

PRISMATIC GOLEM

Medium • Construct • Unaligned

Armor Class 17

Initiative +0 (10)

Hit Points 161 (19d8 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	1 (-5)

Skills Perception +4

Damage Vulnerabilities bludgeoning

Damage Resistances radiant

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 14

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

CR 9 (XP 5,000; PB +4)



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

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

Shifting Illusions. Whenever an illusion created by the golem's Mirror Reflections moves into the same space as the golem or another such illusion, the golem can redistribute the remaining mirror image duplicates between the two in any combination. For example, if an illusion with 3 duplicates overlaps with the golem, which has 1 duplicate, the golem can decide that each will have 2 duplicates afterward. Unless a creature can see through the illusions, it doesn't know which creature is an illusion and which is the golem after they assume separate spaces again.

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

ACTIONS

Multiattack. The golem makes two Glass Sword attacks.

Glass Sword. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 20 (3d10 + 4) slashing damage.

PRISMATIC GOLEM — WEAKER

Armor Class 16

Initiative +0 (10)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	6 (-2)	10 (+0)	1 (-5)

Skills Perception +3

Damage Vulnerabilities bludgeoning

Damage Resistances radiant

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 13

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

CR 6 (XP 2,300; PB +3)



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

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

Shifting Illusions. Whenever an illusion created by the golem's Mirror Reflections moves into the same space as the golem or another such illusion, the golem can redistribute the remaining mirror image duplicates between the two in any combination. For example, if an illusion with 3 duplicates overlaps with the golem, which has 1 duplicate, the golem can decide that each will have 2 duplicates afterward. Unless a creature can see through the illusions, it doesn't know which creature is an illusion and which is the golem after they assume separate spaces again.

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

ACTIONS

Multiattack. The golem makes two Glass Sword attacks.

Glass Sword. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 14 (2d10 + 3) slashing damage.

PRISMATIC GOLEM — STRONGER

Armor Class 18

Hit Points 237 (25d8 + 125)

Speed 30 ft.

Initiative +0 (10)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	6 (-2)	12 (+1)	1 (-5)

Skills Perception +5

Damage Vulnerabilities bludgeoning

Damage Resistances radiant

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., passive Perception 15

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

CR 12 (XP 8,400; PB +4)



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

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

Shifting Illusions. Whenever an illusion created by the golem's Mirror Reflections moves into the same space as the golem or another such illusion, the golem can redistribute the remaining mirror image duplicates between the two in any combination. For example, if an illusion with 3 duplicates overlaps with the golem, which has 1 duplicate, the golem can decide that each will have 2 duplicates afterward. Unless a creature can see through the illusions, it doesn't know which creature is an illusion and which is the golem after they assume separate spaces again.

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

ACTIONS

Multiattack. The golem makes two Glass Sword attacks.

Glass Sword. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 31 (4d12 + 5) slashing damage.

Mirror Reflections (1/Day). The golem creates three illusory duplicates of itself inside its space. Each illusion can move independently of the golem, using its own movement speed (30 feet). They are destroyed when they are hit by an attack. They otherwise ignore all other damage and effects. The illusions last for 1 minute, until destroyed, or until the golem is destroyed. Immediately after using this ability, the golem and each of its illusions are affected by the *mirror image* spell. When an illusion is destroyed, any remaining duplicates granted by *mirror image* on that illusion end immediately.

REACTIONS

Spell Dispersion. *Trigger:* The golem succeeds on a saving throw against a spell, or a spell's attack roll misses it. *Response -Constitution Saving Throw:* DC 16, each creature in a 5-foot emanation originating from the golem. *Failure:* 10 (3d6) radiant damage. *Success:* Half damage.

Spell Reflection. *Trigger:* The golem succeeds on a saving throw against a spell, or a spell's attack roll misses it. *Response -Dexterity Saving Throw:* DC 16, one creature the golem can see within 90 feet. *Failure:* 19 (3d12) force damage.

Mirror Reflections (Recharges after a Rest). The golem creates three illusory duplicates of itself inside its space. Each illusion can move independently of the golem, using its own movement speed (30 feet). They are destroyed when they are hit by an attack. They otherwise ignore all other damage and effects. The illusions last for 1 minute, until destroyed, or until the golem is destroyed.

Immediately after using this ability, the golem and each of its illusions are affected by the *mirror image* spell. When an illusion is destroyed, any remaining duplicates granted by *mirror image* on that illusion end immediately.

REACTIONS

Spell Dispersion. *Trigger:* The golem succeeds on a saving throw against a spell, or a spell's attack roll misses it. *Response -Constitution Saving Throw:* DC 16, each creature in a 5-foot emanation originating from the golem. *Failure:* 17 (5d6) radiant damage. *Success:* Half damage.

Spell Reflection. *Trigger:* The golem succeeds on a saving throw against a spell, or a spell's attack roll misses it. *Response -Dexterity Saving Throw:* DC 16, one creature the golem can see within 120 feet. *Failure:* 32 (5d12) force damage.