic, 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 14 (11,500 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 Weapons. The golem's weapon attacks are magical.

Shadow Stealth. While in dim light or darkness, the golem can take the Hide action as a bonus action.

ACTIONS

Multiattack. The construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage.

Death Pulse (Recharge 5-6). The golem unleashes a wave of death energy. All living creatures within 30 feet of the golem must make a DC 20 Dexterity saving throw, taking 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one. Any undead of the golem's choice within this area are healed by this amount of damage instead.

SNAKEFLESH GOLEM

This creature has the large, inflated body of a snake, longer than a person is tall. It has two arms made of more snakes, each ending in a biting snake head.

Serpentine Golem. Snakeflesh golems were originally created by the yuan-ti to guard their temples.

Best of all Snakes. Snakeflesh golems can combine the traits of multiple snakes. They can constrict creatures with their long arms and deliver poisonous bites with their primary head.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks the closest creature. It grapples the two closest creatures with slam attacks, and then bites them.

Construction

Price: 40,000 gp

Crafting Cost: 20,000 gp

Crafting Time: 45 days

Skill Check: DC 13 leatherworker's tools or Medicine

Spells: *animate dead*, *enhance ability*, *geas*

Ingredients: At least one Large, mostly intact snake-like body per limb and two per torso.



SNAKEFLESH GOLEM

Large construct, neutral

Armor Class 14

Hit Points 105 (14d10 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	2 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The construct makes three attacks: two with its slam and one with its bite.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage and if the target is a Huge or smaller creature they are grappled (escape DC 15). The golem can have one creature grappled per arm (usually 2).

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and the target must succeed on a DC 13 Constitution saving throw or take 13 (3d8) poison damage. The golem has advantage on this attack roll if attacking a creature it has grappled.

SPIDERSTONE GOLEM

Spiderstone golems are carved from a single block of obsidian. They have four arms and look like tall drow.

Demon Soul. Spiderstone golems are imbued with a spirit from the Demonweb Pits. Although simple-minded, they carry the evil of the place with them.

SPIDERSTONE GOLEM

Large construct, neutral evil

Armor Class 16 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	3 (-4)	11 (+0)	3 (-4)

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

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 10 (5,900 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 Weapons. The golem's weapon attacks are magical.

Spider climb. The golem can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The construct makes four Spider Arm attacks.

Spider Arm. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, reach range 30/90 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 20; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Spider Servant. These golems are favored by Lloth and the drow that worship her. They are utterly loyal, making them useful servants.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem will try to web and restrain creatures before pummeling them with its arms. It uses its climbing speed to outmaneuver foes.

Construction

Price: 80,000 gp

Crafting Cost: 40,000 gp

Crafting Time: 60 days

Skill Check: DC 17 mason's tools

Spells: *freedom of movement, geas, polymorph, spider climb*

Ingredients: A single block of obsidian weighing at least 3,000 lbs.



STAINED GLASS GOLEM

The figure in the beautiful stained glass steps out of the window and walks toward you, making a sound like tinkling glass as it walks.

Artistic Guardian. Stained glass golems are designed to protect temples or areas of wealth. They are often made in the likeness of another person, and on rare occasions, a golem will begin to think it is that person.

Sharp Glass. These golems are flat but still able to move in three dimensions. The edges of their bodies are razor sharp, and they can cut their enemies to ribbons.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem typically defends an area, attacking the nearest foe until the area is cleared.

Construction

Price: 10,000 gp

Crafting Cost: 5,000 gp

Crafting Time: 10 days

Skill Check: DC 13 glassblower's tools

Spells: *geas*, *polymorph*

Ingredients: 50 lbs. of colored glass.



STAINED GLASS GOLEM

Medium construct, unaligned

Armor Class 12 (natural armor)

Hit Points 54 (12d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	10 (+0)	3 (-4)	12 (+1)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 11

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 Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The construct makes two Glass Slash attacks.

Glass Slash. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

THAYAN GOLEM

THAYAN GOLEM

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The construct makes two weapon attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600

ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

This golem is made from dark wood and carved in the likeness of a soldier.

Made to be Sold. Thayan wizards can make a luxurious living by creating and selling these golems to merchants and fledgling spellcasters as bodyguards. Although expensive, they are not hard to find.

Targeting Error. Most Thayan golems avoid targeting spellcasters with attacks unless they are the only target. This is a feature imbedded in the golems during construction in case they went haywire.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem prefers to attack at range whenever possible. It prefers to avoid targeting spellcasters unless they are the only available option.

Construction

Price: 40,000 gp

Crafting Cost: N/A

Crafting Time: N/A

Skill Check: N/A

Spells: N/A

Ingredients: The construction of Thayan golems is a carefully guarded secret.



TOMBSTONE GOLEM

This large golem is made from many tombstones stacked in a humanoid form. One of the names on a tombstone looks familiar...



Gravedigger. Tombstone golems are usually found in graveyards. They have the ability to raise bodies from the ground to the surface, or vice versa.

Bad Omen. Every once in a while, a tombstone golem will have the name of a still-living creature on it. The golem is drawn to this person and feels a compulsion to bury them.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem inters enemies at range and focuses melee attacks on those nearby. It focuses attacks on a creature if their name is on a tombstone.

TOMBSTONE GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 114 (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 adamantite

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 9 (3,900 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 Weapons. The golem's weapon attacks are magical.

Your Tombstone. One of the tombstones has the name of one of the player characters on it, GM's choice. The golem has advantage on attack rolls against this character.

ACTIONS

Multiattack. The construct can use Inter. It then makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Inter (Recharge 5-6). One creature the golem can see within 60 feet must succeed on a DC 18 Strength saving throw or be pulled underground 5 feet. A creature pulled underground begins suffocating unless it has a burrow speed. A creature can make a DC 18 Strength check as an action to dig itself out, exiting prone.

Construction

Price: 100,000 gp

Crafting Cost: 50,000 gp

Crafting Time: 45 days

Skill Check: DC 15 mason's tools

Spells: *geas*, *hallow*, *blight*

Ingredients: Enough tombstones from active graves to form a Large humanoid.

VIRIDIUM GOLEM

This humanoid construct is made of a glowing green material that looks like glass. One of its arms ends in a shield, and the other in a sword.

VIRIDIUM GOLEM

Huge construct, unaligned

Armor Class 16 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	2 (-4)	11 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 8 (3,900 XP)

Disease Carrier. If the golem is targeted by a spell or ability that removes diseases, the golem is stunned for 1 round.

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.

Viridium Disease. This disease has a DC 15 Constitution saving throw to resist. On a successful save, the target is immune to the disease for the next 24 hours. On a failed save, they contract the disease. Their hit point maximum is reduced by 1d6, and their Charisma is reduced by 1d4. The target must repeat the saving throw at the end of each long rest, reducing their hit point maximum and Charisma further on a failed save. The target's Charisma can't be reduced below 1, but if their hit point maximum becomes 0, they die. On a successful saving throw, the target's hit point maximum and Charisma score are restored by 1d6 each, up to their normal maximum value. After three successful saves, the disease is cured. The target's hit point maximum and Charisma score increase by 1d6 after each long rest until fully restored.

ACTIONS

Multiattack. The construct makes a Shield Bash and Diseased Sword attacks.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage and the target must succeed on a DC 17 Constitution saving throw or be stunned until the end of their next turn.

Diseased Sword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage and the target must make a saving throw against Viridium Disease.



Wasting Disease. Viridium golems are carriers of disease. Their very presence can induce nausea over extended periods of time, and a cut from their sword can induce a wasting disease.

Biological Weapon. Viridium golems were created to cause pain and suffering to living creatures. Only oozes, plants, and extraplanar creatures are immune to the golem's toxic body, and they love to dispatch viridium golems when possible.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem attacks the closest creature.

Construction

Price: 240,000 gp

Crafting Cost: 120,000 gp

Crafting Time: 80 days

Skill Check: DC 26 glassblower's tools

Spells: contagion, geas, hallow, horrid wilting, poison spray

Ingredients: At least 20,000 lbs. of viridium.

WAX GOLEM

The person before you is monochrome and glistens slightly. Their eyes are unblinking, but they move with a natural grace.

Wax Replica. Wax golems are not generic. They are made in the likeness of a specific person. Any attempt to create a generic wax golem fails, the wax melting into a useless puddle.

Who is Real? Wax golems are replicas of existing people. The magic that animates them gives them life and intelligence. Because they are sentient, wax golems believe themselves to be the real person, and sometimes will go out of their way to remove the real person. The magic that creates a wax golem bestows them with some memories of the real creature.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem fights intelligently, taking on the tactics of the person they are made in the likeness of. If they don't possess the same abilities, they adapt accordingly. They are afraid of fire and will avoid it at all costs.

Construction

Price: 14,000 gp

Crafting Cost: 7,000 gp

Crafting Time: 7 days

Skill Check: DC 18 mason's or potter's tools

Spells: *animate objects*, *geas*, *silent image*

Ingredients: A single block of wax weighing at least 1,000 lbs.

WAX GOLEM

Medium construct, neutral

Armor Class 14 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	12 (+1)	10 (+0)	11 (+0)	6 (-2)

Skills Deception +0, Persuasion +0, Stealth +1

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands and can speak the languages of its creator

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.

ACTIONS

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



WEB GOLEM

This golem looks like it is wrapped in webs, before you realize that its entire body is webbing.

Sticky Webs. The webs that make up the golem's body are enchanted to always remain sticky. The golem can even climb up walls using the stickiness of the webs.

Spider Golem. The web golem is sometimes called a spider golem, because of its spider-like features. It has eight eyes and poisonous fangs.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem webs creatures whenever possible, and focuses its attacks on a creature stuck in a web.

Construction

Price: 65,000 gp

Crafting Cost: 32,500 gp

Crafting Time: 40 days

Skill Check: DC 20 weaver's tools

Spells: *geas*, *poison spray*, *spider climb*

Ingredients: Layers of web from monstrous spiders to wrap a Large humanoid.



WEB GOLEM

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 6 (2,300 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 Weapons. The golem's weapon attacks are magical.

Spider Climb. The golem can climb difficult surfaces, including upside down on ceilings, without needing to make

an ability check.

ACTIONS

Multiattack. The construct makes one slam attack and one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) poison damage.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

REACTIONS

Adhesive Body. When a creature misses the golem with a melee weapon attack, the golem uses its sticky body to catch the weapon. The attacker must succeed on a DC 15 Strength saving throw, or the weapon becomes stuck to the golem's body. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 15 Strength check and succeeding.

WOOD GOLEM

This humanoid construct is made from wood of different types and sizes.

Log Pile. Wood golems do not look like treants; rather, they are very clearly cobbled together from different types of wood. Druids are apparently able to create more advanced versions of wood golems that have a sleeker design.

Unnatural Magic. Wood golems are created with arcane magic trying to mimic druidic magic. It isn't effective, but it does work. The magic creates friction in the golem's body, but their creators have managed to turn this into a feature, allowing the golem to spray splinters as an attack.



WOOD GOLEM

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	3 (-4)	17 (+3)	1 (-5)

Damage Vulnerabilities fire

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 13

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

Challenge 4 (1,100 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 Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Splinter (Recharge 5-6). The golem sprays razor sharp splinters in a 20-foot radius around it. All creatures in the area must make a DC 13 Dexterity saving throw, taking 14 (4d6) slashing damage on a failed save, or half as much damage on a successful one.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The golem attacks the closest creature, using its Splinter attack when possible.

Construction

Price: 19,000 gp

Crafting Cost: 9,500 gp

Crafting Time: 20 days

Skill Check: DC 17 carpenter's or woodcarver's tools

Spells: *alarm, animate objects, enhance ability, geas, silent image*

Ingredients: Blocks of wood anointed with druidic herbs to assemble a Medium body.

GREY GOO

Grey goo either appears as a floating mass of grey goo or as faint gray droplets.

Nanites. Grey goo is actually a mass of nanites that have run amok. These tiny robots are only designed to disassemble matter, and they can reduce anything they come across to dust.

Destruction. The nanites that make up grey goo might have had a different purpose once, but now all they seek to do is destroy. Their programming might tell them to only focus on organic objects or on anything they come across. There is nothing that they can't take apart, but harder objects like diamonds take longer.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The grey goo begins in a dispersed form unless it detects something to Dismantle. It attacks the closest creature, trying to infest them at first if possible. If it can't Infest, it attempts to Dismantle.



GREY GOO

Large swarm of Tiny constructs, unaligned

Armor Class 15

Hit Points 77 (14d10)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	10 (+0)	5 (-3)	10 (+0)	1 (-5)

Skills Stealth +8

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 5 (1,800 XP)

Disperse. As an action, the grey goo can spread itself over a 30-foot cube area. The grey goo is hard to see when dispersed, as it appears simply a very fine grey particles, like dust. The grey goo can't take any actions while dispersed until it reverts to its normal form as an action.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Dismantle. *Melee Weapon Attack:* +8 to hit, reach 0 ft., one target. *Hit:* 21 (6d6) slashing damage, or 10 (3d6) slashing damage if the swarm has half of its hit points or fewer. If the target is a creature, they must make a DC 16 Dexterity saving throw. On a failed save, a weapon, piece of armor, or item they have of the grey goo's choice begins to disintegrate.

If the object is a nonmagical piece of armor or a shield, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

If the object is a nonmagical weapon, it takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

If the object is a nonmagical item of another type, it is destroyed.

Infest. The grey goo can't use this ability if it has half of its hit points or fewer. One creature in the swarm's space must succeed on a DC 16 Constitution saving throw or the grey goo enters their body. The target's hit points are reduced by 10 (3d6) at the start of each of their turns. They can repeat the saving throw at the end of each of their turns, expelling the grey goo on a successful save. While inside a creature, the grey goo can't be targeted by attacks, spells, or abilities. If the target the grey goo is inside is targeted by a *lesser restoration* spell, the grey goo is immediately expelled.

GRISGOL

This humanoid figure is wrapped in scrolls, books, and tattered clothes. Various magical implements are incorporated to the body, and it audibly clinks as it shuffles forward.

Lich Fuel. A grisgol is powered by a lich's spirit. A lich's phylactery must be incorporated into the grisgol while the soul is still inside. If the phylactery is removed from a defeated grisgol, the lich reforms as normal.

Spell Bound Construct. A grisgol possesses spellcasting powers due to the lich animating it, but it can only use the spells bound to its body when it was created. The grisgol is intelligent and crafty.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The grisgol is intelligent, but still serves its creator. It uses its spells as intelligently as possible, and prefers to remain out of melee combat.

Construction

Price: 220,000 gp

Crafting Cost: 110,000 gp

Crafting Time: 130 days

Skill Check: DC 25 calligrapher's supplies or Arcana
Spells: *animate dead*, *geas*, *illusory script*, *mending*, *polymorph*, and each of the spells incorporated into its body.

Ingredients: A collection of magical wands, scrolls, books, and other magical implements costing 10,000 gp. A lich's phylactery with the soul of the lich still inside must be present when construction begins. The soul is destroyed after three days of construction.



GRISGOL

Large construct, any evil alignment

Armor Class 17 (natural armor)
Hit Points 161 (16d10 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	20 (+5)	14 (+2)	11 (+0)

Saving Throws Con +8, Int +10, Wis +7
Skills Arcana +10, History +10, Insight +7, Perception +7
Damage Resistances cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 17
Languages Common plus up to five other languages
Challenge 16 (15,000 XP)

Imbedded Spells. The grisgol has a number of spells imbedded into its body that it can cast. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The grisgol has the following spells prepared:

Cantrips (at will): ray of frost
1st level (1 slot): shield
2nd level (1 slot): mirror image
3rd level (1 slot): counterspell
4th level (1 slot): blight
5th level (1 slot): cloudkill
6th level (1 slot): disintegrate
7th level (1 slot): finger of death
8th level (1 slot): dominate monster
9th level (1 slot): power word kill

Incite Obsession. When the grisgol is killed, if any creature tries to read any of the scrolls or paper on its body, they must succeed on a DC 19 Wisdom saving throw or gain a long-term obsession. They are convinced they are on the verge of a breakthrough or revelation and dedicate all of their time to studying and deciphering the scraps. Their

Intelligence score is reduced by 1 on a failed save and is reduced by an additional 1 every week. The obsession can be cured with the *greater restoration* spell.

Legendary Resistance (3/Day). If the grisgol fails a saving throw, it can choose to succeed instead.

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

Rejuvenation. If it has a phylactery, a destroyed grisgol gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

ACTIONS

Paralyzing Touch. *Melee Spell Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The grisgol can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The grisgol regains spent legendary actions at the start of its turn.

Cantrip. The grisgol casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The grisgol uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The grisgol fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the grisgol's gaze for the next 24 hours.

GRAVEN GUARDIAN

This clay statue has a jackal head and holds a heavy scimitar.

Religious Guardian. Graven guardians are tied to a specific deity. They can recognize honest worshipers and those that gain divine powers from their deity.

Hierarchy of Orders. Graven guardians only accept orders from the person that created them or those of a higher rank. They have an innate understanding of the hierarchy of their religious order, although they can be deceived by particularly charismatic individuals.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks the closest creature. It ignores creatures tied to its deity unless they specifically attack the graven guardian.



GRAVEN GUARDIAN

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	1 (-5)

Skills Religion -2

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 11

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

Challenge 3 (700 XP)

Faith Bound. Each graven guardian is tied to a specific religious order or deity. The graven guardian can't attack a creature that openly wears a holy symbol of their bound faith unless they first attack the guardian.

Guardian Domain. The graven guardian's melee attacks deal an extra 3 (1d6) damage of an element tied to their bound faith. For example, a graven tied to a deity of the sun would deal an extra 3 (1d6) fire damage.

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

ACTIONS

Multiattack. The construct makes two keen scimitar attacks.

Keen Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 3) slashing damage plus 3 (1d6) guardian domain damage.

Construction

Price: 18,000 gp

Crafting Cost: 9,000 gp

Crafting Time: 20 days

Skill Check: DC 15 potter's tools

Spells: haste, magic weapon, mending, stone shape

Ingredients: Clay infused with rare oils, precious stones, and metal inlays.

