

# Dragonbone Golem

*Huge, Construct, Unaligned*

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

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**ARMOR CLASS**

20

**HIT POINTS**

275 (22d12 + 132)

**CHALLENGE**

14 | 11,500 XP

**PROFICIENCY**

+5

**Speed**

Walk 40 ft.

**Initiative**

+1

**Saving Throws**

Con +11, Str +14

**Skills**

Perception +6

**Damage Resistances**

Fire, 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 16

**Passive Perception**

16

**Languages**

Understands Draconic and the language of its maker but cannot speak

**STR**

28  
+9

**DEX**

12  
+1

**CON**

22  
+6

**INT**

6  
-2

**WIS**

12  
+1

**CHA**

10  
+0

## Traits

**Draconic Frame.** The golem has Advantage on saving throws against spells and magical effects.

**Bone Siege.** The golem deals double damage to objects and structures.

## Actions

**Multiattack.** The golem makes three attacks: Bite and two Bone Claws.

**Bite.** Melee Attack Roll: +14, reach 10 ft. Hit: 32 (4d10 + 10) Piercing damage.

**Bone Claw.** Melee Attack Roll: +14, reach 10 ft. Hit: 24 (4d6 + 10) Slashing damage.

**Gravefire Breath (Recharge 5-6).** Dexterity Saving Throw: creatures in a 60-foot Cone. Failure: 72 (16d8) Necrotic and Fire damage, split evenly. Success: Half damage.

## Reactions

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**Ribcage Deflection.** When hit by a ranged attack, the golem reduces the damage by 15.

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