

# Alchemical Golem

Large, Construct, Unaligned

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**ARMOR CLASS**

18

**HIT POINTS**

171 (18d10 + 72)

**CHALLENGE**

9 | 5,000 XP

**PROFICIENCY**

+4

**Speed** Walk 30 ft.

**Initiative** +1

**Saving Throws** Con +8

**Skills** Perception +5

**Damage Resistances** Acid, Fire, Poison; Bludgeoning, Piercing, Slashing from nonmagical attacks

**Damage Immunities** Poison, Psychic

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

**Senses** Darkvision 60 ft.; Passive Perception 15

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**Languages** Understands the language of its maker but cannot speak

**STR**20  
+5**DEX**12  
+1**CON**18  
+4**INT**5  
-3**WIS**12  
+1**CHA**6  
-2

## Traits

**Volatile Vats.** When the golem takes Lightning damage, it releases fumes. Creatures within 5 feet take 5 (1d10) Poison damage.

**Immutable Form.** The golem is immune to effects that would alter its form.

## Actions

**Multiattack.** The golem makes two Alchemical Slam attacks.

**Alchemical Slam.** Melee Attack Roll: +9, reach 10 ft. Hit: 17 (2d10 + 6) Bludgeoning damage plus 9 (2d8) Acid damage.

**Reagent Flood (Recharge 5-6).** Dexterity Saving Throw: creatures in a 30-foot Cone. Failure: 45 (10d8) Acid damage and the target is Poisoned until the end of its next turn. Success: Half damage.

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