SCROLL GUARDIAN

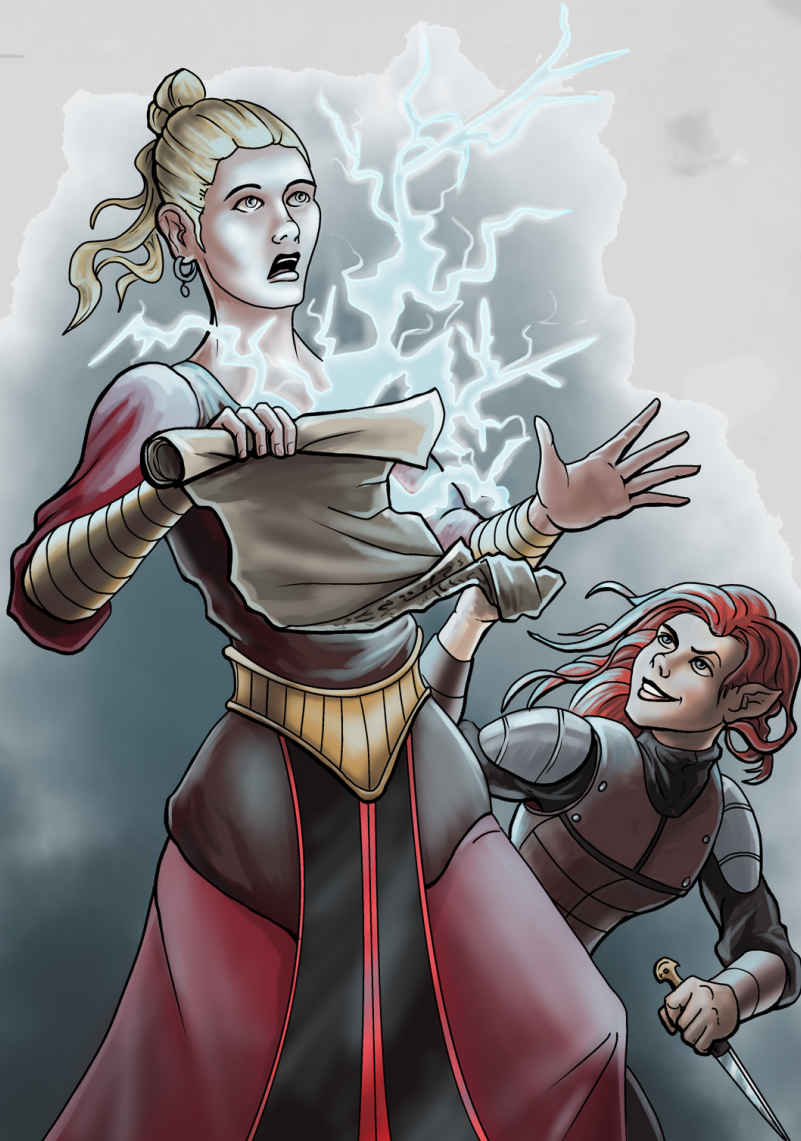
A scroll filled with arcane runes flits through the air toward you.

Knowledge Guardian. Scroll guardians are designed to protect libraries and places of forbidden knowledge. Entering their domain without first speaking their password will cause them to attack.

The Worst Paper Cuts. Scroll guardians are enchanted to have sharper and more durable edges than normal parchment. They always cut in the most uncomfortable places.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks the closest creature, preferring to Smother them.



SCROLL GUARDIAN

Tiny construct, unaligned

Armor Class 12

Hit Points 21 (14d4 - 14)

Speed 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	8 (-1)	4 (-3)	10 (+0)	12 (+1)

Damage Vulnerabilities fire

Damage Immunities poison, psychic; bludgeoning

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

Senses blindsight 60 ft., passive Perception 10

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

Challenge 1/2 (100 XP)

ACTIONS

Paper Cut. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Smother. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* A Large or smaller creature is grappled (escape DC 12). While grappled, the target is blinded, can't speak, and begins to suffocate. Attacks against the scroll guardian while it is grappling a creature deal half of the damage to the scroll guardian, and half of the damage to the grappled creature. A creature grappled by the scroll guardian must make a DC 12 Strength save at the beginning of each of their turns, taking 3 (1d6) bludgeoning damage on a failed save.

Construction

Price: 5,000 gp

Crafting Cost: 2,500 gp

Crafting Time: 4 days

Skill Check: DC 15 calligrapher's supplies

Spells: *enhance ability, false life, fly, magic weapon*

Ingredients: A scroll made from living wood, such as a treant.

HEADSMAN'S SCYTHE

A pair of spectral, skeletal hands manifest from thin air and hoist the scythe.

Haunted Object. This scythe is haunted, possessed by magical spirits that attack the living.

The Headsman. The Reaper. The Headless Rider. These are names for a mythical figure that decapitates the living with a scythe. This is rumored to be one of those scythes.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The headsman's scythe attacks the nearest foe.

Construction

Price: 16,000 gp

Crafting Cost: 8,000 gp

Crafting Time: 20 days

Skill Check: DC 13 smith's tools

Spells: *animate objects*, *unseen servant*

Ingredients: A two-handed scythe.

HEADSMAN'S SCYTHE

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 42 (12d6)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +5

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages -

Challenge 2 (450 XP)

Antimagic Susceptibility. The headman's scythe is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the headman's scythe must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the headman's scythe remains motionless, it is indistinguishable from a scythe.

ACTIONS

Multiattack. The construct makes two scythe attacks.

Scythe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.



IOUN WYRD

This shiny gemstone floats in the air. Smaller rocks and gems orbit around it.

Ioun Familiar. Ioun wylds are created by spellcasters familiar with ioun stones. They have an affinity with the stones and can manipulate their magical energy to affect both themselves and their creator.

Ioun Personality. Ioun wylds possess personalities that change slightly depending on the stones that currently make up their body. An ioun wyrd without any ioun stones becomes very passive.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct prefers to avoid combat and assist its creator.

Construction

Price: 3,000 gp

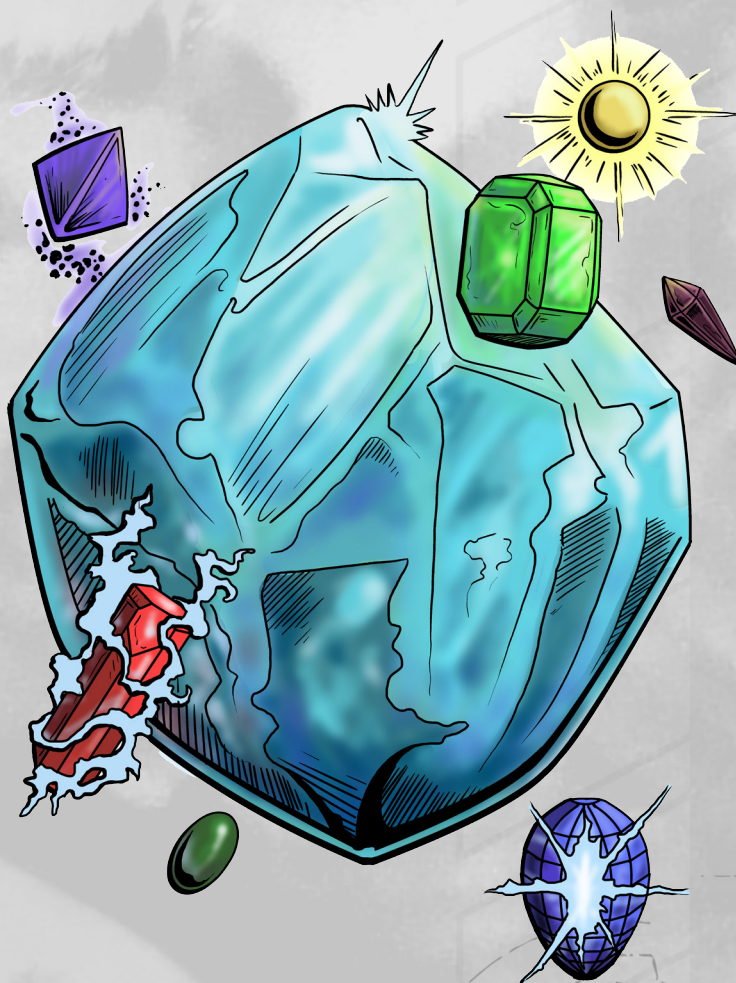
Crafting Cost: 1,500 gp

Crafting Time: 2 days

Skill Check: DC 18 mason's, or potter's tools

Spells: *animate objects*, *geas*

Ingredients: Stones, gemstones, and a single ioun stone, which is incorporated into the body but isn't consumed.



IOUN WYRD

Tiny construct, neutral

Armor Class 12

Hit Points 15 (6d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	12 (+1)	3 (-4)	14 (+2)	5 (-3)

Damage Immunities poison

Condition Immunities blinded, deafened, petrified, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 12

Languages Understands Common but can't speak

Challenge 1/4 (50 XP)

Ioun Integration. The ioun wyrd can store up to three ioun stones in its body. An ioun stone can't be removed from the ioun wyrd unless it is unconscious or helpless.

Share Stones. The ioun wyrd can share the benefits of any ioun stones integrated inside it with a creature of its choice within 30 feet of it.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) bludgeoning damage.

Variant: Ioun Wyrd Familiar

Familiar. The ioun wyrd can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the ioun wyrd senses as long as they are within 1 mile of each other. While the ioun wyrd is within 30 feet of its companion, it shares its Share Stones trait with them. At any time and for any reason, the ioun wyrd can end its service as a familiar, ending the telepathic bond.

IRON DEFENDER

This ironclad construct has the vague appearance of a dog. It barks at you.

Loyal Homunculi. Iron defenders are absolutely loyal to their creator. It's hard to tell if this is because of the blood used in their construction, or their canine traits.

Iron Breeds. Iron defenders come in all shapes and sizes. Some are the size of a poodle, others the size of a mastiff. They're all good dogs.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks the closest enemy, or whichever was the last to attack its creator.

Construction

Price: 1,200 gp

Crafting Cost: 600 gp

Crafting Time: 4 days

Skill Check: DC 14 smith's tools

Spells: *arcane eye*, *mending*, *mirror image*

Ingredients: Iron and a pint of the creator's blood.



IRON DEFENDER

Small construct, neutral

Armor Class 13

Hit Points 27 (6d6 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	7 (-2)

Skills Perception +2

Damage Immunities poison

Condition Immunities charmed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages -

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) piercing damage.

JADE SPIDER

This massive spider is carved from stone. Sharp pieces of jade line its legs like the teeth of a saw.

Guardian. Jade spiders are used as guardians of temples to Lloth. They can remain motionless for decades.

JADE SPIDER

Gargantuan construct, unaligned

Armor Class 17 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 10 (5,900 XP)

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

See Invisible. The spider can see invisible creatures and objects as if they were visible and into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

ACTIONS

Multiattack. The construct makes three attacks: two with its legs and one with its bite.

Leg. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. **Hit:** 21 (4d6 + 7) slashing damage.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. **Hit:** 25 (4d8 + 7) piercing damage and the target must succeed on a DC 17 Constitution saving throw or begin turning to stone. A creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Forceage Web (recharge 5-6). The jade spider fires a magical web at a target within 100 feet. The target must succeed on a DC 17 Dexterity saving throw or be captured in a magical web and restrained. The web can't be destroyed. If the target uses teleportation magic to escape, they must succeed on a DC 17 Charisma saving throw or the teleportation doesn't work, and the spell or effect is expended. The web extends into the ethereal plane, blocking ethereal travel as well. The web lasts for 1 minute.

Magic Web. Jade spiders are infused with magical energy, which their jade pulls from the environment. Their webs are made of pure magical force and are resistant to all damage.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The jade spider uses its forceage web whenever possible. It will attack one creature, changing targets once they have failed a saving throw against their bite.

Construction

Price: 80,000 gp

Crafting Cost: 40,000 gp

Crafting Time: 60 days

Skill Check: DC 17 mason's tools

Spells: *bestow curse*, *flesh to stone*, *forceage*

Ingredients: Blocks of stone and jade weighing 50,000 lbs.



JUGGERNAUT

This tall stone block has a face carved onto the front. It moves around on large rollers that can crush a person.

Mobile Shrine. Juggernauts are animated with divine magic and act in service to the deity that they draw power from. They radiate divine energy and can act as a mobile holy site devoted to the deity.



Soul Fuel. Juggernauts absorb energy from the souls of recently slain creatures. They do not trap or consume these souls, but the energy does boost their abilities temporarily.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct uses trampling attacks whenever possible. It uses enervation if it can't get into melee range.

JUGGERNAUT

Gargantuan construct, unaligned

Armor Class 18 (natural armor)
Hit Points 259 (14d20 + 112)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	26 (+8)	2 (-4)	16 (+3)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 13
Languages -
Challenge 13 (10,000 XP)

Soul Powered. If a creature is killed by the juggernaut, the juggernaut gains a cumulative +1 bonus to attack and damage rolls for the next 24 hours, up to a maximum bonus of +5. This bonus lasts until the juggernaut finishes a long rest.

Trample. If the construct moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target takes an extra 17 (5d6) damage.

ACTIONS

Multiattack. The construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage.

Enervation. One creature the juggernaut can see within 120 feet must make a DC 23 Constitution saving throw, taking 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

Construction

Price: 140,000 gp

Crafting Cost: 70,000 gp

Crafting Time: 80 days

Skill Check: DC 22 mason's tools

Spells: *magic weapon, mending, stone shape*

Ingredients: At least 20,000 lbs. of stone and other building materials. The juggernaut must be consecrated like a shrine.

KIBAKUNA

A whale's skeleton is attached to a loose wooden frame. A pair of powerful legs were added to provide ground mobility.

Scrimshaw Magic. The bones of a kibakuna are carved with magical runes. These runes are integral to its creation, and if the runes are ruined, the kibakuna goes on a rampage and attacks everything until stopped.

Slayer. Kibakuna are created to exact vengeance upon a specific creature. They use their abilities to viciously murder their mark, at which point they act freely.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct focuses on the target it was assigned to kill, using its magic as needed. The kibakuna fights intelligently, preferring to fight in melee combat and rip into one creature at a time.

Construction

Price: 145,000 gp

Crafting Cost: 72,500 gp

Crafting Time: 65 days

Skill Check: DC 25 leatherworker's tools or Arcana

Spells: *geas*, *hallow*

Ingredients: A whale skeleton with a set of leg bones from another Huge creature. Magical runes must be carved into the bones.

KIBAKUNA

Huge construct, neutral evil

Armor Class 17 (natural armor)

Hit Points 252 (24d12 + 96)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	12 (+1)	16 (+3)	16 (+3)

Damage Vulnerabilities bludgeoning

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 11 (7,200 XP)

Rune Magic. The kibakuna's bones are carved with runes, granting it innate spellcasting. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells:

At will: *dimension door*, *enervation*, *invisibility*

ACTIONS

Multiattack. The construct makes two claw attacks and one bite attack.

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Frightful Presence. Each creature of the construct's choice that is within 60 feet of the construct and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the construct's Frightful Presence for the next 24 hours.

LIVING WALL

This wall is made from bodies and skeletons tightly packed together. It drags itself forward on grasping hands that reach for you.

Linked Walls. An individual living wall fills a 10x10 cube. They can connect to other living walls, becoming an even larger wall in the process.

Crushing Wall. Living walls crush their enemies against other walls, adding their dead bodies to their construction. A creature crushed to death between two living walls becomes interred within.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The living wall interlocks with other living walls to prevent creatures from getting past them. They advance slowly towards living creatures, crushing them against other living walls or solid objects.

Construction

Price: 18,000 gp

Crafting Cost: 9,000 gp

Crafting Time: 20 days

Skill Check: DC 13 Medicine

Spells: *animate dead*, *geas*

Ingredients: Enough humanoid corpses to fill a 10x10x10 cube. A solution is added that turns the flesh into a gelatinous substance and binds the bodies together.

LIVING WALL

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	3 (-4)	16 (+3)	2 (-4)	10 (+0)	1 (-5)

Damage Resistances acid, cold, fire

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 3 (700 XP)

Crush. If a creature is hit by a living wall's slam attack while adjacent to another living wall, they take an extra 4 (1d8) damage from the attack.

Link Walls. Living walls adjacent to each other can link up as a bonus action, becoming one larger entity. They move as one, combine their hit point totals, and gain a number of actions equal to the number of linked walls. For example, two linked walls can make two attacks. Linked walls can unlink as a bonus action. Up to three linked walls count as a Huge entity, and four or more linked walls count as a Gargantuan creature.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage and if the target is a Large or smaller creature, they are grappled by the living wall (escape DC 14).



NECROPHIDIUS

A long skeletal snake slithers toward you, rearing up to reveal a humanoid skull with long fangs as the head.

Assassin Snakes. These constructs are adept assassins. They can immobilize targets with their venom or dance of death while they slowly kill them.

Personal Death. A necrophidius can be outfitted with different heads. Particularly cruel creators will use the head of a person dear to the assassination target. They preserve the flesh for as long as possible, so the lifeless head of a friend or loved one is the last thing the target sees.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The necrophidius prefers to attack from stealth. It will use Dance of Death to lock down as many creatures as possible, and then Bite anyone that resists. Once all creatures are charmed or paralyzed, they focus on killing one creature at a time, focusing on their designated assassination target.

Construction

Price: 7,500 gp

Crafting Cost: 3,750 gp

Crafting Time: 7 days

Skill Check: DC 15 Medicine

Spells: *enhance ability, hypnotic pattern, vampiric touch*

Ingredients: The skeleton of a Medium sized constrictor snake and the skull of a humanoid.

NECROPHIDIUS

Medium construct, unaligned

Armor Class 13

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	2 (-4)	12 (+1)	1 (-5)

Skills Stealth +5

Damage Vulnerabilities bludgeoning

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 11

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

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1d4 rounds. While poisoned, the target is paralyzed.

Dance of Death. The construct moves in a hypnotic pattern. All creatures that can see it and are within 30 feet of it must succeed on a DC 12 Wisdom saving throw or be charmed by the construct for 1 minute. A creature charmed in this way will stand in place and just stare at the construct, taking no actions. The target can repeat the saving throw at the end of each of their turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the construct's Dance of Death for the next 24 hours.



NIMBLEWRIGHT

A lithe figure clad in armor flicks its wrist, drawing two thin rapiers in the blink of an eye.

Any Appearance. Nimblewrights possess the ability to generate illusions that disguise their true form. They often conceal their true nature, using it to surprise foes at a pivotal moment.

Infiltrators. Although they serve as effective bodyguards, nimblewrights are also used to infiltrate secret organizations. Nimblewrights are intelligent and have unique personalities, so they can operate in secret for extended periods of time.

Construct Nature. The construct doesn't require air, food, or drink.

Tactics. Nimblewrights are agile fighters. They dash round the battlefield quickly, attacking the most vulnerable while keeping themselves safe. They are intelligent and will retreat to save their own life.

Construction

Price: 35,000 gp

Crafting Cost: 17,500 gp

Crafting Time: 14 days

Skill Check: DC 16 smith's tools

Spells: *alter self* or *disguise self*, *haste*, *polymorph*

Ingredients: A body made from a hollow shell of flexible metal weighing 500 lbs.



NIMBLEWRIGHT

Medium construct, any alignment

Armor Class 16 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +6

Skills Acrobatics +6, Deception +3, Insight +4, Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 2 (450 XP)

Appearance Illusion. As an action, the nimblewright creates an illusion that changes its appearance. The nimblewright can look like a specific person. The illusion lasts for 1 hour or until dismissed as an action.

Cunning Action. The nimblewright can use a bonus action to Dash, Dodge, or Disengage.

Evasion. If the nimblewright is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the nimblewright instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Incorporated Weapons. The nimblewright's rapiers are a part of its body. When not wielded, they can be stored in its arms. The nimblewright can draw its weapons as a free action.

ACTIONS

Multiattack. The construct makes two rapier attacks.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

REACTIONS

Tripping Thrust. When the nimblewright hits a creature with a rapier attack, it can force the target to make a DC 14 Dexterity saving throw, falling prone on a failed save.

PACKMATE

This chest grows a tiny pair of legs and arms and scuttles away.

