

MITHRIL GOLEM

Medium • Construct • Unaligned

Armor Class 22

Initiative +10 (20)

Hit Points 304 (29d8 + 174)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	22 (+6)	5 (-3)	12 (+1)	1 (-5)

Saving Throws Dex +10

Skills Perception +7, Stealth +10

Damage Immunities poison, psychic

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

Senses truesight 60 ft., passive Perception 17

Languages understands creator's languages but can't speak them

CR 19 (XP 22,000; PB +6)



Immutable Form. The golem can't shape-shift.

Lightweight Frame. The golem's jumping distance is doubled and damage it takes from falling is halved. It can move along vertical surfaces and across liquids on its turn without falling during the movement.

Magic Absorption. The golem has advantage on saving throws against spells and other magical effects. When the golem succeeds on a saving throw against a spell, or a spell's attack roll misses it, except by using its Evade reaction, it gains 10 temporary hit points.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The golem makes four Slam attacks or uses its Arcane Barrage twice.

MITHRIL GOLEM — WEAKER

Armor Class 21

Initiative +8 (18)

Hit Points 266 (28d8 + 140)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	5 (-3)	12 (+1)	1 (-5)

Saving Throws Dex +8

Skills Perception +5, Stealth +8

Damage Immunities poison, psychic

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

Senses truesight 60 ft., passive Perception 15

Languages understands creator's languages but can't speak them

CR 16 (XP 15,000; PB +5)



Slam. Melee Weapon Attack: +13, reach 5 ft. *Hit:* 29 (5d8 + 7) bludgeoning damage.

Arcane Barrage. The golem casts *magic missile* (level 8), requiring no spell components and using Constitution as the spellcasting ability.

REACTIONS

Counter. *Trigger:* The golem is hit by a melee attack from a creature within 5 feet of it. *Response - Dexterity Saving Throw:* DC 20, the attacker. *Failure:* The attack misses.

Evade. *Trigger:* The golem is targeted by a ranged attack or a spell targeting an area. *Response:* The golem moves up to half its speed, thus making a ranged attack miss or possibly moving outside the area of the spell.

Immutable Form. The golem can't shape-shift.

Lightweight Frame. The golem's jumping distance is doubled and damage it takes from falling is halved. It can move along vertical surfaces and across liquids on its turn without falling during the movement.

Magic Absorption. The golem has advantage on saving throws against spells and other magical effects. When the golem succeeds on a saving throw against a spell, or a spell's attack roll misses it, except by using its Evade reaction, it gains 10 temporary hit points.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The golem makes four Slam attacks or uses its Arcane Barrage twice.

MITHRIL GOLEM — STRONGER

Armor Class 23

Hit Points 379 (33d8 + 231)

Speed 50 ft.

Initiative +12 (22)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	20 (+5)	24 (+7)	5 (−3)	12 (+1)	1 (−5)

Saving Throws Dex +12

Skills Perception +9, Stealth +12

Damage Immunities poison, psychic

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

Senses truesight 60 ft., passive Perception 19

Languages understands creator's languages but can't speak them

CR 22 (XP 41,000; PB +7)

Immutable Form. The golem can't shape-shift.

Lightweight Frame. The golem's jumping distance is doubled and damage it takes from falling is halved. It can move along vertical surfaces and across liquids on its turn without falling during the movement.

Magic Absorption. The golem has advantage on saving throws against spells and other magical effects. When the golem succeeds on a saving throw against a spell, or a spell's attack roll misses it, except by using its Evade reaction, it gains 15 temporary hit points.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The golem makes four Slam attacks or uses its Arcane Barrage twice.

Slam. *Melee Weapon Attack:* +11, reach 5 ft. *Hit:* 24 (4d8 + 6) bludgeoning damage.

Arcane Barrage. The golem casts *magic missile* (level 7), requiring no spell components and using Constitution as the spellcasting ability.

REACTIONS

Counter. *Trigger:* The golem is hit by a melee attack from a creature within 5 feet of it. *Response - Dexterity Saving Throw:* DC 18, the attacker. *Failure:* The attack misses.

Evade. *Trigger:* The golem is targeted by a ranged attack or a spell targeting an area. *Response:* The golem moves up to half its speed, thus making a ranged attack miss or possibly moving outside the area of the spell.



Slam. *Melee Weapon Attack:* +15, reach 5 ft. *Hit:* 35 (5d10 + 8) bludgeoning damage.

Arcane Barrage. The golem casts *magic missile* (level 9), requiring no spell components and using Constitution as the spellcasting ability.

REACTIONS

Counter. *Trigger:* The golem is hit by a melee attack from a creature within 5 feet of it. *Response - Dexterity Saving Throw:* DC 22, the attacker. *Failure:* The attack misses.

Evade. *Trigger:* The golem is targeted by a ranged attack or a spell targeting an area. *Response:* The golem moves up to half its speed, thus making a ranged attack miss or possibly moving outside the area of the spell.