

Flesh Golem

Medium, Construct, Neutral

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ARMOR CLASS

9

HIT POINTS

93 (11d8 + 44)

CHALLENGE

5 | 1,800 XP

PROFICIENCY

+3

Speed Walk 30 ft.

Initiative -1

Saving Throws N/A

Skills N/A

Damage Resistances Bludgeoning, Piercing, Slashing from nonmagical attacks that are not adamantite

Damage Immunities Lightning, Poison

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

Senses Darkvision 60 ft.; Passive Perception 10

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Languages Understands the languages of its creator but cannot speak

STR

19

+4

DEX

9

-1

CON

18

+4

INT

6

-2

WIS

10

+0

CHA

5

-3

Traits

Aversion of Fire. If the golem takes Fire damage, it has Disadvantage on attack rolls and ability checks until the end of its next turn.

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

Lightning Absorption. Whenever the golem is subjected to Lightning damage, it takes no damage and regains Hit Points instead.

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

Magic Weapons. The golem weapon attacks are magical.

Actions

Multiattack. The golem makes two Slam attacks.

Slam. Melee Attack Roll: +7, reach 5 ft. Hit: Bludgeoning damage.

Berserk. When badly damaged, the golem may go berserk and attack the nearest creature.

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