Storage. Packmates are mobile chests. They accompany their creator, stashing away anything they are given. They only give items to their creator.

Assistant. Packmates are helpful constructs and will offer items to their creator that they think would be of assistance.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct avoids combat but will stay near its creator to provide items if needed. If something tries to take an item from it without permission, it will attack them until they give up.

Construction

Price: 1,200 gp

Crafting Cost: 600 gp

Crafting Time: 1 day

Skill Check: DC 14 carpenter's or woodcarver's tools

Spells: *arcane eye*, *leomund's secret chest*

Ingredients: A small chest and a pint of the creator's blood.

PACKMATE

Small construct, neutral

Armor Class 12 (natural armor)

Hit Points 10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	8 (-1)	12 (+1)	7 (-2)

Skills Athletics +3

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 11

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

Challenge 1/8 (25 XP)

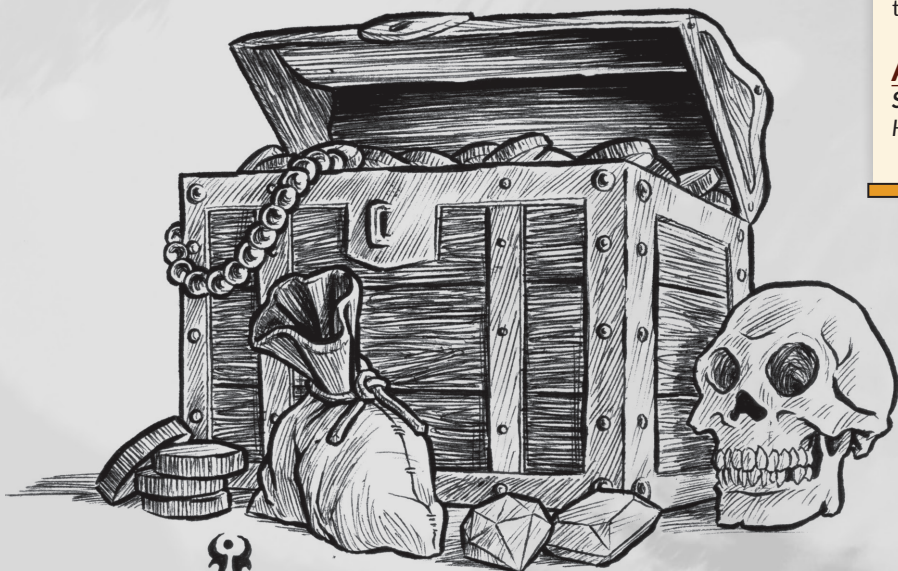
Quick Draw. The packmate can draw or stow multiple objects as part of its movement or action.

Telepathic Bond. While the packmate is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 3 (1d4 + 1) bludgeoning damage.



PERSISTENT HARRIER

This construct looks like a tiny ball covered in spikes with muscular arms and legs.

Distraction. A persistent harrier's job is to distract their creator's enemies. They may not do a lot of damage, but they are annoying.

Trouble Seeker. Persistent harriers get bored easily and seek out fights.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks the closest enemy.

Construction

Price: 1,200 gp

Crafting Cost: 600 gp

Crafting Time: 2 days

Skill Check: DC 14 smith's tools

Spells: *arcane eye*, *expeditious retreat*

Ingredients: Spikes of metal and a pint of the creator's blood.

PERSISTENT HARRIER

Small construct, neutral

Armor Class 13

Hit Points 16 (4d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	11 (+0)	10 (+0)	7 (-2)

Skills Acrobatics +5, Stealth +5

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1/4 (50 XP)

Nimble. As a bonus action, the harrier can Dash, Disengage, or Dodge.

Sneak Attack (1/Turn). Once per turn, the harrier deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the harrier that isn't incapacitated and the harrier doesn't have disadvantage on the attack roll.

ACTIONS

Spiky Punch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.



POPPET

This tiny doll-like creature has a body made from a burlap sack. It has buttons for eyes and stitches for a mouth.

Simple Companion. Poppets are simple constructs with very limited intelligence. They mostly function as emotional companions and pets, but they have a strong sense of protection toward their owner.

Command Token. A poppet follows the orders of whoever holds their command token. They follow orders literally and simply, as they have a very limited capacity to problem solve.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The poppet doesn't do anything unless commanded to.

Construction

Price: 620 gp

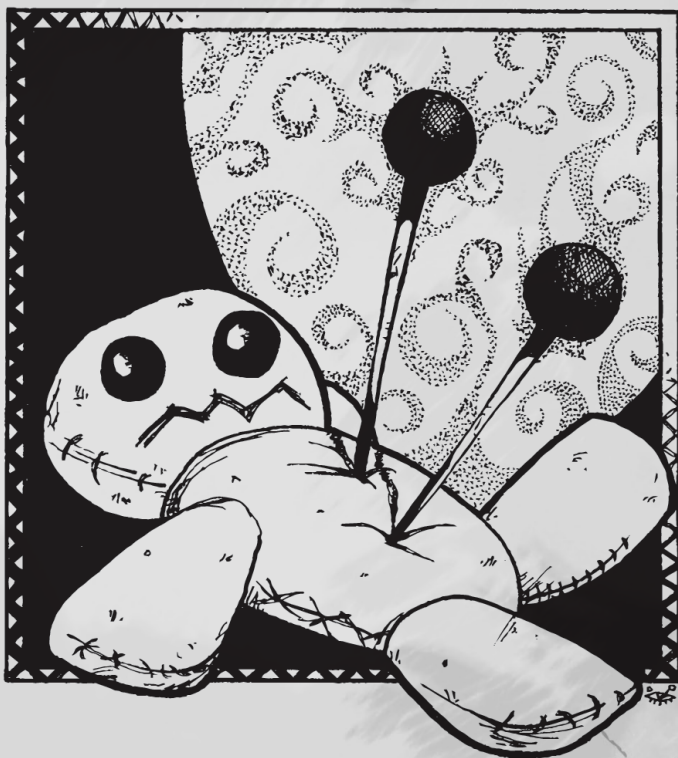
Crafting Cost: 310 gp

Crafting Time: 1 day

Skill Check: DC 10 weaver's tools

Spells: *mending*

Ingredients: Wood, filling, and a cloth sack for the body.



Variant: Poppet Familiar

A poppet can be summoned as a familiar through the *find familiar* spell.

Familiar. The poppet can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. At any time and for any reason, the poppet can end its service as a familiar, ending the telepathic bond.

POPPET

Tiny construct, neutral

Armor Class 12

Hit Points 5 (2d4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	10 (+0)	4 (-3)	5 (-3)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 7

Languages Understands commands given in any language but can't speak

Challenge 1/8 (25 XP)

Token. The poppet is magically bound to a token. As long as the poppet and its token are on the same plane of existence, the token's holder can telepathically call the poppet to travel to it or issue commands, and the poppet knows the distance and direction to the token. If the poppet is within 30 feet of the token's holder it can use its reaction when the holder is damaged to take half (rounded up) of the damage taken. The poppet cannot mitigate or avoid this damage.

ACTIONS

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

PSYCHIC ASTEROID

This massive rock nearly the size of an island floats lazily in the sky. Tinier chunks of rock orbit around it.

Psychic Gravity. Psychic asteroids possess incredible psychic energy. They emit so much power that smaller objects are pulled into their orbit, which they can later hurl as an attack.

Astral Destroyer. These constructs float through the Astral Sea, attacking any ships that come near them. They have been known to destroy entire squadrons of lightly defended ships.

Construct Nature. The construct doesn't require air, food, or drink.

Tactics. The psychic asteroid lies in wait until prey comes close. It then moves to engage with its gravity field and crush attack. It hurls telekinetic boulders at creatures outside of its range. The psychic asteroid is unlikely to flee, as it does not believe that it can be destroyed.

PSYCHIC ASTEROID

Gargantuan construct, neutral evil

Armor Class 20 (natural armor)

Hit Points 287 (14d20 + 140)

Speed 40 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	6 (-2)	30 (+10)	16 (+3)	18 (+4)	15 (+2)

Damage Resistances acid, fire

Damage Immunities cold, poison, lightning

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

Senses blindsight 400 ft., darkvision 240 ft., passive Perception 14

Languages telepathy 1000 ft.

Challenge 15 (13,000 XP)

Gravity Field. All creatures that start their turn within 15 feet of the asteroid must succeed on a DC 23 Strength saving throw or be pulled by the asteroid's gravity. A creature that fails the saving throw is pulled adjacent to the asteroid and takes 7 (2d6) force damage. This area is considered difficult terrain.

Ranged attacks against the psychic asteroid have disadvantage.

Psionic Force. The psychic asteroid can cast the *telekinesis* spell (save DC 17) at will.

Colossal size. The psychic asteroid can share the same space as other creatures and does not provoke opportunity attacks for leaving a creature's reach.

ACTIONS

Multiattack. The construct makes four telekinetic boulder attacks.

Crush. All creatures in the psychic asteroid's space must make a DC 23 Dexterity saving throw, taking 39 (6d12) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw is knocked prone.

Telekinetic Boulder. *Ranged Weapon Attack:* +15 to hit, range 150/600 ft., one target. *Hit:* 16 (1d12 + 10) bludgeoning damage.



RAGING RUBBLE

A loose collection of rocks and rubble begin to stir.

Animate Object. Raging rubble is the result of a powerful *animate objects* spell.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The raging rubble attacks the nearest foe.

Construction

Price: 500 gp

Crafting Cost: 250 gp

Crafting Time: 5 days

Skill Check: DC 10 mason's tools

Spells: *animate objects*

Ingredients: A small pile of rocks.

RAGING RUBBLE

Small swarm of Tiny constructs, unaligned

Armor Class 14 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	14 (+2)	1 (-5)	1 (-5)	1 (-5)

Damage Vulnerabilities bludgeoning

Damage Resistances acid, piercing, slashing

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened,

exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive

Perception 5

Languages -

Challenge 1/2 (100 XP)

Antimagic Susceptibility. The raging rubble is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the raging rubble must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the raging rubble remains motionless, it is indistinguishable from a normal group of rocks.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rock. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

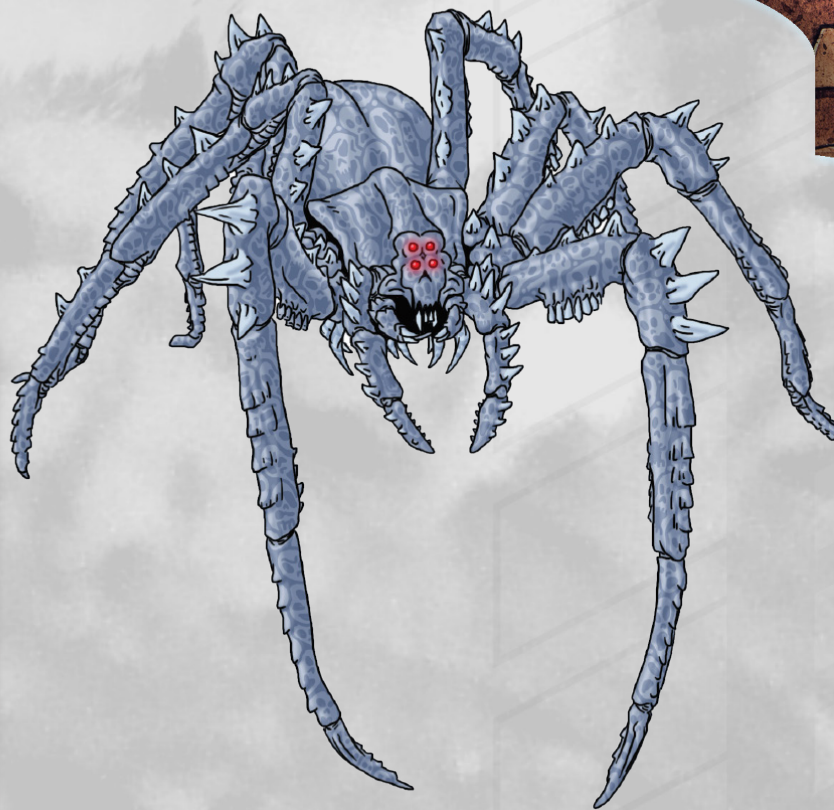
Rocks. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 8 (2d6 + 1) bludgeoning damage, or 4 (1d6 + 1) bludgeoning damage if the swarm has half of its hit points or fewer.



RETRIEVER

This spider-like creature is as tall as an elephant and clad in jagged pieces of armor. It has four different colored eyes.

Fetch for Demons. Retrievers are formed by powerful demons, who mold the fabric of chaos and demonflesh into this spidery form.



RETRIEVER

Huge construct, lawful evil

Armor Class 17 (natural armor)

Hit Points 171 (18d12 + 54)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	3 (-4)	11 (+0)	1 (-5)

Saving Throws Dex +7, Wis +4

Skills Survival +4

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands Abyssal but can't speak

Challenge 11 (7,200 XP)

Eye Rays. The retriever can fire magical rays from its eyes as a bonus action. The retriever has a +7 to hit with this spell attack, and a range of 100 feet. On a hit, the retriever chooses one of the following options.

Fire (Recharge 5-6). The target must make a DC 15 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Cold (Recharge 5-6). The target must make a DC 15 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

Lightning (Recharge 5-6). The target must make a DC 15 Dexterity saving throw, taking 35 (10d6) lightning damage on a failed save, or half as much damage on a successful one.

Petrification (Recharge 5-6). The target must make a DC 15 Constitution saving throw. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Relentless. The retriever is always under the effects of *water walk* and can cast *locate creature* at will.

ACTIONS

Multiattack. The construct makes two claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 15 (3d6 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 18 (3d8 + 5) piercing damage.

Collect. Retrievers are dispatched to collect creatures that have fled from or slighted their masters. A retriever can innately detect the direction to their quarry and won't stop until killed.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The retriever focuses on its target above all other enemies. It will use its Eye Rays on other creatures, preferring the petrification ray against its quarry. One its target is unconscious or petrified, it attempts to flee with them.

ROBOTS

Robots are advanced constructs created with cutting-edge technology or by ancient civilizations. Robots are intelligent constructs with unique personalities. Although they may be programmed to act or behave a certain way, over time they develop their own techniques and preferences.

Robots as a template have some common forms of technology that can be found across most models, but it's not unheard of for certain constructs to have unique forms of technology.

ROBOT TEMPLATE

Any creature can be a robot. A robot retains all the statistics of a normal creature of its type except as noted below

- **Alignment.** The robot's alignment can become anything.
- **Type.** The robot's type becomes construct.
- **Ability Scores.** The robot's Intelligence becomes 10 unless it was already higher.
- **Damage Vulnerabilities.** The robot has vulnerability to lightning damage.

- **Damage Immunities.** The creature gains immunity to poison damage. An unintelligent robot likely has immunity to psychic damage.
- **Condition Immunities.** The creature gains immunity to the poisoned conditions. An unintelligent robot likely has immunity to the charmed and frightened conditions.
- **Technology.** The robot may have some of the following abilities.

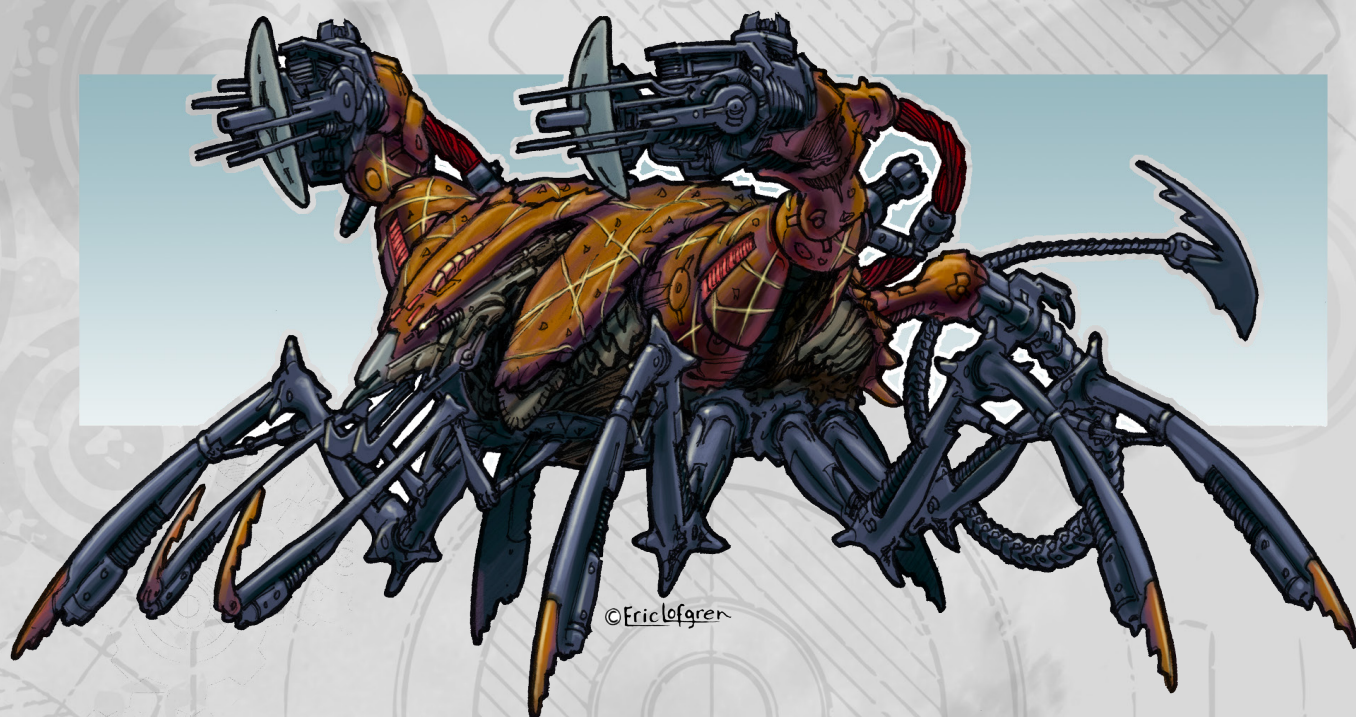
Force Field. The robot gains temporary hit points equal to its number of hit dice. The robot regains all of these temporary hit points after a short or long rest.

Integrated Weapons. The robot's attacks cannot be disabled or disarmed.

Laser Weapons. The robot gains a ranged weapon attack, range 100/400 ft., (2d10) radiant damage.

Plasma Weapons. The robot gains a ranged weapon attack, range 100/400 ft., (2d10) fire damage.

• **Darkvision.** The robot gains darkvision 60 ft. If it already had darkvision, the range is increased by 30 ft.



ANNIHILATOR

This towering scorpion-like robot has two chain guns for fangs and a long tail that ends in a powerful laser cannon.

Destruction. Annihilators destroy everything they come across, leaving nothing but ruins in their wake. They attack without the calculated logic commonly found in other robots.

Collection. If an annihilator finds a creature that has survived its rampage, instead of finishing them off, the annihilator collects them. It transports these survivors to an unknown location.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The annihilator attacks randomly, using its most powerful abilities when possible.

