

# SPELL SCROLL GOLEM

Medium • Construct • Unaligned

**Armor Class** 17

**Initiative** +3 (13)

**Hit Points** 162 (25d8 + 50)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	15 (+2)	19 (+4)	16 (+3)	1 (-5)

**Damage Vulnerabilities** fire

**Damage Immunities** poison, psychic; bludgeoning

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

**Senses** darkvision 120 ft., passive Perception 13

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

**CR** 13 (XP 10,000; PB +5)



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

**Magical Mishap.** If the golem takes at least 30 fire damage in a single round, it immediately uses its Scrollcasting action at a random target (including itself) or in a random direction, if the spell targets an area.

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

**Slowfall.** The golem doesn't take damage from falling.

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

## ACTIONS

**Multiattack.** The golem makes two Paper Storm or Spell Burn attacks. It can use its Scrollcasting before or after these attacks.

**Paper Storm.** Melee Weapon Attack: +8, range 15 ft. Hit: 23 (8d4 + 3) slashing damage, and the target has disadvantage on their next attack roll.

**Spell Burn.** Ranged Spell Attack: +9, range 120 ft. Hit: 27 (5d8 + 4) force damage.

**Scrollcasting.** The golem casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 17). The golem randomly determines which spell to cast, but then decides targets logically according to the spell:

1/day: *blight*, *chain lightning*, *dimension door*, *disintegrate*, *feeble mind*, *flame strike*, *flesh to stone*, *hold monster*, *ice storm*, *irresistible dance*, *mass suggestion*, *mislead*, *prismatic spray*, *reverse gravity*

# SPELL SCROLL GOLEM — WEAKER

**Armor Class** 16

**Initiative** +3 (13)

**Hit Points** 115 (21d8 + 21)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	17 (+3)	15 (+2)	1 (-5)

**Damage Vulnerabilities** fire

**Damage Immunities** poison, psychic; bludgeoning

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

**Senses** darkvision 120 ft., passive Perception 12

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

**CR** 10 (XP 5,900; PB +4)



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

**Magical Mishap.** If the golem takes at least 30 fire damage in a single round, it immediately uses its Scrollcasting action at a random target (including itself) or in a random direction, if the spell targets an area.

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

**Slowfall.** The golem doesn't take damage from falling.

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

## ACTIONS

**Multiattack.** The golem makes one Paper Storm or Spell Burn attacks. It can use its Scrollcasting before or after these attacks.

**Paper Storm.** Melee Weapon Attack: +7, range 15 ft. Hit: 18 (6d4 + 3) slashing damage, and the target has disadvantage on their next attack roll.

**Spell Burn.** Ranged Spell Attack: +7, range 120 ft. Hit: 21 (4d8 + 3) force damage.

**Scrollcasting.** The golem casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 17). The golem randomly determines which spell to cast, but then decides targets logically according to the spell:

1/day: *banishment*, *blight*, *contagion*, *dimension door*, *disintegrate*, *flame strike*, *hold monster*, *ice storm*, *irresistible dance*, *lightning bolt*, *mass suggestion*, *mislead*, *prismatic spray*, *reverse gravity*

# SPELL SCROLL GOLEM — STRONGER

**Armor Class** 18

**Initiative** +4 (14)

**Hit Points** 195 (26d8 + 78)

**Speed** 30 ft.



STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	16 (+3)	20 (+5)	16 (+2)	1 (-5)

**Damage Vulnerabilities** fire

**Damage Immunities** poison, psychic; bludgeoning

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

**Senses** darkvision 120 ft., passive Perception 13

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

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

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

**Magical Mishap.** If the golem takes at least 30 fire damage in a single round, it immediately uses its Scrollcasting action at a random target (including itself) or in a random direction, if the spell targets an area.

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

**Slowfall.** The golem doesn't take damage from falling.

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

## ACTIONS

**Multiattack.** The golem makes two Paper Storm or Spell Burn attacks. It can use its Scrollcasting before or after these attacks.

**Paper Storm.** *Melee Weapon Attack:* +9, range 15 ft. *Hit:* 29 (10d4 + 4) slashing damage, and the target has disadvantage on their next attack roll.

**Spell Burn.** *Ranged Spell Attack:* +10, range 120 ft. *Hit:* 32 (6d8 + 5) force damage.

**Scrollcasting.** The golem casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 18). The golem randomly determines which spell to cast, but then decides targets logically according to the spell:

1/day: *chain lightning, cone of cold, dimension door, disintegrate, feeble mind, flesh to stone, harm, hold monster, mass suggestion, mislead, prismatic spray, power word stun, reverse gravity, sunburst*