

Eye Golem

Large, Construct, Unaligned

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ARMOR CLASS

19

HIT POINTS

190 (20d10 + 80)

CHALLENGE

9 | 5,000 XP

PROFICIENCY

+4

Speed Walk 30 ft.

Initiative +1

Saving Throws Con +8, Wis +7

Skills Perception +11

Damage Resistances Force; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Poison, Psychic

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

Senses Truesight 60 ft.; Passive Perception 21

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Languages Understands the language of its creator but cannot speak

STR22
+6**DEX**12
+1**CON**18
+4**INT**10
+0**WIS**16
+3**CHA**8
-1

Traits

Many-Eyed Sentinel. The golem cannot be surprised while conscious.

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

Actions

Multiattack. The golem makes two Stone Fist attacks and uses one Eye Ray.

Stone Fist. Melee Attack Roll: +10, reach 10 ft. Hit: 17 (2d10 + 6) Bludgeoning damage.

Force Eye Ray. Ranged Spell Attack: +7, range 90 ft. Hit: 27 (6d8) Force damage.

Petrifying Glare (Recharge 5-6). Constitution Saving Throw: one creature within 60 feet that can see the golem. Failure: 45 (10d8) Force damage and the target is Restrained until the end of its next turn. Success: Half damage.

Reactions

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Tracking Eye. When a creature within 60 feet becomes Invisible, the golem marks its space until the end of the golem next turn.

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