ANNIHILATOR

Gargantuan construct, unaligned

Armor Class 19 (natural armor)

Hit Points 222 (12d20 + 96) plus 40 temporary hit points

Speed 50 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	26 (+8)	14 (+2)	13 (+1)	4 (-3)

Saving Throws Str +13, Wis +7

Damage Vulnerabilities lightning

Damage Resistances fire

Damage Immunities cold, poison

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

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 11

Languages Common

Challenge 18 (20,000 XP)

Booster Jets. The robot can fly, but it must end its turn on the ground, or it begins falling.

Legendary Resistance (3/Day). If the robot fails a saving throw, it can choose to succeed instead.

Force Field. The robot has 40 temporary hit points, which it recovers when it finishes a short or long rest.

ACTIONS

Multiattack. The robot makes two claw attacks.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage.

Integrated Chain Gun. *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. *Hit:* 16 (4d6 + 2) piercing damage.

Plasma Lance (Recharge 5-6). The robot fires plasma from its tail, filling a line 5 feet wide and 120 feet long. Any creature in the area must make a DC 21 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Suppressing Fire (Recharge 5-6). The robot unloads its chain gun in a 100-foot cone. The robot makes an integrated chain gun attack against all creatures in the area.

LEGENDARY ACTIONS

The robot can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The robot regains spent legendary actions at the start of its turn.

Recharge Force Field (Costs 2). The robot regains all of its temporary hit points from its force field.

Chain Gun. The robot makes an integrated chain gun attack.

Move. The robot can move, fly, or climb up to its speed.

ARACHNID

Robot arachnids look like a mix between a spider, scorpion, and crab. They have eight legs that end in grasping claws and a tail with a laser cannon attached.

Lab Assistant. Arachnid robots are helpful companions because of their numerous legs. They can comprehend complicated requests and assist with tinkering.

Overload. As a last resort, an arachnid robot can overload its core and self-destruct. This can also happen if the robot takes enough damage and also destroys any evidence the robot might have carried.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The robot tries to stay out of melee combat, using its plasma torch on enemies and climbing on walls to remain above foes.

ROBOT ARACHNID

Small construct, unaligned

Armor Class 12 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	12 (+1)	10 (+0)	12 (+1)	1 (-5)

Skills Stealth +3

Damage Vulnerabilities lightning

Damage Resistances fire

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 1/4 (50 XP)

Volatile Core. When the robot is reduced to 5 hit points or fewer, it must succeed on a DC 11 Constitution saving throw or explode, dying. If the robot explodes, all creatures within 5 feet of it must make a DC 11 Dexterity saving throw, taking 3 (1d6) fire damage on a failed save, or half as much damage on a successful one.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Ranged Plasma Torch. *Ranged Weapon Attack:* +3 to hit, range 15 ft., one target. *Hit:* 3 (1d6) fire damage.

Plasma Torch (Recharge 5-6). The robot sprays plasma in a 15-foot cone. All creatures in the area must make a DC 11 Dexterity saving throw, taking 2 (1d4) fire damage on a failed save, or half as much damage on a successful one.



GEARSMAN

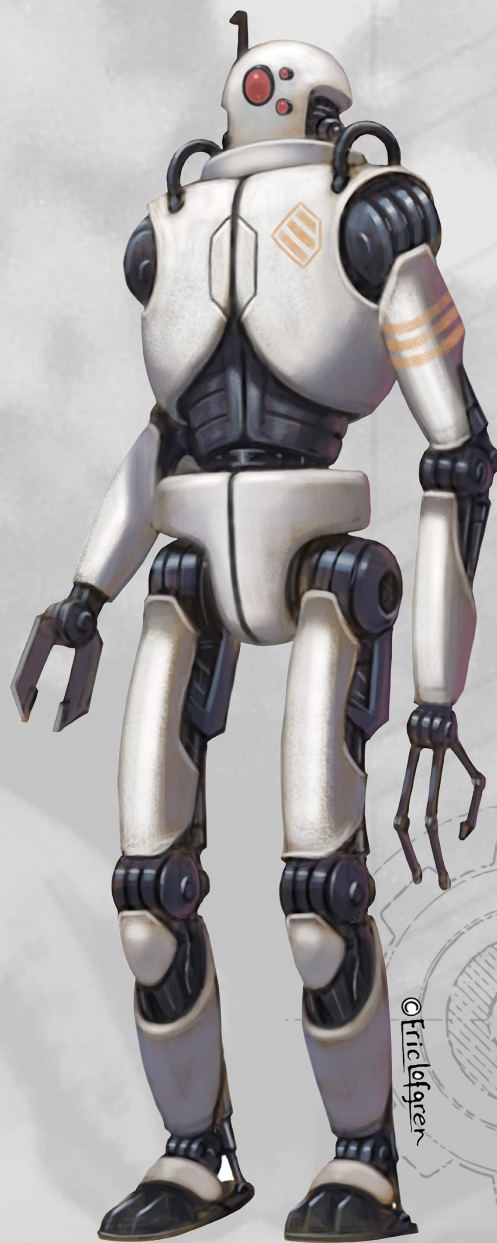
This robotic humanoid is clad in heavy armor and has a single glass orb for an eye.

Hidden Orders. Gearsmen are willing serve other creatures, but they all have a secret set of orders from their original creator. These orders take priority, and they will attempt to fulfill these secret orders when possible.

Adaptive Learning. Gearsmen are very perceptive. They can pick up small details and process the data over a short period of time, gaining proficiency in specific skills. However, they can only focus on one type of skill at a time.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The robot fights intelligently, typically attacking the closest creature.



GEARSMAN

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	13 (+1)	4 (-3)

Damage Vulnerabilities lightning

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 1 (200 XP)

Adaptive Learning. The gearsmen is proficient in any one skill or tool of its choice. During a long rest, it can change its proficiency to another skill or tool of its choice.

ACTIONS

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) lightning damage.

GUARD

This mechanical guard holds a shield and has a spear fused to its arm.

Guards. Robotic guards are the simplest types of robots, but the fact that they don't need to sleep makes them very valuable.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The guard attacks the closest enemy.

ROBOT GUARD

Medium construct, unaligned

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Damage Vulnerabilities lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1/2 (25 XP)

ACTIONS

Integrated Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 5 (1d8 + 1) piercing damage.



MANNEQUIN

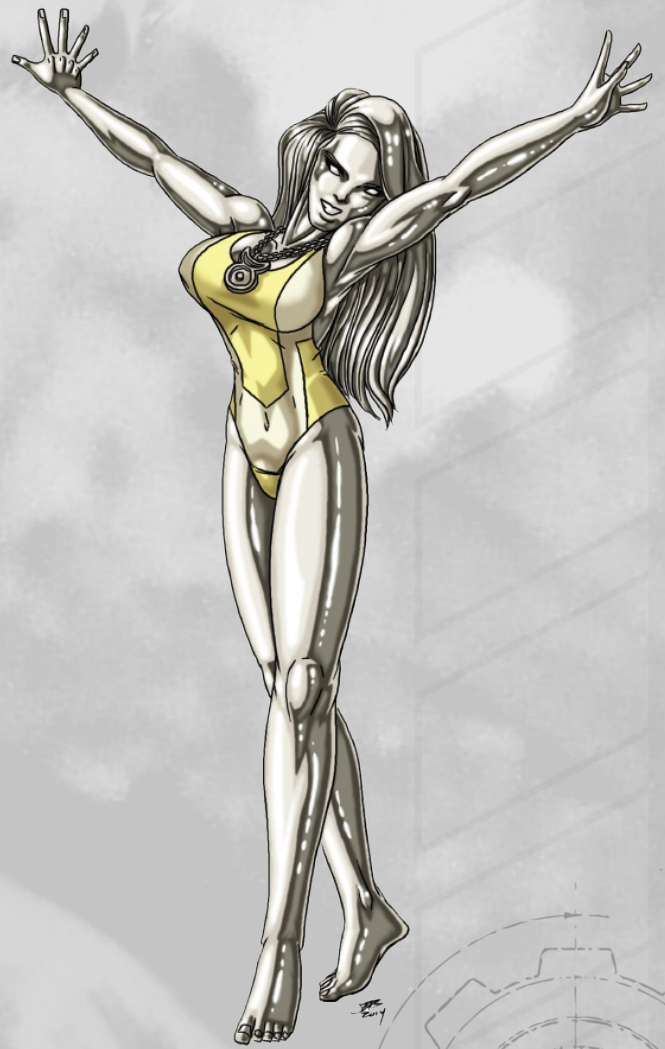
This humanoid has pale, shiny skin and a blank expression.

Uncanny Valley. Mannequin robots were designed to look as human-like as possible and are meant for mundane, physical labor. Their original design was more mechanical, but it was off-putting to their humanoid companions, so future designs applied a synthetic flesh to them.

Stepping Stone. The mannequin production line was short lived, as they were succeeded by a superior model, the androids.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The robot attacks the closest creature.



ROBOT MANNEQUIN

Medium construct, unaligned

Armor Class 10

Hit Points 5 (1d8 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	10 (+0)	3 (-4)

Skills Insight +2, Perception +2

Damage Vulnerabilities lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

False Flesh. The mannequin appears like a human. Touching it reveals that its flesh is instead plastic or metal.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 3 (1d4 + 1) bludgeoning damage.

MYRMIDON

This robot is fashioned like a humanoid torso without legs. It has a single red eye that glows with power, and a series of spectral tentacles dangle from its face. Its arms end in claws, and it hovers off the ground.

Aerial Interception. Myrmidons are used as an aerial defense force, flying through the skies in designated patrols. They typically attack first.

Versatile Firepower. Myrmidons are armed with a variety of weaponry to defeat any foe they face. They can unleash a volley of rockets, fire laser beams, or disintegrate magic spells with their plasma lashes.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The robot weakens foes at range with Rockets and its Integrated Laser Eye, using their superior flying speed to avoid attacks. If an enemy has comparable ranged firepower, they rush in to trap them with their strong claws.

ROBOT MYRMIDON

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 153 (18d10 + 54) plus 75 temporary hit points

Speed 20 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+6)	12 (+1)	14 (+2)	4 (-3)

Skills Perception +10

Damage Vulnerabilities lightning

Damage Immunities poison

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

Senses truesight 60 ft., darkvision 60 ft., passive Perception 20

Languages Common

Challenge 11 (7,200 XP)

Force Field. The robot has 75 temporary hit points, which it recovers when it finishes a short or long rest.

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

ACTIONS

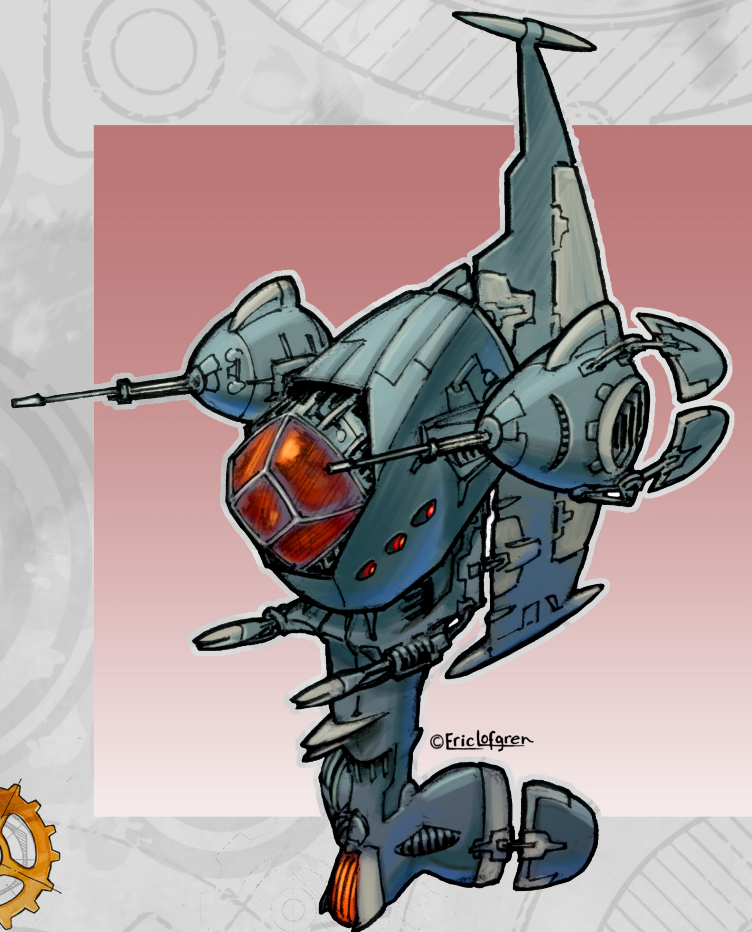
Multiattack. The robot makes two Plasma Lash attacks, and then either two claw or integrated laser eye attacks. It can replace one claw attack with crush.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft, one target. **Hit:** 12 (2d6 + 5) bludgeoning damage. If the target is a Large or smaller creature, they are grappled (escape DC 17). The myrmidon can have one creature grappled at a time.

Plasma Lash. Melee Weapon Attack: +9 to hit, reach 15 ft, one target. **Hit:** 21 (3d10 + 5) force damage. Magical objects like a *wall of force* are subjected to a *dispel magic* effect, with a +6 spellcasting ability bonus.

Integrated Laser Eye. Ranged Weapon Attack: +6 to hit, range 100/400 ft, one target. **Hit:** 11 (2d10) radiant damage.

Rockets (Recharge 5-6). The myrmidon fires a rocket at a point within 600 feet. All creatures within 30 feet of the point must make a DC 17 Dexterity saving throw, taking 21 (6d6) fire damage and 21 (6d6) bludgeoning damage on a failed save, or half as much damage on a successful one.



SCRAPYARD

This robot is made from the scraps and pieces of other robots. They typically have a humanoid torso on four legs, and one of their arms ends in a spinning rotary saw.

Makeshift Construction. Scrapyard robots were created by those that couldn't afford new pieces of tech. They have inferior programming and motor skills.

Shoddy. The various pieces that make up a scrapyard robot aren't well connected. Important systems can easily become detached or damaged.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The robot attacks the closest creature.

SCRAPYARD

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 99 (22d8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	10 (+0)	10 (+0)	10 (+0)	1 (-5)

Damage Vulnerabilities lightning

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Fall to Pieces. If the robot is hit with a critical hit, it suffers an additional penalty. Roll a d6 to determine the effect.

1: Targeting Error. The robot attacks the closest creature on its turn, regardless of whether they are friends or foes. If the robot can't attack anything, it instead attacks itself.

2: Fractured Armor. Attacks against the robot have advantage.

3: Exposed Core. Attacks against the robot deal an extra 3 (1d6) lightning damage. If the attack is with a melee weapon while within 5 feet of the robot, the attacker also takes 3 (1d6) lightning damage.

4: Disabled Weapon. The robot can't make rotary saw attacks.

5: Movement Servos. The robot can only move by taking the Dash action. It can only move up to 20 feet.

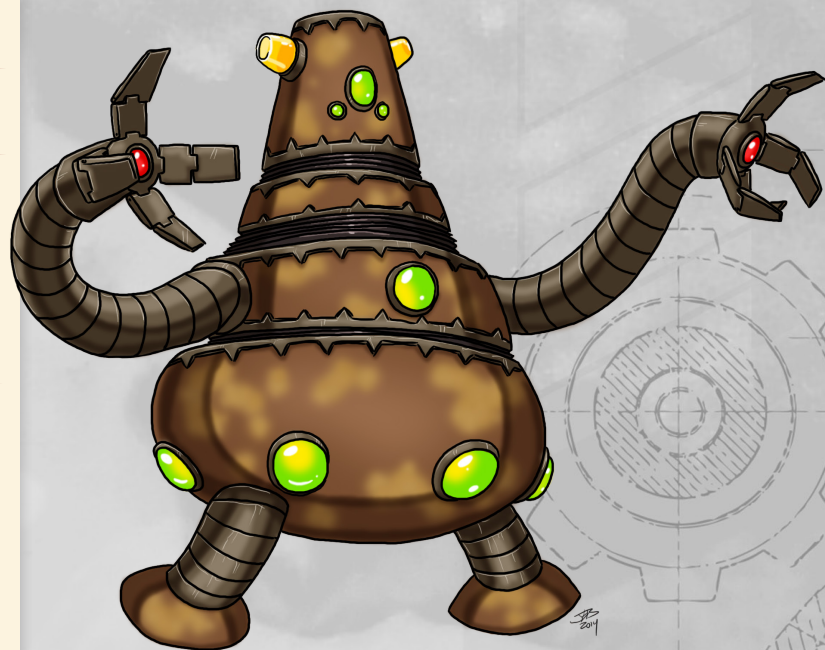
6: Sensors. The robot is blinded until repaired.

Poor Programming. The robot has disadvantage on any Intelligence checks or saving throws.

ACTIONS

Rotary Saw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.





TERRAFORMER

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 30 ft., burrow 20 ft., climb 30 ft., fly 10 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	15 (+2)	11 (+0)	5 (-3)

Skills Nature +5

Damage Vulnerabilities lightning

Damage Resistances acid, cold, fire

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 6 (2,300 XP)

Alter Terrain. As an action, the terraformer can alter the terrain near it in some way. This is not a magical effect, and it cannot be dispelled.

ACTIONS

Multiattack. The robot makes one each of its claw, drill, and laser attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 12 (2d6 + 5) bludgeoning damage. If the target is a Medium or smaller creature, they are grappled (escape DC 16).

Integrated Drill. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Integrated Laser. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 11 (2d10) radiant damage.

Corrosive Spread (Recharge 5-6). The terraformer sprays a caustic chemical in a 30-foot cone. All creatures in the area must make a DC 16 Dexterity saving throw, taking 10 (3d6) acid damage plus 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

TERRAFORMER

This hovering orb has an array of arms that end in drills, saws, lasers, and other vicious implements.

Builders. Terraformer robots are dispatched ahead of a larger force of robots. Their job is to create infrastructure for bases, forts, and towns.

Long-Term Terraforming. If the terraformer stays in one location for a long period of time, the terraforming becomes more pronounced. Eventually, the entire planet becomes shaped to the liking of the robots.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The robot likes to alter the terrain to place enemies in disadvantageous positions. It will then use its Corrosive Spread before moving in to personally dismantle the opposition.

TORTURER

This orb-like robot glides smoothly through the air. Arms tipped in needles, saws, and other implements of torture cover its surface. It has a single glowing eye.

Torture. Torturer robots, sometimes called “murderballs,” are designed to maximize the amount of suffering they can extract from a creature before they die.

Surgeon. Torturer robots are skilled surgeons, although they are rarely used in this capacity. They carry around nanites that can repair damaged tissue or weaken a creature’s internal integrity.

Construct Nature. The construct doesn’t require air, food, drink, or sleep.

Tactics. The robot gets in close to attack with its melee weapons. If fighting a single creature, it will attempt to inject them with nanites first.

TORTURER

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 110 (20d6 + 40) plus 40 temporary hit points

Speed 5 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	10 (+0)	15 (+2)	1 (-5)

Skills Medicine +5

Damage Vulnerabilities lightning

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 7 (2,900 XP)

Force Field. The robot has 40 temporary hit points. It regains these temporary hit points when it finishes a short or long rest.

