

CORAL GOLEM

Medium • Construct • Unaligned

Armor Class 15

Initiative -1 (9)

Hit Points 82 (11d8 + 33)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., passive Perception 10

Languages Understands Common and two others but can't speak

CR 5 (XP 1,800; PB +3)



Hard and Brittle. The golem has a damage threshold of 10 against bludgeoning, piercing, or slashing damage. When the golem takes more than 10 damage of these types, *Dexterity Saving Throw*: DC 14, each creature in a 10-foot emanation. *Failure*: 5 (2d4) piercing damage.

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

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

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

ACTIONS

Multiattack. The golem makes two Slam attacks and one Water Bolt attack. If both Slam attacks hit a Large or smaller target, the target is grappled (escape DC 14), and the golem can use its Anchor Grip on it.

Slam. *Melee Weapon Attack*: +6, reach 5 ft. *Hit*: 12 (2d8 + 3) bludgeoning damage. While bloodied, this attack deals an additional 1d6 piercing damage.

Water Bolt. *Ranged Weapon Attack*: +6, range 60 ft. *Hit*: 10 (3d6) bludgeoning damage. Being within 5 feet of a hostile creature doesn't impose disadvantage on this attack.

Anchor Grip. *Strength Saving Throw*: DC 14, one creature grappled by the golem. *Failure*: The target becomes restrained (escape DC 14). While restrained this way, the target takes 25 (5d8 + 3) bludgeoning damage at the start of the golem's turns. Further, the golem can't use its Slam attack while restraining a creature like this. While bloodied, this ability deals an additional 1d6 piercing damage.

CORAL GOLEM — WEAKER

Armor Class 14

Initiative -1 (9)

Hit Points 45 (7d8 + 14)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	14 (+2)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages Understands Common and two others but can't speak

CR 2 (XP 450; PB +2)



Hard and Brittle. The golem has a damage threshold of 5 against bludgeoning, piercing, or slashing damage. When the golem takes more than 5 damage of these types, *Dexterity Saving Throw*: DC 12, each creature in a 10-foot emanation. *Failure*: 2 (1d4) piercing damage.

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

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

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

ACTIONS

Multiattack. The golem makes two Slam attacks and one Water Bolt attack. If both Slam attacks hit a Large or smaller target, the target is grappled (escape DC 12), and the golem can use its Anchor Grip on it.

CORAL GOLEM — STRONGER

Armor Class 16

Hit Points 119 (14d8 + 56)

Speed 30 ft., swim 30 ft.

Initiative -1 (9)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., passive Perception 10

Languages Understands Common and two others but can't speak

CR 8 (XP 3,900, PB +3)



Hard and Brittle. The golem has a damage threshold of 10 against bludgeoning, piercing, or slashing damage. When the golem takes more than 10 damage of these types, *Dexterity Saving Throw*: DC 15, each creature in a 10-foot emanation. *Failure*: 7 (3d4) piercing damage.

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

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

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

ACTIONS

Multiattack. The golem makes two Slam attacks and one Water Bolt attack. If both Slam attacks hit a Large or smaller target, the target is grappled (escape DC 15), and the golem can use its Anchor Grip on it.

Slam. Melee Weapon Attack: +4, reach 5 ft. *Hit*: 6 (1d8 + 2) bludgeoning damage. While bloodied, this attack deals an additional 1d4 piercing damage.

Water Bolt. Ranged Weapon Attack: +4, range 30 ft. *Hit*: 7 (2d6) bludgeoning damage. Being within 5 feet of a hostile creature doesn't impose disadvantage on this attack.

Anchor Grip. Strength Saving Throw: DC 12, one creature grappled by the golem. *Failure*: The target becomes restrained (escape DC 12). While restrained this way, the target takes 15 (3d8 + 2) bludgeoning damage at the start of the golem's turns. Further, the golem can't use its Slam attack while restraining a creature like this. While bloodied, this ability deals an additional 1d4 piercing damage.

Slam. Melee Weapon Attack: +7, reach 5 ft. *Hit*: 17 (3d8 + 4) bludgeoning damage. While bloodied, this attack deals an additional 1d6 piercing damage.

Water Bolt. Ranged Weapon Attack: +7, range 60 ft. *Hit*: 14 (4d6) bludgeoning damage. Being within 5 feet of a hostile creature doesn't impose disadvantage on this attack.

Anchor Grip. Strength Saving Throw: DC 15, one creature grappled by the golem. *Failure*: The target becomes restrained (escape DC 15). While restrained this way, the target takes 31 (6d8 + 4) bludgeoning damage at the start of the golem's turns. Further, the golem can't use its Slam attack while restraining a creature like this. While bloodied, this ability deals an additional 1d6 piercing damage.