

ADAMANTINE GOLEM

Medium • Construct • Unaligned

Armor Class 25

Initiative +2 (12)

Hit Points 319 (22d8 + 220)

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

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

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison, psychic

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

Senses truesight 60 ft., passive Perception 12

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

CR 25 (XP 75,000; PB +8)



Adamantine Body. Any critical hit against the golem becomes a normal hit.

Greater Magic Resistance. The golem automatically succeeds on saving throws against spells and other magical effects, and the attack rolls of spells automatically miss it.

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

Siege Monster. The golem deals double damage to objects and structures. Any hit scored against an object automatically becomes a critical hit.

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

ACTIONS

Multiattack. The golem makes two Claw attacks.

Claw. *Melee Weapon Attack:* +16, reach 5 ft. *Hit:* 36 (8d6 + 8) slashing damage. This attack ignores resistance to slashing damage and scores a critical hit on a 18 to 20 on d20.

ADAMANTINE GOLEM — WEAKER

Armor Class 23

Initiative +2 (12)

Hit Points 275 (19d8 + 190)

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

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	28 (+9)	8 (-1)	14 (+2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison, psychic

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

Senses truesight 60 ft., passive Perception 12

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

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



LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the golem can expend a use to take one of the following actions. The golem regains all expended uses at the start of each of its turns.

Attack. The golem makes a Claw attack.

Futility. *Charisma Saving Throw:* DC 26, one creature of the golem's choice that can see it within 60 feet. *Failure:* On the target's next turn, it spends its action doing nothing. *Success or Effect Ends:* The target becomes immune to this effect for 1 minute. *Failure or Success:* The golem can't take this action again until the start of its next turn.

Force Step. The golem teleports to a point it can see within 60 feet of it. *Constitution Saving Throw:* DC 26, each creature in a 5-foot emanation from the golem at the point it teleports to. *Failure:* 18 (4d8) force damage. *Success:* Half damage. *Failure or Success:* The golem can't take this action again until the start of its next turn.

Adamantine Body. Any critical hit against the golem becomes a normal hit.

Greater Magic Resistance. The golem automatically succeeds on saving throws against spells and other magical effects, and the attack rolls of spells automatically miss it.

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

Siege Monster. The golem deals double damage to objects and structures. Any hit scored against an object automatically becomes a critical hit.

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

ACTIONS

Multiattack. The golem makes two Claw attacks.

Claw. *Melee Weapon Attack:* +14, reach 5 ft. *Hit:* 29 (4d10 + 7) slashing damage. This attack ignores resistance to slashing damage and scores a critical hit on a 19 to 20 on d20.

ADAMANTINE GOLEM — STRONGER

Armor Class 27

Hit Points 420 (29d8 + 290)

Speed 10 ft., fly 40 ft. (hover)

Initiative +2 (12)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	30 (+10)	8 (-1)	14 (+2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison, psychic

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

Senses truesight 120 ft., passive Perception 12

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

CR 29 (XP 135,000; PB +9)

Adamantine Body. Any critical hit against the golem becomes a normal hit.

Greater Magic Resistance. The golem automatically succeeds on saving throws against spells and other magical effects, and the attack rolls of spells automatically miss it.

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

Siege Monster. The golem deals double damage to objects and structures. Any hit scored against an object automatically becomes a critical hit.

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

ACTIONS

Multiattack. The golem makes two Claw attacks.

Claw. *Melee Weapon Attack:* +17, reach 5 ft. *Hit:* 54 (10d8 + 9) slashing damage. This attack ignores resistance to slashing damage and scores a critical hit on a 17 to 20 on d20.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the golem can expend a use to take one of the following actions. The golem regains all expended uses at the start of each of its turns.

Attack. The golem makes a Claw attack.

Futility. *Charisma Saving Throw:* DC 24, one creature of the golem's choice that can see it within 30 feet. *Failure:* On the target's next turn, it spends its action doing nothing. *Success or Effect Ends:* The target becomes immune to this effect for 1 minute. *Failure or Success:* The golem can't take this action again until the start of its next turn.

Force Step. The golem teleports to a point it can see within 60 feet of it. *Constitution Saving Throw:* DC 24, each creature in a 5-foot emanation from the golem at the point it teleports to. *Failure:* 13 (3d8) force damage. *Success:* Half damage. *Failure or Success:* The golem can't take this action again until the start of its next turn.



LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the golem can expend a use to take one of the following actions. The golem regains all expended uses at the start of each of its turns.

Attack. The golem makes a Claw attack.

Futility. *Charisma Saving Throw:* DC 27, one creature of the golem's choice that can see it within 60 feet. *Failure:* On the target's next turn, it spends its action doing nothing. *Success or Effect Ends:* The target becomes immune to this effect for 1 minute. *Failure or Success:* The golem can't take this action again until the start of its next turn.

Force Step. The golem teleports to a point it can see within 60 feet of it. *Constitution Saving Throw:* DC 27, each creature in a 5-foot emanation from the golem at the point it teleports to. *Failure:* 22 (5d8) force damage. *Success:* Half damage. *Failure or Success:* The golem can't take this action again until the start of its next turn.