Interrogator. The torturer is skilled at inflicting pain. When the torturer deals damage to a creature, they have disadvantage on any concentration checks caused by the attack.

ACTIONS

Multiattack. The robot makes four weapon attacks.

Rotary Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Surgical Laser. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 11 (2d10) radiant damage.

Nanosurgeon. The torturer can insert nanites into a creature within 5 feet of it. If the target is unwilling, the torturer must succeed on an attack against them. The torturer can choose to have the nanites replicate the *cure wounds* spell, *lesser restoration* spell, inflict them with the poisoned condition, or inflict them with a level of exhaustion (DC 14 Constitution saving throw resists). A creature poisoned by this ability is poisoned for 1 hour, and can make a DC 14 Constitution saving throw at the end of each of their turns, ending the effect on themselves on a successful save. These are not magical effects.

RUNE GUARDIAN

Rune guardians are tiny floating rocks with a single rune carved into them.

Runic Magic. Rune guardians utilize an older form of magic: rune magic. A simple rune provides a single magical effect. More complicated spells are creature by combining runes.

Sinful Magic. A particular branch of rune magic sorted runic effects into certain schools of magic. These schools are very similar to the current schools of magic but were sorted by sins of mankind.

RUNE GUARDIAN

Tiny construct, any alignment

Armor Class 13 (natural armor)

Hit Points 40 (16d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	11 (+0)	14 (+2)	12 (+1)

Damage Immunities poison

Condition Immunities petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

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

Challenge 1 (200 XP)

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

School Vulnerability. Each rune is vulnerable to certain schools of magic, based on which one of the seven deadly sins it is tied to. The rune guardian does not have magic resistance against spells from these schools.

Envy. evocation and necromancy

Gluttony. abjuration and enchantment

Greed. enchantment and illusion

Lust. necromancy and transmutation

Pride. conjuration and transmutation

Sloth. evocation and illusion

Wrath. abjuration and conjuration

Sin Magic. Each rune guardian is tied to one of the seven deadly sins, granting it a spell that can be cast at will, requiring no components. The rune guardian's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks).

Envy: hold person

Gluttony: ray of enfeeblement

Greed: enlarge/reduce (reduce only)

Lust: sleep

Pride: color spray

Sloth: conjure animals

Wrath: burning hands

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target.

Hit: 4 (1d4 + 2) bludgeoning damage.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The rune guardian attacks with its magic. It tries to avoid melee combat, leveraging its magic to the best of its abilities.

Construction

Price: 6,500 gp

Crafting Cost: 3,250 gp

Crafting Time: 7 days

Skill Check: DC 16 mason's tools

Spells: fly and whatever spell the rune guardian can cast

Ingredients: A Tiny stone carved with a rune of sin and painted with magical paint.



RUNIC GUARDIAN

RUNIC GUARDIAN

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	8 (-1)	12 (+1)	3 (-4)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11

Languages Understands commands given in any language but can't speak

Challenge 9 (5,000 XP)

Bound. The runic guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 1500 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian. The runic guardian knows if its master dies.

Regeneration. The guardian regains 10 hit points at the start of its turn. The golem dies only if it starts its turn with 0 hit points.

Runic Spells. The guardian can store up to 6 spells, bound in runes inscribed on its limbs when it is created. It can cast each spell once per day, and the spell can be of 1st or 2nd level. The guardian can instead have a single 6th or 7th level spell inscribed across its entire body. It uses these spells when commanded by its owner or when predetermined conditions are met.

Stunning Strike (1/Turn). Once per turn when the guardian hits a creature with a fist attack, it can force them to make a DC 17 Constitution saving throw. If the saving throw fails by 5 or more, the target is stunned until the end of their next turn. Otherwise, a creature that fails the saving throw has disadvantage on all attack rolls and saving throws until the end of their next turn.

ACTIONS

Multiattack. The construct makes two fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage.

Teleport to Master (Recharges After a Long Rest). The guardian teleports to its master as long as they are both on the same plane.

REACTIONS

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +4 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.



This metal-plated humanoid is covered in glowing arcane runes.

Upgraded Guardian. Runic guardians are more powerful and versatile models of shield guardians. They can even teleport to their owner's side across great distances.

Lead-Lined Punch. The arms of a runic guardian are filled with lead in order to deliver powerful punches.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The runic guardian prioritizes protecting its owner above all else. When its owner dies, it flies into a rage, and won't stop until the killer is slain, even if they obtain the control amulet.

CONSTRUCTION

Price: 150,000 gp

Crafting Cost: 75,000 gp

Crafting Time: 70 days

Skill Check: DC 20 mason's tools

Spells: *shield* and whatever runic spells the guardian has

Ingredients: A humanoid shell constructed out of metal and wood inscribed with magical runes.

SCOURING SLINGER

A twisted, gnarled tree stump is surrounded by a swarm of insects. Long tendrils made of roots and vines extend from the stump, clutching large scorpions.

Druid Construct. Scouring creatures are created by druids utilizing powerful, ancient rituals. These constructs are infused with primal magic, and they defend natural lands from the encroachment of civilization.

Swarms. Scouring creatures magically create swarms of insects around them. The size of the swarm indicates the health of all nearby scouring creatures. As their pool of hit points is depleted, fewer insects are visible.

Construct Nature. The construct doesn't require sleep.

SCOURING SLINGER

Huge construct, unaligned

Armor Class 15 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	3 (-4)	4 (-3)	4 (-3)

Senses darkvision 60 ft., passive Perception 7
Languages Understands the languages of its creator but can't speak
Challenge 9 (5,000 XP)

Collective Health. All scouring creatures with this ability within 100 feet of each other share a pool of hit points. The hit points of all creatures with this ability is added together, and any damage one of them receives is subtracted from this total. A scouring creature is not defeated until the pool of hit points reaches 0, at which point all scouring creatures with this ability are defeated.

If a scouring creature is separated from the range of this ability, divide the damage taken proportionally among the creatures within the pool. For example, if 5 scouring creatures have lost 100 hit points, each creature that is separated from the pool takes 20 points of damage.

ACTIONS

Multiattack. The construct makes three Scorpion Slam attacks.

Scorpion Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Scorpion Throw. The scouring slinger throws a scorpion to a point within 250 feet. A scouring slinger scorpion is summoned at that space. The scorpion lasts for up to 1 hour or until killed.

Tactics. The scouring slinger stays at range, hurling scorpions at foes from a great distance. If engaged in melee, it overwhelms with its slam attacks until it can begin throwing more scorpions.

SCOURING SLINGER SCORPION

Small construct, unaligned

Armor Class 13
Hit Points 28 (8d6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	1 (-5)	3 (-4)	4 (-3)

Senses darkvision 60 ft., passive Perception 6
Languages -
Challenge 1 (200 XP)

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 11 (2d6 + 3) slashing damage.

This scorpion-like creature has overlarge claws with serrated edges.

Construction

Price: 120,000 gp

Crafting Cost: 60,000 gp

Crafting Time: 55 days

Skill Check: DC 20 Nature

Spells: *contagion*

Ingredients: The bodies of 3 shambling mounds bound together with a druidic ritual. The corpses of scorpions are sprinkled on the bodies.



SCOURING STANCHION

A tall tree trunk of twisted wood is surrounded by a swarm of insects. The tree lurches as it moves, and the insects surrounding it flash with bright lights.

Tactics. The scouring stanchion wades into combat and whales on a creature with attacks until they are unconscious. They do not kill unless specifically ordered to do so.

Construction

Price: 140,000 gp

Crafting Cost: 70,000 gp

Crafting Time: 85 days

Skill Check: DC 25 Nature

Spells: *contagion*

Ingredients: The Huge trunk of a dead tree filled with insects.

SCOURING STANCHION

Huge construct, unaligned

Armor Class 15 (natural armor)

Hit Points 310 (20d12 + 180)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	28 (+9)	10 (+0)	10 (+0)	19 (+4)

Saving Throws Str +13, Dex +5, Con +14, Int +5, Wis +5, Cha +9

Senses darkvision 60 ft., passive Perception 10

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

Challenge 14 (11,500 XP)

Collective Health. All scouring creatures with this ability within 100 feet of each other share a pool of hit points. The hit points of all creatures with this ability is added together, and any damage one of them receives is subtracted from this total. A scouring creature is not defeated until the pool of hit points reaches 0, at which point all scouring creatures with this ability are defeated.

If a scouring creature is separated from the range of this ability, divide the damage taken proportionally among the creatures within the pool. For example, if 5 scouring creatures has lost 100 hit points, each creature that is separated from the pool takes 20 points of damage.

Insect Swarm. The scouring stanchion is surrounded by a swarm of insects. Any creature that attempts to cast a spell while within 10 feet of the stanchion must succeed on a DC 22 Concentration check or the spell is lost.

Unstoppable Movement. The scouring stanchion can move through the space of other creatures, but it can't end its turn in the space of another creature.

ACTIONS

Multiattack. The construct makes two Awesome Blow attacks.

Awesome Blow. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 27 (3d12 + 8) bludgeoning damage.



SENTINEL HUT

This hut stands atop a pair of knobby, chicken-like legs. It has a single door and no windows.

Huts Don't Dance. These huts are modeled after the infamous dancing huts of powerful witches. These huts are not as powerful, and they certainly don't dance.

SENTINEL HUT

Huge construct, unaligned

Armor Class 15 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	20 (+5)	1 (-5)	3 (-4)	3 (-4)

Saving Throws Wis -1, Cha -1

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages -

Challenge 6 (2,300 XP)

Antimagic Susceptibility. The hut is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the hut must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

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

Siege Monster. The hut deals double damage to objects and structures.

ACTIONS

Multiattack. The construct makes a kick and bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage. If the target is a Large or smaller creature, they are grappled (escape DC 17). Until this grapple ends, the hut can't bite another target.

Kick. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Swallow. The hut makes a bite attack against one Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, and the target is swallowed. The target finds itself in a 10x10 foot room, and is no longer grappled. It has total cover against attacks and other effects outside the hut, and it takes 7 (2d6) psychic damage at the start of each of the hut's turns.

If the hut takes 10 damage or more on a single turn from a creature inside it, the hut must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the hut. If the hut dies, a swallowed creature can escape it by using 15 feet of movement.

Haunted Hut. Walking into the hut or being swallowed by it traps the creature inside the hut, with no way out. The walls of the hut seem to shift and warp, shredding the mind of any creature inside.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The hut attacks the largest creatures, kicking and biting it. It then tries to swallow the target.

Construction

Price: 33,000 gp

Crafting Cost: 16,500 gp

Crafting Time: 60 days

Skill Check: DC 18 carpenter's tools

Spells: *animate objects, confusion, enhance ability, jump*

Ingredients: A hut or house made from winter wood and large enough to fit 4 Medium creatures.



BRONZE SENTINEL

A bronze sentinel is a simple bronze humanoid head that sits atop six mechanical spider-like legs. A simple circle is carved into its forehead.

Watchers. A bronze sentinel in sentry mode looks like a normal bronze statue head. Their creators often place headless statues around their homes, so the sentinels can hide in plain sight atop them.

Fire Sigil. Bronze has innate fire-resistant properties. The sigil carved into the forehead of a bronze sentinel allows them to focus magical energy into a beam and fire it.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The bronze sentinel only engages if ordered to attack, preferring to watch and alert its creator about any intruders. If it must fight, it prefers to climb out of reach while shooting Fiery Bolts at enemies below.

Construction

Price: 21,000 gp

Crafting Cost: 10,500 gp

Crafting Time: 15 days

Skill Check: DC 18 smith's tools

Spells: *alarm, detect magic, scorching ray*

Ingredients: A bronze humanoid head carved with a magical sigil.

BRONZE SENTINEL

Small construct, neutral

Armor Class 14 (natural armor)

Hit Points 99 (18d6 + 36)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	1 (-5)	11 (+0)	5 (-3)

Skills Perception +2

Damage Immunities fire, poison, psychic

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 3 (700 XP)

Alert. The sentinel can form a mental bond with one creature, usually its creator. The sentinel can send a mental alert telepathically anywhere on the same plane of existence when certain conditions are met, or sound a loud alarm that can be heard by anyone up to 500 feet away.

False Appearance. While the sentinel remains motionless, it is indistinguishable from a normal bronze statue head.

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

ACTIONS

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) slashing damage.

Fiery Bolt. Ranged Spell Attack: +5 to hit, range 60/120 ft., one target. **Hit:** 16 (3d10) fire damage.

MARBLE SENTINEL

A marble sentinel is a simple marble humanoid head that sits atop six mechanical spider-like legs. A simple rune is carved into its forehead.

Watchers. A marble sentinel in sentry mode looks like a normal marble statue head. Their creators often place headless statues around their homes, so the sentinels can hide in plain sight atop them.

Paralyzing Sigil. The sigil carved into the forehead of a marble sentinel allows them to focus paralyzing magical energy into a beam and fire it.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The marble sentinel only engages if ordered to attack, preferring to watch and alert its creator about any intruders. If it must fight, it prefers to climb out of reach while shooting Paralyzing Bolts at enemies below.

Construction

Price: 24,000 gp

Crafting Cost: 12,000 gp

Crafting Time: 20 days

Skill Check: DC 20 mason's tools

Spells: *alarm, detect magic, stone shape*

Ingredients: A marble humanoid head carved with a magical sigil.

SENTINEL MARBLE

Small construct, neutral

Armor Class 15 (natural armor)

Hit Points 110 (20d6 + 40)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	1 (-5)	11 (+0)	5 (-3)

Skills Perception +2

Damage Immunities acid, poison, psychic

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 4 (1,100 XP)

Alert. The sentinel can form a mental bond with one creature, usually its creator. The sentinel can send a mental alert telepathically anywhere on the same plane of existence when certain conditions are met, or sound a loud alarm that can be heard by anyone up to 500 feet away.

False Appearance. While the sentinel remains motionless, it is indistinguishable from a normal marble statue head.

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

ACTIONS

Multiattack. The construct makes a two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 4) slashing damage.

Paralyzing Bolt. Ranged Spell Attack: +5 to hit, range 60/120 ft., one target. **Hit:** The target must succeed on a DC 12 Constitution saving throw or be paralyzed for 1d6 rounds. A paralyzed creature can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a successful save.

SHIP SENTINEL

The ship figurehead detaches itself and clambers onto the deck of the ship, holding a spear covered in barnacles.

Ship Guardian. Ship sentinels protect the ship they are attached to. They are always watching and aware of everyone on their ship. In times of dire need, or when activated by the captain, they throw anyone that doesn't belong on the ship.

Secret Defender. A ship's captain usually keeps the presence of a ship sentinel secret. In case of a mutiny, the sentinel will defend the captain until a new captain takes their place.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. When activated, the ship sentinel attacks the closest enemy until they are unconscious, at which point it throws them overboard and moves onto the next. They fight until destroyed or ordered to stop by the captain.

Construction

Price: 21,000 gp

Crafting Cost: 10,500 gp

Crafting Time: 20 days

Skill Check: DC 20 woodworker's tools

Spells: *animate objects*, *water breathing*

Ingredients: A wooden ship figurehead treated with water-resistant varnish.



SHIP SENTINEL

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 120 (16d10 + 32)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	2 (-4)	15 (+2)	16 (+3)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

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

Challenge 4 (1,100 XP)

Captain Bound. The ship sentinel serves the captain of the ship it is bound to, not its creator.

Ship Sight. The ship sentinel can see and knows the location of any creature in contact with the ship the sentinel is bound to.

ACTIONS

Multiattack. The construct makes two salty spear attacks.

Salty Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and the target must succeed on a DC 14 Constitution saving throw or have disadvantage on their next attack roll.

SMOKE SENTINEL

A cloud of dark smoke moves through the air, crackling with lightning. It emanates an aura of dread and horror.

Physical Tether. Smoke sentinels are bound to a tether that they retract into when not active. The sentinel appears to have no physical body.

Deterrent. Smoke sentinels guard specific areas from invaders. Long ago they were rumored to be able to take physical forms, but now they can only take an amorphous smoky shape.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct uses magic to confuse or frighten the opposition. If they do not leave, it then moves to Engulf them until dead.

SMOKE SENTINEL

Huge construct, lawful neutral

Armor Class 14

Hit Points 102 (12d12 + 24)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	14 (+2)	10 (+0)	20 (+5)	20 (+5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities grappled, petrified, poisoned, restrained

Senses darkvision 60 ft., passive Perception 15

Languages all

Challenge 7 (2,900 XP)

Amorphous. The construct can occupy another creature's space and vice versa, and the construct can move through a space as narrow as 1 inch wide without squeezing.

Innate casting: The smoke sentinel's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells:

At will: *alter self*, *cause fear*, *detect thoughts*

3/day each: *major image*

Tether. The smoke sentinel is bound to a token, usually a box or totem. The smoke sentinel must stay within 1 mile of this token. Anyone that holds this token gains control over the smoke sentinel.

ACTIONS

Engulf. All creatures in the smoke sentinel's space must make a DC 15 Constitution saving throw, taking 28 (8d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

SHARDSOUL SLAYER

This creature has a slender, sharp body made of prismatic metal.

Shattered Being. Shardsoul slayers are made in groups of three. Each one contains a fragment of an elemental's soul.

Distressful Existence. The process that shattered the elemental's essence causes their distress to echo around the golems for eternity. If a shardsoul slayer is killed, its essence attempts to reform with the other fragments.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks the closest creature. It focuses all of its attacks on one target.

Construction

Price: 70,000 gp

Crafting Cost: 35,000 gp

Crafting Time: 30 days

Skill Check: DC 15 smith's tools

Spells: *animate objects*, *planar binding*, *shatter*

Ingredients: Three shardsoul slayers must be made at the same time. Their bodies must be constructed with special alloys mixed with quicksilver. An elemental must be bound into a crystal prism worth 1,000 gp, and then shattered into three pieces. Each fragment is placed into one of the bodies.

SHARDSOUL SLAYER

Medium construct, chaotic evil

Armor Class 16 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	6 (-2)	3 (-4)	8 (-1)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 6

Languages Understands but can't speak Undercommon
Challenge 5 (1,800 XP)

Disorienting Aura. Creatures that end their turn within 5 feet of the construct must succeed on a DC 13 Wisdom saving throw or be confused as per the *confusion* spell until the end of their next turn.

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

Reuniting Death. When the shardsoul slayer is destroyed, if another shardsoul slayer is within 120 feet, the fragments of their souls combine. The living shardsoul slayer gains one of the following benefits for 1 minute.

1. Gains the benefit of the *haste* spell.
2. Has advantage on all attack rolls.
3. Gains a +2 bonus to AC

ACTIONS

Multiattack. The construct makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) slashing damage.



SHIP IN A BOTTLE

A model of a sailing ship sits inside of a corked glass bottle. Upon closer inspection, you see the ballista begin to arm themselves.

Labor of Love. It takes even wizards a long time to create a ship in a bottle. They manually craft the ship, piece by piece, never resorting to using magic to shrink or enlarge pieces to make it easier.

