

Doom Golem

Huge, Construct, Unaligned

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ARMOR CLASS**21****HIT POINTS****345 (30d12 + 150)****CHALLENGE****16 | 15,000 XP****PROFICIENCY****+5****Speed**

Walk 35 ft.

Initiative

+0

Saving Throws

Con +10, Str +15, Wis +7

Skills

Perception +7

Damage Resistances

Force, Necrotic; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities

Poison, Psychic

Condition Immunities

Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses

Darkvision 120 ft.; Passive Perception 17

Passive Perception

17

Languages

Understands the language of its maker but cannot speak

STR**30**
+10**DEX****10**
+0**CON****20**
+5**INT****6**
-2**WIS****14**
+2**CHA****10**
+0

Traits

Doom Engine. The golem has Advantage on saving throws against spells and magical effects.

Siege Monster. The golem deals double damage to objects and structures.

Actions

Multiattack. The golem makes two Doom Fist attacks.

Doom Fist. Melee Attack Roll: +15, reach 15 ft. Hit: 36 (4d12 + 10) Bludgeoning damage plus 18 (4d8) Necrotic damage.

End Bell (Recharge 5-6). Constitution Saving Throw: creatures within 30 feet. Failure: 90 (20d8) Thunder and Necrotic damage, split evenly, and the target is Deafened until the end of its next turn. Success: Half damage.

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