

BRASS GOLEM

Large • Construct • Unaligned

Armor Class 18

Initiative -1 (9)

Hit Points 157 (15d10 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

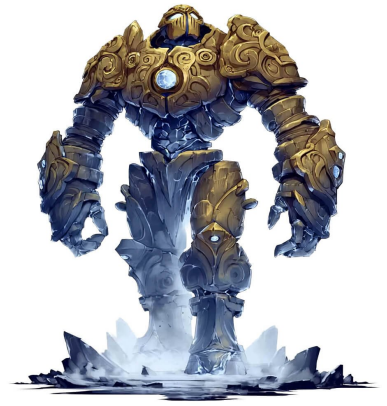
Damage Immunities lightning, poison, psychic

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

Senses darkvision 120 ft., passive Perception 10

Languages understands creator's languages but can't speak

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 and spell attacks have disadvantage against it. If the golem takes acid damage, this trait doesn't function on the golem's next turn.

Magic-Absorbing Runes. When the golem succeeds on a saving throw against a spell, or a spell's attack roll misses it, it gains 1 charge. It can have up to 3 charges at maximum, which last until it expends them.

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

ACTIONS

Multiattack. The golem makes two Slam attacks.

Slam. *Melee Weapon Attack:* +10, reach 5 ft. *Hit:* 28 (4d10 + 6) bludgeoning damage. This attack deals an additional 14 (4d6) lightning damage while the golem has all three charges from its Magic-Absorbing Runes.

BRASS GOLEM — WEAKER

Armor Class 17

Initiative -1 (9)

Hit Points 104 (11d10 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

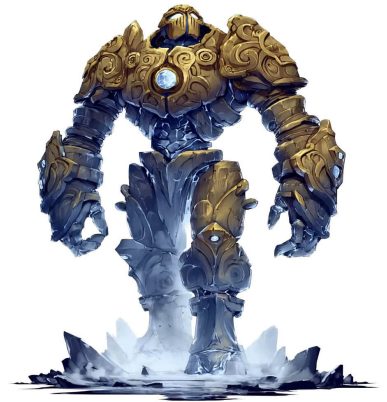
Damage Immunities lightning, poison, psychic

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

Senses darkvision 120 ft., passive Perception 10

Languages understands creator's languages but can't speak

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



Lightning Bolt. *Dexterity Saving Throw:* DC 17, each creature in a 100-foot-long, 5-foot-wide line. *Failure:* 36 (8d8) lightning damage. *Success:* Half damage.

BONUS ACTIONS

Runic Power. The golem expends 1 charge from its Magic-Absorbing Runes trait to trigger one of the following effects:

- The golem takes the Dash action without provoking opportunity attacks.
- The golem casts the *command* spell, requiring no spell components and using Constitution as the spellcasting ability (spell save DC 17) with the command "Approach." The target doesn't need to speak the same language as the golem.
- The golem makes one Slam attack with disadvantage.
- When the golem is hit by a melee attack, the attacker takes 7 (2d6) lightning damage. The effect lasts until the start of the golem's next turn.

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

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects and spell attacks have disadvantage against it. If the golem takes acid damage, this trait doesn't function on the golem's next turn.

Magic-Absorbing Runes. When the golem succeeds on a saving throw against a spell, or a spell's attack roll misses it, it gains 1 charge. It can have up to 3 charges at maximum, which last until it expends them.

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

ACTIONS

Multiattack. The golem makes two Slam attacks.

Slam. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 21 (3d10 + 5) bludgeoning damage. This attack deals an additional 10 (3d6) lightning damage while the golem has all three charges from its Magic-Absorbing Runes.

BRASS GOLEM — STRONGER

Armor Class 19

Hit Points 195 (17d10 + 102)

Speed 30 ft.

Initiative -1 (9)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	22 (+6)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities lightning, poison, psychic

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

Senses darkvision 120 ft., passive Perception 10

Languages understands creator's languages but can't speak

CR 15 (XP 13,000; PB +5)

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

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects and spell attacks have disadvantage against it. If the golem takes acid damage, this trait doesn't function on the golem's next turn.

Magic-Absorbing Runes. When the golem succeeds on a saving throw against a spell, or a spell's attack roll misses it, it gains 1 charge. It can have up to 3 charges at maximum, which last until it expends them.

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

ACTIONS

Multiattack. The golem makes two Slam attacks.

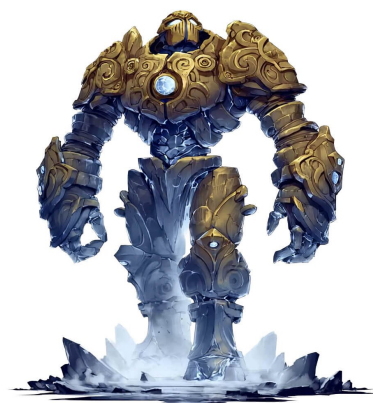
Slam. *Melee Weapon Attack:* +12, reach 5 ft. *Hit:* 38 (5d12 + 7) bludgeoning damage. This attack deals an additional 18 (4d8) lightning damage while the golem has all three charges from its Magic-Absorbing Runes.

Lightning Bolt. *Dexterity Saving Throw:* DC 15, each creature in a 100-foot-long, 5-foot-wide line. *Failure:* 28 (6d8) lightning damage. *Success:* Half damage.

BONUS ACTIONS

Runic Power. The golem expends 1 charge from its Magic-Absorbing Runes trait to trigger one of the following effects:

- The golem takes the Dash action without provoking opportunity attacks.
- The golem casts the *command* spell, requiring no spell components and using Constitution as the spellcasting ability (spell save DC 15) with the command "Approach." The target doesn't need to speak the same language as the golem.
- The golem makes one Slam attack with disadvantage.
- When the golem is hit by a melee attack, the attacker takes 3 (1d6) lightning damage. The effect lasts until the start of the golem's next turn.



Lightning Bolt. *Dexterity Saving Throw:* DC 19, each creature in a 100-foot-long, 5-foot-wide line. *Failure:* 49 (9d10) lightning damage. *Success:* Half damage.

BONUS ACTIONS

Runic Power. The golem expends 1 charge from its Magic-Absorbing Runes trait to trigger one of the following effects:

- The golem takes the Dash action without provoking opportunity attacks.
- The golem casts the *command* spell, requiring no spell components and using Constitution as the spellcasting ability (spell save DC 19) with the command "Approach." The target doesn't need to speak the same language as the golem.
- The golem makes one Slam attack with disadvantage.
- When the golem is hit by a melee attack, the attacker takes 10 (3d6) lightning damage. The effect lasts until the start of the golem's next turn.