Living Ship. While the ship is constructed, small sigils are carved on pieces of it. Once completed, the arcane sigils connect, animating the ship. It automatically repairs itself over time and can even defend itself if needed.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The ship prefers to ram enemies, so as to not break the bottle. Once the bottle is broken, it tries to fly out of reach and fire ballista bolts.



SHIP IN A BOTTLE

Tiny construct, chaotic neutral

Armor Class 11
Hit Points 10 (4d4)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	5 (-3)	10 (+0)	13 (+1)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common, Aquan
Challenge 1/8 (25 XP)

Shattered Glass. The first time the construct takes damage or makes a ballista attack, the bottle shatters. All creatures within 5 feet of the construct must make a DC 11 Dexterity saving throw, taking 3 (1d6) piercing damage on a failed save, or half as much damage on a successful one.

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 3 (1d4 + 1) bludgeoning damage.

Ballista. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target.
Hit: 4 (1d6 + 1) piercing damage.

Construction

Price: 6,000 gp or 30,000 gp for an armada

Crafting Cost: 3,000 gp or 15,000 for an armada

Crafting Time: 3 days or 15 days for an armada

Skill Check: DC 25 woodworker's tools

Spells: *animate objects*, *magic jar*

Ingredients: A model ship created by hand and carved with arcane sigils, inside a bottle.

SHIP IN A BOTTLE ARMADA

Medium swarm of Tiny constructs, chaotic neutral

Armor Class 13
Hit Points 54 (12d8)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	10 (+0)	5 (-3)	14 (+2)	15 (+2)

Damage Resistances slashing, piercing
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Common, Aquan
Challenge 3 (700 XP)

Shattered Glass. Whenever the construct takes damage or makes a ballista attack, one of the bottles shatters. All creatures within 5 feet of the construct must make a DC 13 Dexterity saving throw, taking 3 (1d6) piercing damage on a failed save, or half as much damage on a successful one.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bottle. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6 + 3) bludgeoning damage, or 6 (1d6 + 3) bludgeoning damage if the swarm has half of its hit points or fewer.

Ballista. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target.
Hit: 10 (2d6 + 3) piercing damage, or 6 (1d6 + 3) piercing damage if the swarm has half of its hit points or fewer.

SHREDSTORM

Hundreds of adamantine blades whirl around in a tight, twister-like cloud. Lightning flickers within the swarm as it emits a sound like a grinder.

Shrapnel Swarm. A shredstorm is made from adamantine shuriken and sawblades magically bound to each other. The entire swarm can be commanded at once.

Anti-Infantry. These swarms are made to rip people to shreds and cause chaos. They are unleashed in the back lines of their enemies or used to break into barracks where the targets are unprepared.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The shredstorm moves over the nearest enemy and cuts them until they are dead. It will unleash a lightning bolt if it is able to get more than 1 target in the area. They fight until destroyed.

Construction

Price: 85,000 gp

Crafting Cost: 42,500 gp

Crafting Time: 60 days

Skill Check: DC 20 smith's tools

Spells: fly, lightning bolt, magic weapon

Ingredients: 100 adamantine blades.



SHREDSTORM

Large swarm of Tiny constructs, unaligned

Armor Class 13

Hit Points 107 (14d10)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	10 (+0)	1 (-5)	11 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 5 (1,800 XP)

Adamantine Weapons. The shredstorm's weapon attacks are considered magical and adamantine.

Discharge. If the shredstorm uses its Lightning Bolt action, it no longer deals additional lightning damage on Cut attacks until the Lightning Bolt recharges.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a shuriken. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Cut. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 17 (4d6 + 3) slashing damage plus 7 (2d6) lightning damage, or 10 (2d6 + 3) slashing damage plus 3 (1d6) lightning damage if the swarm has half of its hit points or fewer.

Lightning Bolt (Recharge 5-6). The shredstorm fires a lightning bolt in a line 100 feet long and 5 feet wide. All creatures in the area must make a DC 14 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

SILVEREYE MARAUDER

Two glowing, silver eyes appear in the darkness. The rest of the body becomes clear, a metal-plated beast with sharp claws and fangs.

Divine Dogs. These constructs are made in the shape of wolves and are imbued with divine energy. They can unleash blasts of radiant energy from their body.

Harasser. Silvereye marauders are often released near enemy supply lines, where they can spend months attacking vulnerable caravans.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. Silvereye marauders often travel in packs. They will try to flank their enemy using their superior speed and target the most vulnerable. They will also try to herd their foes into groups where they can be targeted by their divine breath.

Construction

Price: 30,000 gp

Crafting Cost: 15,000 gp

Crafting Time: 15 days

Skill Check: DC 15 smith's tools or Religion

Spells: *creation, guiding bolt*

Ingredients: Plates of polished steel, and holy fire summoned during construction.



SILVEREYE MARAUDER

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	2 (-4)	11 (+0)	11 (+0)

Skills Perception +2

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Understands Common but can't speak

Challenge 2 (450 XP)

Keen Hearing and Smell. The silvereye marauder has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce. If the silvereye marauder moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the silvereye marauder can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 8 (1d8 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 7 (1d6 + 4) slashing damage.

Breath Weapon (Recharge 5-6). The silvereye marauder breathes energy in a line 30 feet wide and 5 feet wide. All creatures in the area must make a DC 14 Dexterity saving throw, taking 10 (3d6) radiant damage on a failed save, or half as much damage on a successful one.

SKINSTITCH

This large figure is made from the flesh of different creatures stitched together and stuffed with straw.

Skin Scarecrow. A skinstitch shares similarities with scarecrows, except their bodies are made from rotting flesh. They are sometimes used by necromancers in place of scarecrows.

Vermin Haven. The body of a skinstitch is a home to snakes, spiders, and other vermin. It calls to these creatures, and they find themselves rejuvenated while nearby.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks the closest enemy.

Construction

Price: 6,000 gp

Crafting Cost: 3,000 gp

Crafting Time: 7 days

Skill Check: DC 11 leatherworker's tools

Spells: *false life*, *gentle repose*

Ingredients: Leather made from the skin of humanoids.

SKINSTITCH

Large construct, unaligned

Armor Class 9

Hit Points 59 (7d10 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances cold, lightning

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages -

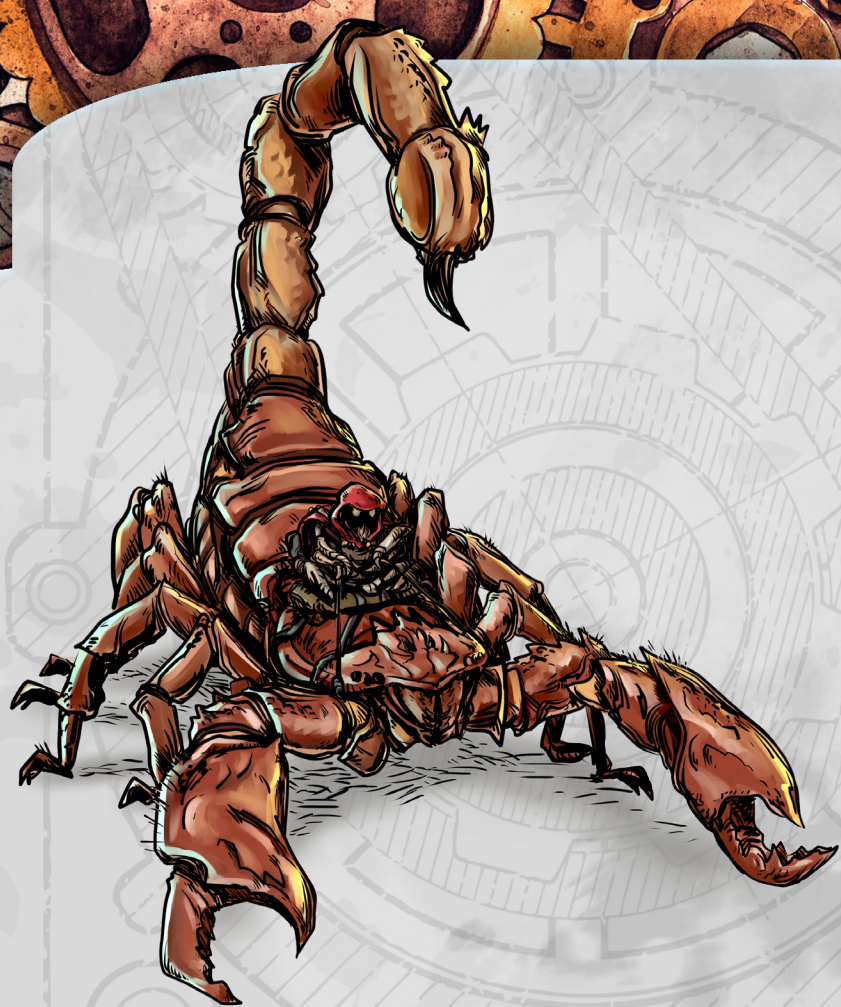
Challenge 2 (450 XP)

Vermin Nest. Swarms of vermin like snakes and bugs can share the same space as the skinstitch. When they end their turn in a space with a skinstitch, they regain 5 (1d10) hit points.

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.





SKULL RIPPER

Scuttling toward you is an oversized scorpion made of skulls, some old, and some fresh with still-rotting skin. It has a wicked curved stinger dripping in poison.

Old Ossuaries. Skull rippers were created to guard ossuaries. Most of these locations have fallen into ruin and ancient history, but occasionally an opening to these places appears and the skull rippers crawl out.

Beheader. Skull rippers get their name from their preferred way of dispatching victims. They grasp them in their large pincers, applying pressure until the head pops off. They then add the head to their body.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks the closest enemy. If it has a creature grappled in its claws, it attempts to Behead them.

SKULL RIPPER

Large construct, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	5 (-3)	13 (+1)	12 (+1)

Skills Stealth +7

Damage Vulnerabilities bludgeoning

Damage Resistances cold

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Understands Common but can't speak

Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The construct can use its Frightful Presence. It then makes two claw attacks or one behead, and then one sting attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a Large or smaller creature, they are grappled (escape DC 17). The construct can have one creature grappled at a time.

Sting. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage and the target must succeed on a DC 16 Constitution saving throw or take 21 (6d6) poison damage.

Behead. One creature grappled by the skull ripper must make a DC 17 Strength saving throw, taking 26 (6d6 + 5) slashing damage on a failed save, or half as much damage on a successful one. If a creature is reduced to 0 hit points or lower from this ability, they are beheaded and instantly killed (assuming they can't survive without a head).

Frightful Presence. Each creature of the construct's choice that is within 30 feet of the construct and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the construct's Frightful Presence for the next 24 hours.

Construction

Price: 50,000 gp

Crafting Cost: 25,000 gp

Crafting Time: 50 days

Skill Check: DC 20 Medicine

Spells: *animate dead, fear, geas*

Ingredients: Enough skulls to form a Large body.

SLAUGHTERSTONE BEHEMOTH

This towering construct resembles a large, six-legged beast carved from stone. The ground trembles with each step.

Thundering Steps. Slaughterstone behemoths are incredibly dense and heavy. Each step they take shakes the ground, and they can be felt moving from a mile away.

Dwarven Origin. Dwarves were the original creators of these creatures, although the secret of their creation has spread. Despite their large size, they can maneuver in tight spaces.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The slaughterstone behemoth is very simple. It moves toward the first enemy it sees and attacks until they are no longer a threat.

Construction

Price: 170,000 gp

Crafting Cost: 85,000 gp

Crafting Time: 55 days

Skill Check: DC 25 mason's tools

Spells: *geas*, *stoneskin*

Ingredients: A single block of hard stone weighing at least 10,000 lbs.



SLAUGHTERSTONE BEHEMOTH

Huge construct, unaligned

Armor Class 18 (natural armor)

Hit Points 232 (16d12 + 128)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	26 (+8)	3 (-4)	11 (+0)	1 (-5)

Damage Resistances acid, cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 11 (7,200 XP)

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

Thunder Step. Any creature within 5 feet of the behemoth while it moves must succeed on a DC 19 Dexterity saving throw or fall prone. A creature only makes this save once per turn, regardless of how much the behemoth moves.

Tunnel Fighting. The behemoth doesn't suffer any penalties for squeezing into smaller spaces.

ACTIONS

Multiattack. The construct makes two Crushing Claw attacks.

Crushing Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage and the target must succeed on a DC 19 Constitution saving throw or have disadvantage on their next attack roll during their next turn.

SLAUGHTERSTONE EVISCERATOR

The large construct has six squat legs and four large, serrated blades as arms. They whirl around in a dervish as the creature bounds forward.

Stronghold Defender. These constructs were originally created by the dwarves to defend their homes, but now the other civilizations of the underground are creating their own versions.

Bladed Death. Slaughterstone eviscerators are skilled at tearing through infantry. They have no ability to deal with ranged attacks, so they are often supported with archers and spellcasters.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The slaughterstone eviscerator attacks the nearest creature until it is no longer a threat.

Construction

Price: 170,000 gp

Crafting Cost: 85,000 gp

Crafting Time: 50 days

Skill Check: DC 25 mason's tools

Spells: *geas*, *stoneskin*

Ingredients: A single block of hard stone weighing at least 5,000 lbs.

SLAUGHTERSTONE EVISCERATOR

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 30 ft.

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

Damage Resistances acid, cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 10 (5,900 XP)

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

Tunnel Fighting. The eviscerator doesn't suffer any penalties for squeezing into smaller spaces.

ACTIONS

Multiattack. The construct makes four attacks with its serrated blades.

Serrated Blades. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.



SOUL GUARDIAN

This towering construct has runes carved into its metallic body and glowing blue eyes.

SOUL GUARDIAN

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 189 (15d10 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	8 (-1)	11 (+0)	3 (-4)

Damage Vulnerabilities radiant

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, paralyzed, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages understands commands given in any language but can't speak

Challenge 10 (5,900 XP)

Bound. The soul guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

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

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

Necrotic Absorption. Whenever the guardian is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

Regeneration. The soul guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The construct makes two fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Soul Shriek (Recharge 5-6). The soul guardian unleashes a thunderous shriek in a 15-foot cone. All creatures in the area must make a DC 17 Wisdom saving throw, taking 35 (10d6) thunder damage and being stunned until the end of the soul guardian's next turn on a failed save, or half as much damage and no stun on a successful one.

REACTIONS

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

Soul-based Guardian. Soul guardians are similar to shield guardians, but are animated by the souls trapped inside. Their creators hold little regard for life and sacrifice prisoners and slaves as the fuel.

Assigned Command Charm. Each soul guardian is connected to a specific command amulet. The personal information of each owner is inscribed into the amulet and possessing another person's amulet is a serious crime. They operate as a form of identification among the wealthy.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The soul guardian prioritizes defending its owner. It uses Soul Shriek whenever possible and obeys orders from the person holding the command amulet.

Construction

Price: 80,000 gp

Crafting Cost: 40,000 gp

Crafting Time: 70 days

Skill Check: DC 18 smith's tools

Spells: *geas, hold monster, magic jar*

Ingredients: A body made of metal and soulstones filled with at least a dozen souls.



SOULBOUND DOLL

The small doll moves around on its own, holding a dull knife.

Soul Fragments. Soulbound dolls straddle the line between magical construction and necromancy. They require a fragment of a soul, which is imbedded into the doll and animates it.

Scrubbed Personality. Only a fragment of a soul can be used in a soulbound doll, as larger pieces of souls are too powerful to be bound. The process of creating a soulbound doll erases any personality the soul once had, although echoes of it still emerge occasionally.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks the closest enemy, using its spells intelligently. It will flee if badly injured.

Construction

Price: 4,000 gp

Crafting Cost: 2,000 gp

Crafting Time: 2 days

Skill Check: DC 15 tinker's tools

Spells: *false life*, *geas*, *magic jar*

Ingredients: A doll body and a fragment of a soul trapped in a gem.

SOULBOUND DOLL

Tiny construct, any neutral

Armor Class 11

Hit Points 20 (8d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	9 (-1)

Damage Immunities poison

Condition Immunities petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Alignment Variation. The soulbound has one additional spell they can cast 1/day based on their alignment:

Chaotic Neutral. *enhance ability*

Lawful Neutral. *suggestion*

Neutral. *sleep*

Neutral Evil. *inflict wounds*

Neutral Good. *heroism*

Fragile Mind. The soulbound has disadvantage on any checks to resist mind affecting abilities.

Innate casting: The soulbound's innate spellcasting ability is Wisdom (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells:

At will: *light*, *mage hand*, *prestidigitation*

1/day: *levitate*

Soul Focus. The soulbound's soul is something incorporated into the doll's design, like its eye. As long as the focus is not destroyed, it can be used to animate a new doll with the same soul.

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.



SOULBOUND MANNEQUIN

The mannequin wears a mask on its face.

Improved Soulbound. Soulbound mannequins are improvements on the designs of soulbound dolls. They are built with an entire soul instead of a fragment.

Whole Personality. Mannequins keep the personality of the soul that was used in their construction. They don't retain memories, but they can alter their appearance to look like the person whose soul they contain. They also carry masks to conceal their blank faces.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks the closest enemy, using its spells intelligently. It will flee if badly injured.

Construction

Price: 16,000 gp

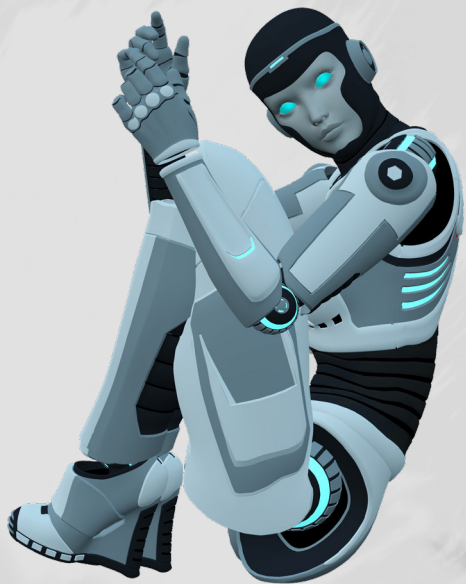
Crafting Cost: 8,000 gp

Crafting Time: 10 days

Skill Check: DC 17 tinker's tools

Spells: *disguise self*, *false life*, *magic jar*

Ingredients: A mannequin body and a whole soul trapped in a gem.



SOULBOUND MANNEQUIN

Medium construct, any neutral

Armor Class 13

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

Skills Intimidation +1, Perception +2

Damage Immunities poison

Condition Immunities petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 3 (700 XP)

Alignment Variation. The soulbound has one additional spell they can cast 1/day based on their alignment:

Chaotic Neutral. *confusion*

Lawful Neutral. *fear*

Neutral. *hold monster*

Neutral Evil. *enervation*

Neutral Good. *greater invisibility*

Fragile Mind. The soulbound has disadvantage on any checks to resist mind affecting abilities.

Innate casting: The soulbound's innate spellcasting ability is Wisdom (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells:

At will: *light*, *mage hand*, *prestidigitation*

1/day each: *disguise self* (only the appearance of the bound soul), *levitate*

Soul Focus. The soulbound's soul is something incorporated into the mannequin's design, like its eye. As long as the focus is not destroyed, it can be used to animate a new mannequin with the same soul.

ACTIONS

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

SOULBOUND SHELL

A soulbound shell is a humanoid figure with a sleek porcelain body. Small cracks appear on its body, revealing a glowing energy beneath.

Perfected Soulbound. Soulbound shells are the ultimate soulbound creatures, perfectly merging the soul and body into a new entity.

SOULBOUND SHELL

Medium construct, any alignment

Armor Class 11 (14 with mage armor)

Hit Points 110 (20d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	12 (+1)	20 (+5)	10 (+0)	13 (+1)

Skills Arcana +8, Deception +4, Perception +3

Damage Immunities poison

Condition Immunities petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Deep Speech, Draconic

Challenge 6 (2,300 XP)

Alignment Variation. The soulbound has one additional spell they can cast 1/day based on their alignment. They can use their spellcasting DC or to hit bonus for this spell:

Chaotic Neutral. *confusion*

Lawful Neutral. *fear*

Neutral. *hold monster*

Neutral Evil. *enervation*

Neutral Good. *greater invisibility*

Fragile Mind. The soulbound has disadvantage on any checks to resist mind affecting abilities.

Spellcasting: The soulbound is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The soulbound has the following spells prepared:

Cantrips (at will): *acid splash*, *mage hand*

1st level (4 slots): *charm person*, *grease*, *mage armor*, *unseen servant*, *hideous laughter*

2nd level (3 slots): *mirror image*

3rd level (3 slots): *fly*, *lightning bolt*, *stinking cloud*

4th level (3 slots): *black tentacles*, *fire shield*

5th level (2 slots): *cloudkill*, *dominate person*, *passwall*

6th level (1 slot): *disintegrate*

Soul Focus. The soulbound's soul is something incorporated into the shell's design, like its eye. As long as the focus is not destroyed, it can be used to animate a new shell with the same soul.

ACTIONS

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Unique Personality. A soulbound shell creates a new, unique personality when it is formed. It is a master of magic and is able to use the soul bound inside it to fuel its magical spells.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks intelligently, using its spells to overwhelm foes. It will flee if badly injured or clearly outmatched.

Construction

Price: 120,000 gp

Crafting Cost: 60,000 gp

Crafting Time: 60 days

Skill Check: DC 20 tinker's tools

Spells: *false life*, *magic jar*, *mending*, *stoneskin*

Ingredients: A Medium-sized porcelain body and a whole soul trapped in a gem.



STEEL KRAKEN

Writhing steel tentacles rise from the water. The metallic body of this squid-like construct appears soon after.

Aquatic Patrols. These machines were designed to patrol the sea during war and attack any foreign ships. When the war ended, there wasn't an easy way to reclaim these kraken, so they still patrol certain waters.

Broken Programming. In the years since their original construction, the internal programming of these machines has degraded, and they now attack any ship, regardless of their colors.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The steel kraken lurks underwater, only making its presence known when it attacks. It keeps most of its body underwater and tries to grab as many creatures as possible to get the most use out of Constrict.

Construction

Price: 60,000 gp

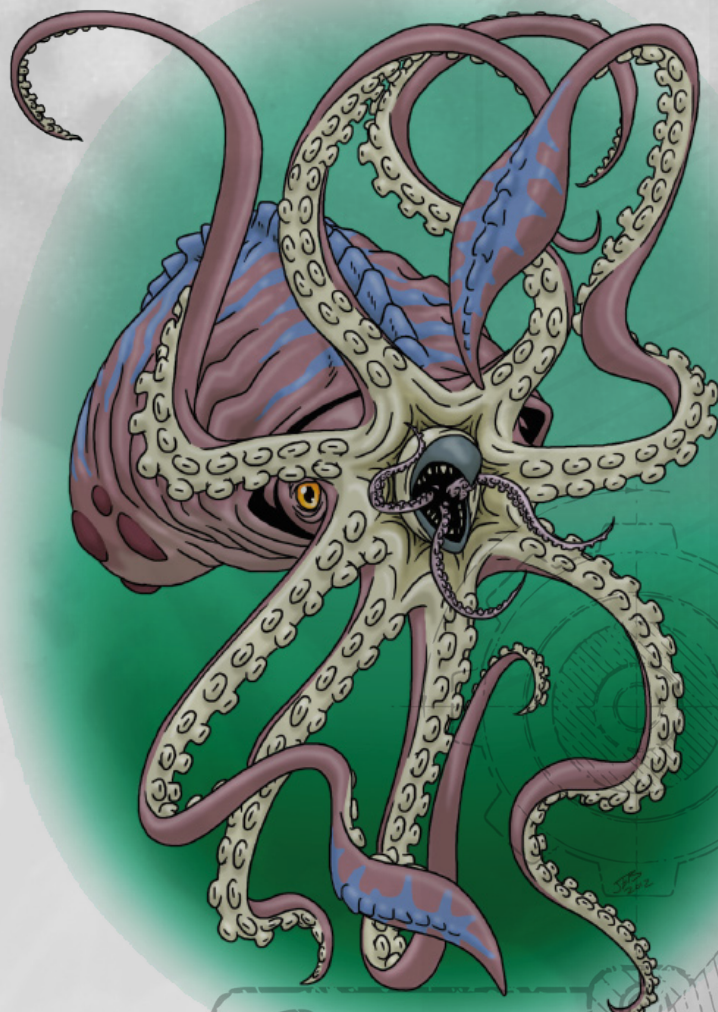
Crafting Cost: 30,000 gp

Crafting Time: 50 days

Skill Check: DC 20 smith's tools

Spells: *Evard's black tentacles*, *water breathing*

Ingredients: Waterproof steel plates and the beak of a giant squid.



STEEL KRAKEN

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 150 (12d12 + 72)

Speed 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	3 (-4)	11 (+0)	1 (-5)

Damage Resistances cold, fire

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The construct makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage and if the target is a Huge or smaller creature, they are grappled (escape DC 118). Until this grapple ends, the target is restrained. The steel kraken has ten tentacles, each of which can grapple one target.

Constrict. All targets grappled by the steel kraken must make a DC 18 Strength saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

TAOZIN

This stone figure is carved into the likeness of a lion or tiger and is covered in runes.

Gluttonous Guardian. Taozin represent gluttony. Their stomach is a portal to an extradimensional space, which grows to fit whatever is swallowed. Skeletons, armor, and other items from centuries ago can be found inside.

TAOZIN

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 247 (26d10 + 104)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	3 (-4)	14 (+2)	6 (-2)

Skills Perception +6

Damage Vulnerabilities thunder

Damage Resistances acid, cold, fire, lightning

Damage Immunities poison

Condition Immunities petrified, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages -

Challenge 10 (5,900 XP)

Pounce. If the taozin moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the taozin can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The construct makes two claw attacks and a bite or swallow attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage and if the target is a Large or smaller creature, they are grappled (escape DC 17).

Swallow. The taozin makes a bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, and the target is swallowed, and the grapple ends. While swallowed, the creature finds itself inside a small pocket dimension shaped like a stone prison. There is no air inside the pocket dimension, and creatures inside begin suffocating.

If the taozin takes 25 damage or more on a single turn from a creature inside it, the taozin must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the taozin. If the taozin dies, its body bursts open, spilling everything it swallowed around it.

Prowler. Taozin were formed in the likeness of and behave like tigers. They are still used to guard areas, but they rarely stay still for long.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct prefers to pounce on enemies from stealth, biting them and swallowing them into its extradimensional stomach.

Construction

Price: 100,000 gp

Crafting Cost: 50,000 gp

Crafting Time: 70 days

Skill Check: DC 25 mason's tools

Spells: *geas*, *plane shift*

Ingredients: 1,200 lbs. of marble.



TATTOO GUARDIAN

The glowing runes covering the dwarf's body rise off of their skin.

Useful Tattoo. Tattoo guardians are more than decorative: they act as surprise defenders of the person they are bound to.

Shifting Form, Unchanging Design. Tattoo guardians are magically animated ink, and therefore are able to bend and morph. However, they always revert back to their original design. Tattoos are permanent, after all.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct remains worn on its bound companion unless ordered to perform an action or if it senses danger. It will attack whatever is threatening its companion, and prioritizes their safety over all else.

Construction

Price: 14,000 gp

Crafting Cost: 7,000 gp

Crafting Time: 1 day

Skill Check: DC 11 calligrapher's supplies

Spells: darkness, illusory script

Ingredients: Magically treated ink.



TATTOO GUARDIAN

Medium construct, unaligned

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	13 (+1)

Saving Throws Dex +4

Skills Perception +3

Condition Immunities charmed, exhaustion, grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 13

Languages Understands Common but can't speak

Challenge 1/4 (50 XP)

Amorphous. The construct can move through a space as narrow as 1 inch wide without squeezing.

Worn. The tattoo guardian is bound to a specific creature and worn like a tattoo. The construct can share the space of the creature it is bound to. When it does so, it moves with the creature it is bound to, and when they take damage, the tattoo guardian takes half of their damage.

ACTIONS

Ink Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

TAXIDERMY GRIZZLY BEAR

The grizzly bear's movements are stiff, and you can see obvious stitching across its body.

Not Quite Necromancy. Individuals that create taxidermy animals don't want to bring an animal back to life, but rather want to preserve part of what made it unique. It doesn't turn out very well.

Lifeless. It is quickly obvious that taxidermy animals are not real. They only act when ordered and move unnaturally.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct only does what it is ordered to do. It has no sense of self.

Construction

Price: 5,000 gp

Crafting Cost: 2,500 gp

Crafting Time: 5 days

Skill Check: DC 13 leatherworker's tools

Spells: *animate objects*, *enhance ability*

Ingredients: A taxidermy of the creature being created.



TAXIDERMY GRIZZLY BEAR

Large construct, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 11

Languages Understands Common but can't speak

Challenge 1 (200 XP)

ACTIONS

Multiattack. The construct makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 11 (2d6 + 4) slashing damage.

TERRA-COTTA SOLDIER

A terra-cotta soldier is made from terracotta and shaped into the form of a soldier.

Guardian Legion. Terra-cotta soldiers are always made in groups and are usually left to protect the tomb of a powerful ruler.

Bane of Tomb Robbers. Terra-cotta soldiers can stand vigil for hundreds of years. When archaeologists or tomb raiders stumble upon the soldiers, they activate and destroy the intruders.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The soldiers work together to destroy the closest foes.

Construction

Price: 19,000 gp

Crafting Cost: 9,500 gp

Crafting Time: 10 days

Skill Check: DC 14 potter's tools

Spells: *animate objects, enhance ability, magic weapon, geas*

Ingredients: 600 lbs. of clay covered in red glaze.



TERRA-COTTA SOLDIER

Medium construct, unaligned

Armor Class 13

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	1 (-5)	11 (+0)	1 (-5)

Damage Vulnerabilities bludgeoning, thunder

Damage Immunities fire, poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands Common but can't speak

Challenge 3 (700 XP)

Keen Weapons. At the start of each of the terra-cotta soldier's turns, their critical hit range increases by 1. Once the terra-cotta soldier scores a critical hit, their range resets back to its normal value.

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.



TIBERLOITH

Huge construct, unaligned

Armor Class 16 (natural armor)

Hit Points 210 (20d12 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	1 (-5)	12 (+1)	1 (-5)

Damage Resistances lightning

Damage Immunities acid, psychic

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 11

Languages Understands Common but can't speak

Challenge 10 (5,900 XP)

Leaking Acid. When the tiberloith is reduced to half of its hit points or fewer (105), it begins leaking acid. It deals an extra 14 (4d6) acid damage on all of its melee attacks.

Spell Trap. When the tiberloith fails a saving throw against a spell that it is the only target of, the spell is cancelled and its power is stored in the tiberloith's runes. The tiberloith can only have 1 spell stored at a time. When a new spell is stored, the first one affects the tiberloith as if it had failed the saving throw. Trapped spells dissipate after a short rest.

ACTIONS

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Shockwave (Recharge 5-6). The tiberloith unleashes a burst of electricity in a 30-foot radius around it. All creatures in this area must make a DC 16 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one.

TIBERLOITH

This towering stone figure is held together by roots and vines and leaks a green fluid.

Leaky. Tiberloith are filled with a strange alchemical liquid similar to acid. It leaks through the cracks that have appeared in their body over years. It also generates electricity.

Aquatic Disaster. The civilizations that created tiberloith appear to have suffered from an ancient flood. Most of their old cities are found underwater, with just the heads of the tiberloith peeking through.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks the closest enemy, using Shockwave when possible.

Construction

Price: 48,000 gp

Crafting Cost: 24,000 gp

Crafting Time: 60 days

Skill Check: DC 18 mason's tools

Spells: *acid arrow, stone shape*

Ingredients: 10,000 lbs. of stone with roots and vines covered in a preserving solution.

TOPHET

This humanoid figure made of bronze has a distended jaw. As it moves toward you, the jaw continues to open even further, taking up most of the creature's body.

Punishment. Tophets are used as implements of torture or punishment. The victim is swallowed by the tophet, which is then placed over a fire. The tophet is immune to the fire, but the creature inside begins to burn.

Locked Door. Tophets have a special door that prevents swallowed creatures from escaping. It only opens when the lock is picked, or when the tophet swallows another creature.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks the closest enemy, swallowing them when possible.

Construction

Price: 45,000 gp

Crafting Cost: 22,500 gp

Crafting Time: 25 days

Skill Check: DC 14 smith's tools

Spells: *absorb elements, enhance ability*

Ingredients: 3,000 lbs. of bronze heated by fire from the Plane of Fire.

TOPHET

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	2 (-4)	12 (+1)	1 (-5)

Damage Immunities fire, poison, psychic

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Understands Common but can't speak

Challenge 3 (700 XP)

Conduct Heat. The tophet is immune to fire damage, but any creature swallowed by it takes the fire damage the tophet would have taken instead.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and if the target is a Large or smaller creature, they are grappled (escape DC 15). The tophet can have one creature grappled at a time.

Swallow. The tophet makes a bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, and it has total cover against attacks and other effects outside the tophet. The inside of the tophet has a small locked latch that prevents escape. A successful DC 15 check with thieves' tools can unlock the door and allow the creature to escape using 10 feet of movement, ignoring the restrained condition. The door then locks once again. If the tophet takes 15 damage or more on a single turn from a creature inside it, the tophet must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the tophet. If the tophet dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, ending prone.

The tophet can have one creature swallowed at a time.

TOPIARY GUARDIAN (TEMPLATE)

This bush is trimmed into the likeness of an animal.

Plant-Based Construct. Topiary guardians are both plants and constructs. They are created from natural, still-living plants, but are animated with arcane magic. Druids find these creatures abhorrent.

Garden Guardians. Topiary guardians serve two purposes. They are both beautiful to look at and effective guards. They can feel footsteps from far away and will attack intruders.

Construct Nature. The construct doesn't require sleep.

Tactics. Topiary guardians remain motionless unless a trespasser comes within reach. They attack until a target is unconscious and only deal lethal damage if ordered to.

BOAR TOPIARY GUARDIAN

Medium construct, unaligned

Armor Class 11 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Damage Vulnerabilities fire
Condition Immunities charmed, exhaustion, frightened
Senses tremorsense 90 ft., passive Perception 9
Languages -
Challenge 1/4 (50 XP)

Charge. If the topiary guardian moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

False Appearance. While the topiary guardian remains motionless, it is indistinguishable from a topiary bush.

Plant-Based. The topiary guardian also counts as a plant and is affected by abilities that target or affect plants.

Relentless (Recharges after a Short or Long Rest). If the topiary guardian takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) slashing damage.

TOPIARY GUARDIAN TEMPLATE

Any beast can be a topiary guardian. A topiary guardian retains all the statistics of a normal beast of its type except as noted below.

- **Alignment.** The topiary guardian's alignment becomes unaligned.
- **Type.** The topiary guardian's type becomes construct.
- **Damage Vulnerabilities.** The topiary guardian has vulnerability to fire damage.
- **Condition Immunities.** The topiary guardian gains immunity to the charmed, exhaustion, and poisoned conditions.
- **Plant-Based.** The topiary guardian also counts as a plant for any spells or abilities that target or affect plant creatures.
- **False Appearance.** While the topiary guardian remains motionless, it is indistinguishable from a normal topiary bush.
- **Tremorsense.** The topiary guardian gains tremorsense 90 ft.

Construction

Price: 8,000 gp (boar), 10,000 gp (lion), 40,000 gp (triceratops)

Crafting Cost: 4,000 gp (boar), 5,000 gp (lion), 20,000 gp (triceratops)

Crafting Time: 2 days (boar), 4 days (lion), 10 days (triceratops)

Skill Check: DC 10 (boar), DC 13 (lion), or DC 15 (triceratops) herbalism kit

Spells: *awaken, geas*

Ingredients: A bush trimmed into a topiary of the size and shape of the creature the template is being applied to. The topiary must be treated with a miraculous type of fertilizer to help it grow.

LION TOPIARY GUARDIAN

Large construct, unaligned

Armor Class 12
Hit Points 26 (4d10 + 4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4
Damage Vulnerabilities fire
Condition Immunities charmed, exhaustion, frightened
Senses tremorsense 90 ft., passive Perception 13
Languages -
Challenge 1 (200 XP)

False Appearance. While the topiary guardian remains motionless, it is indistinguishable from a topiary bush.

Keen Smell. The topiary guardian has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The topiary guardian has advantage on an attack roll against a creature if at least one of the guardian's allies is within 5 feet of the creature and the ally isn't incapacitated.

Plant-Based. The topiary guardian also counts as a plant and is affected by abilities that target or affect plants.

Pounce. If the topiary guardian moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the topiary guardian can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the topiary guardian can long jump up to 25 feet.

ACTIONS

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) slashing damage.



TRICERATOPS TOPIARY GUARDIAN

Huge construct, unaligned

Armor Class 13 (natural armor)
Hit Points 95 (10d12 + 30)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+1)	5 (-3)

Damage Vulnerabilities fire
Condition Immunities charmed, exhaustion, frightened
Senses tremorsense 90 ft., passive Perception 11
Languages -
Challenge 5 (1,800 XP)

False Appearance. While the topiary guardian remains motionless, it is indistinguishable from a topiary bush.

Plant-Based. The topiary guardian also counts as a plant and is affected by abilities that target or affect plants.

Trampling Charge. If the topiary guardian moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the topiary guardian can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 24 (4d8 + 68) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 22 (3d10 + 6) bludgeoning damage.

TUPIT

This small creature is made from carved bone. It clatters as it moves, and it is decorated with scrimshaw.

Built in Secrecy. Tupit are built in secret and are designed to eradicate their creator's enemies and rivals. Secrecy is required, for if anyone discovers the tupit while it is being made, the process fails.

Speedy Assassin. Tupit are possessed by nearby spirits when their construction is complete. This grants them a supernatural speed, which they use to quickly tear their enemies apart.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks from stealth, using *invisibility* to get close to its target. It focuses attacks on one creature at a time, and will flee if badly injured, typically turning invisible and running to the nearest body of water.

Construction

Price: 60,000 gp

Crafting Cost: 30,000 gp

Crafting Time: 50 days

Skill Check: DC 20 woodcarver's tools

Spells: *geas*, *locate creature*

Ingredients: 30 lbs. of bone and scrimshaw carvings.

The tupit must be built in secrecy. If the construction is discovered, it fails.

TUPIT

Small construct, chaotic evil

Armor Class 15 (natural armor)

Hit Points 156 (24d6 + 72)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

Skills Perception +4, Stealth +7, Survival +4

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

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

Challenge 7 (2,900 XP)

Scrimshaw Magic. When the tupit is created, it can have a single spell of 2nd level or lower scribed onto its body as runes if the creator knows the spell. The tupit can cast this spell 3 times per day. *Invisibility* is a common spell.

Seek Target. The tupit can be given a piece of another creature (hair, blood, etc.) to identify as a target. The tupit knows the location of this creature and can identify them upon sight. It can't have a new target until the current one is dead. The tupit has advantage on any checks made to find this target.

ACTIONS

Multiattack. The construct makes three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 17 (3d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 14 (2d6 + 4) slashing damage.



UMBRAL SPY

Umbral spies are made of living shadow. They appear like a three-dimensional shadow of whoever their creator was.

Body of Shadows. Umbral spies have bodies made of physical shadow. They can become nearly invisible in darkness and can attach themselves to the shadow of another creature.

Fear the Light. Umbral spies are afraid of the day in the same way that other creatures are afraid of the night. They find comfort when attached to the shadow of their creator.



Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct tries to attack from stealth. It will sneak in close to deliver an incorporeal touch, and then retreat to set up another attack. They can keep up this tactic until the target is dead or the umbral spy fears for its safety.

Construction

Price: 11,000 gp

Crafting Cost: 5,500 gp

Crafting Time: 20 days

Skill Check: DC 15 alchemist's supplies

Spells: *animate dead*, *shadow blade* or *shadow of moil*

Ingredients: Shadowstuff from the Shadowfell, powdered onyx, and the bones of a creature with the shapechanger subtype.

UMBRAL SPY

Small construct, neutral

Armor Class 14

Hit Points 54 (12d6 + 12)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	12 (+1)	5 (-3)	12 (+1)	13 (+1)

Skills Perception +3, Stealth +6

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison

Condition Immunities grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 13

Languages knows one language of its creator

Challenge 4 (1,100 XP)

Amorphous. The umbral spy can move through a space as narrow as 1 inch wide without squeezing.

Shadow Bond. The umbral spy can attempt to meld into the shadow of another creature. The spy must be hidden and adjacent to a creature with a shadow. The target must make a DC 11 Charisma saving throw. On a failed save, the spy bonds with their shadow. Once bonded, the spy is undetectable by scrying and normal vision. It still keeps its senses, and can leave at any time. The target can repeat the saving throw at the end of each of their long rests, expelling the spy from their shadow on a successful save.

Shadow Stealth. While in dim light or darkness, the umbral spy can take the Hide action as a bonus action.

ACTIONS

Incorporeal Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) necrotic damage.

URANNAG

The rusty iron cage unfolds like a flower, revealing mechanical arms ending in shears, spears, and saws.

Abyssal Trap. Urannag are a mix between a mechanical ambush predator and a living trap. They sprout like weeds in the Abyss.

Consume Prey. As a mechanical creature, urannag don't need to eat to function, but they act like they do. When they trap a creature, they close up until the victim dies and decomposes, before lying in wait for the next victim.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks from surprise, triggering its Encage ability when something enters its space. It then tries to grab as many creatures as possible to pull them into its space before using Encage again.

Construction

Price: 70,000 gp

Crafting Cost: 35,000 gp

Crafting Time: 60 days

Skill Check: DC 18 mason's tools

Spells: *geas*, *planar binding*

Ingredients: 2,000 lbs. of iron treated with Abyssal ointments. The iron must be heated above an Abyssal fire, which imbues the urannag with the properties of the Abyss.

URANNAG

Huge construct, chaotic evil

Armor Class 17 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	2 (-4)	15 (+2)	2 (-4)

Skills Perception +6, Stealth +4

Damage Immunities poison

Condition Immunities blinded, charmed, frightened, petrified, poisoned

Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 16

Languages Understands Common and Abyssal but can't speak
Challenge 10 (5,900 XP)

Living Trap. Abilities or spells that work on traps also work on the urannag. The urannag can occupy another creature's space and vice versa. A successful DC 12 thieves tools check as an action against the urannag imposes disadvantage on all of its checks and attacks until the end of the urannag's next turn.

ACTIONS

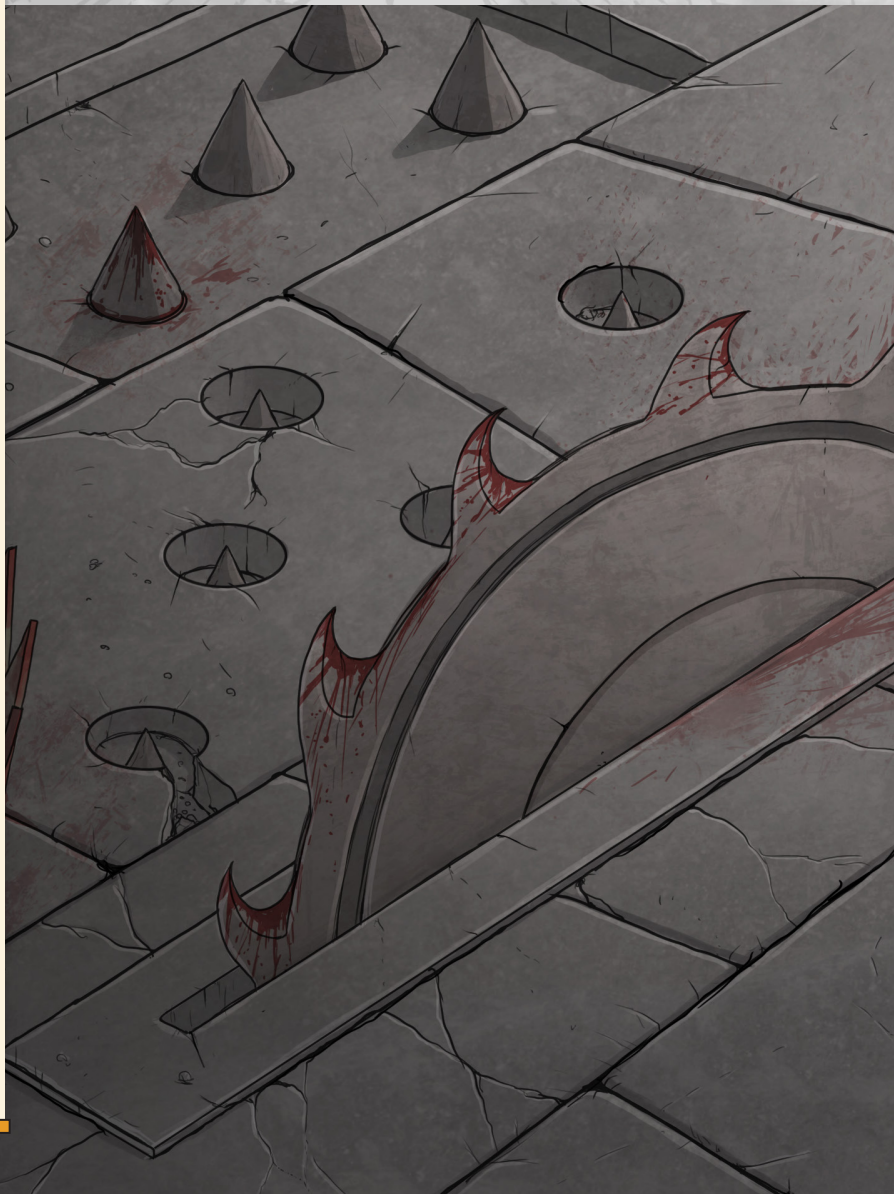
Multiattack. The construct makes three claw attacks.

Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 16 (3d6 + 6) slashing damage and if the target is a Huge or smaller creature, it is grappled (escape DC 18). The urannag loses one claw attack for every creature it has grappled.

Pull. All creatures grappled by the urannag must succeed on a DC 18 Strength saving throw or be pulled into the urannag's space.

REACTIONS

Encage. When a creature enters the urannag's space, it closes around them like a trap. All creatures in its space must succeed on a DC 18 Dexterity saving throw or be restrained by the urannag. While restrained in this way, the target takes 7 (2d6) slashing damage at the start of each of its turns. A restrained creature can attempt a DC 12 thieves' tools check to escape or deal 20 damage to the urannag to break through and escape.



WARFORGED TITAN

These massive war machines charge through the battlefield, one arm with an embedded axe and the other a maul.

Early Warforged. These constructs were among the earliest of warforged designs. They possess a simple level of intelligence, similar to that of a beast.

Line Breaker. Warforged titans were designed to break the lines of an enemy. They charge through their foes without a thought to the damage they take in return.

Construct Nature. The construct doesn't require air, food, or drink.

Tactics. The titan charges through as many creatures as possible. It tries to utilize its Charge frequently and doesn't avoid opportunity attacks.

Construction

Price: 150,000 gp

Crafting Cost: 75,000 gp

Crafting Time: 90 days

Skill Check: DC 25 smith's tools

Spells: *heat metal, investiture of stone*

Ingredients: 30,000 lbs. of steel and iron forged in a diamond press.

WARFORGED TITAN

Huge construct, unaligned

Armor Class 20 (natural armor)

Hit Points 162 (12d12 + 84)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	24 (+7)	3 (-4)	11 (+0)	1 (-5)

Saving Throws Str +12, Con +11

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 9 (3,900 XP)

Charge. If the warforged titan moves at least 25 feet straight toward a target and then hits it with a weapon attack on the same turn, the target takes an extra 10 (3d6) damage.

Heavy Plating. The warforged titan has resistance to all damage from opportunity attacks.

ACTIONS

Multiattack. The construct makes two Axe and Maul attacks.

Axe and Maul. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) bludgeoning or slashing damage.

Trample. The warforged titan can move up to its speed in a straight line, moving through the space of Huge or smaller creatures. All Huge or smaller creatures the warforged titan moves through must make a DC 20 Dexterity saving throw, taking 17 (5d6) bludgeoning damage on a failed save, or half as much damage on a successful one.



WARMONGER

This towering war machine is covered in heavy metal plating and has arms ending in a scythe, flail, pick, and crossbow.

Battle Ender. Warmongers are deployed to put an end to a long conflict. They methodically tear across the battlefield, killing all in their way.

Battle Master. Although warmongers possess only a simple intelligence, they have an uncanny grasp of battlefield tactics and maneuvers. They adapt their fighting style to overcome anyone that stands against them.

Construct Nature. The construct doesn't require air, food, drink, or sleep.



WARMONGER

Huge construct, unaligned

Armor Class 20 (natural armor)

Hit Points 270 (20d12 + 140)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	16 (+3)	24 (+7)	3 (-4)	18 (+4)	10 (+0)

Saving Throws Dex +8, Wis +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., passive Perception 14

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

Challenge 16 (15,000 XP)

ACTIONS

Multiattack. The construct makes three attacks: one with each of its melee attacks or three heavy crossbow attacks.

Flail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage.

Pick. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage.

Scythe. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 28 (3d12 + 9) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +14 to hit, range 100/400 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage.

Tactics. The construct begins by assuming that its enemies are weak and easily killed, spreading its attack against all available targets. Once it realizes that it faces a serious threat, it changes tactics accordingly.

Construction

Price: 350,000 gp

Crafting Cost: 175,000 gp

Crafting Time: 160 days

Skill Check: DC 18 mason's tools

Spells: *fabricate, geas, wish*

Ingredients: The materials to create a warmonger must be taken from a battlefield. The contents of an armory must be provided during construction.

WARMONGER WASP

This construct has metal plating but an organic body. It buzzes as it flies, and lightning crackles around its body.

Abyssal Grown. Warmonger wasps are from the Abyss and are grown instead of created. Their bodies feature both biological and mechanical parts.

Air Support. Warmonger wasps are often used in large scale battles in the Abyss, firing lightning bolts from high in the sky. Few demons have resistances to lightning, so they have taken to fleeing for cover when a squadron of wasps appear.

Papers Please. When deployed to the mortal plane, warmonger wasps patrol large areas and kill anyone they see. They will spare creatures traveling with demons, that have a symbol of a demon lord, or that can speak Abyssal.

Tactics. Warmonger wasps prefer to fly at a distance and dip down to fire a static discharge, then retreat back into the air. If they are up against serious ranged firepower, they will zoom into melee to sting the enemy.



WARMONGER WASP

Large construct, chaotic evil

Armor Class 14
Hit Points 75 (10d10 + 20)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	3 (-4)	13 (+1)	3 (-4)

Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 11
Languages Understands Abyssal but can't speak
Challenge 3 (700 XP)

ACTIONS

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and the target must make a DC 12 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stabilized by poisoned for 1 hour. While poisoned in this way, the target is also paralyzed.

Static Discharge (Recharge 5-6). If the warmonger wasp moves at least 10 feet, it can fire a bolt of lightning at a point it can see up to 60 feet away. All creatures within a 20-foot radius of the point must make a DC 14 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one.

WICKERMAN

This wooden effigy stretches into the sky, illuminating the area from the fire that surrounds its body. Its chest is shaped like a cage, and you can see burned skeletons inside.

WICKERMAN

Gargantuan construct, unaligned

Armor Class 18 (natural armor)

Hit Points 279 (18d20 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	1 (-5)	10 (+0)	7 (-2)

Damage Vulnerabilities cold

Damage Immunities fire, poison, psychic

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 13 (10,000 XP)

Fire Absorption. Whenever the wickerman is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Fire Body. Any creature that starts its turn within 5 feet of the wickerman or hits it with a melee attack while within 5 feet of it takes 9 (2d8) fire damage.

Wicker Cage. The wickerman's chest is a large, burning cage that can hold 1 huge, 4 large, or 8 medium creatures. A creature inside takes 9 (2d8) fire damage at the start of each of the wickerman's turns.

If the wickerman takes 20 damage or more on a single turn from a creature inside it, the wickerman must succeed on a DC 18 Constitution saving throw or the cage breaks. Creatures inside can escape the cage by using 20 feet of movement. Once the cage has been broken, it can't be used again until the wickerman finishes a long rest.

ACTIONS

Multiattack. The construct makes two slam attacks. It can replace one slam attack with a Cage attack.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage plus 9 (2d8) fire damage. If the target is a Huge or smaller creature, they are grappled (escape DC 20).

Burning Branches. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 40 (6d10 + 7) bludgeoning damage plus 9 (2d8) fire damage.

Cage. The wickerman attempts to put a creature it has grappled in its cage. One creature grappled by the wickerman must succeed on a DC 20 Strength saving throw or be put into the cage. A creature in the cage is no longer grappled by the wickerman.

Sacrifices. Wickermen are used in evil rituals to murder sacrifices to primal spirits. A sacrifice is put into the burning cage, trapped until they die.

Fire Effigy. Wickermen can control the flames surrounding their body, dampening them when necessary. They usually maintain a small fire at all times.

Construct Nature. The construct doesn't require air, food, drink, or sleep.

Tactics. The construct attacks the closest creature, trying to grab them and place them in its cage.

Construction

Price: 110,000 gp

Crafting Cost: 55,000 gp

Crafting Time: 75 days

Skill Check: DC 25 carpenter's or woodcarver's tools

Spells: *barkskin*, *wall of fire*

Ingredients: 12,000 lbs. of wicker and wood. A living humanoid must be sacrificed in a burning cage at the end of the construction, at which point the wickerman animates.



WOODBORN

Woodborn are living constructs born from primal magic. Wizards created the woodborn to assist them in mundane tasks, never intending for them to gain sentience.

WOODBORN RACIAL TRAITS

Woodborn share certain traits as a result of their constructed heritage.

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Age.** A typical woodborn is between 2 and 100 years old. The maximum lifespan of a woodborn depends on the maximum lifespan of their origin tree.
- **Alignment.** Woodborn value independence as a result of their origin, and often resist tyranny or unjust rule.
- **Size.** A woodborn's size is Medium. Most stand between 5 and 7 feet tall.
- **Speed.** Your base walking speed is 30 feet.
- **Wooden Nature.** Due to your wooden body, you gain the following benefits:

You don't need to eat, drink, or breathe the same amounts of food or air that other creatures do. You gain sustenance from the sun and can subsist on very small amounts of water. You can go without air for up to 24 hours before beginning to suffocate.

- **Languages.** You can speak, read, and write Common and Sylvan.
- **Origin Tree.** You gain additional features depending on the type of tree you were born from.

Ironwood

Sturdy and hard, you gain the following features.

- **Ability Score Increase.** Your Constitution and Wisdom scores increase by +1.
- **Ironwood Armor.** Your skin is made from nearly unbreakable wood. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your ironwood armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal when you use your natural armor.
- **Rooted Resistance.** You can endure attacks that would knock over lesser beings. When you take damage, you can use your reaction to gain resistance to that instance of damage. After you use this trait, your speed becomes 0 until the



end of your next turn. You can't use this ability again until you finish a short or long rest.

Willow

Flexible and quick, you gain the following features

- **Ability Score Increase.** Your Wisdom score increases by +2.
- **Nimble.** Your walking speed is increased by 5 feet.
- **Bend with It.** You may reroll a saving throw you just made, but you must take the second result. You must use this before you find out the result of the roll. Once you use this ability, you can't use it again until you finish a short or long rest.

Fruitful

You are filled with primal magic and can grow healing fruit.

- **Ability Score Increase.** Your Wisdom score increases by +2.
- **Restorative Fruit.** You can grow fruit that contains restorative primal magic. A creature that consumes the fruit as an action regains hit points as if you had cast the *cure wounds* spell on them. Wisdom is your spellcasting ability for this spell. You can only use this ability once and regain the ability to do so when you finish a long rest. If a fruit has been removed from your person, the magic remains until you finish a long rest.

Because wyrwood have no mouth, you can consume the magic in your fruit as an action, gaining the benefits yourself.

- **Attuned to Nature.** You know the *druidcraft* cantrip. You gain proficiency with the Medicine skill.

The woodborn, sometimes called wyrwood, are wooden humanoids. They were created from trees and share some physical traits with the trees they were created from. Their faces lack typical humanoid features like eyes or a mouth.

Wizard Servants. Wizards created the first woodborn as servants to assist with simple tasks. Over time the wizards place more and more duties on the constructs.

Rebellion. When the wizards decided to use the woodborn as proxies in their battles, the constructs decided enough was enough. They rebelled against their creators, killing them and claiming their homes as their own.

Tree Traits. The appearance of woodborn differ drastically depending on the type of tree they were formed from. Wyrwood have been found all around the world. Their faces are generally featureless, but sometimes incorporate designs or decorations.

Tactics. The woodborn fight intelligently depending on their skills.

WOODBORN

Medium construct, any alignment

Armor Class 14 (leather armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	12 (+1)	8 (-1)

Saving Throws Dex +5, Int +4
Skills Acrobatics +5, Perception +3, Sleight of Hand +5, Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 1/2 (100 XP)

Sneak Attack (1/Turn). Once per turn, the woodborn deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the woodborn that isn't incapacitated and the woodborn doesn't have disadvantage on the attack roll.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

