

CLAY GOLEM

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Large construct, unaligned

Armor Class 14 (Natural Armor)

Hit Points 133 (14d10+56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Skills Athletics +11

Damage Resistances Acid

Damage Immunities Poison, Psychic; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks That Aren't Adamantine

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

Senses Darkvision 60 Ft., Passive Perception 9

Languages Understands The Languages Of Its Creator But Can't Speak

Challenge 9 (5,000 XP)

Acid Neutralization. Whenever the golem is subjected to acid damage, its form becomes brittle and it loses its immunity to nonmagical weaponry until the end of its next turn.

Clay Body. Whenever the golem takes at least 25 points of fire damage in a turn, its speed is reduced by 10 and its AC is increased by 2 until it completes a short or long rest. If its speed is reduced to 0 in this way, it loses all damage immunities and gains vulnerability to bludgeoning damage.

Limited Magic Immunity. The golem can't be affected or detected by spells of 2nd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Shed Layer. When the golem is reduced below 67 hit points, it sheds its outer layer, freeing itself of all debilitating conditions. For the next minute, the golem can use its slam attack as a bonus action and gains a +2 bonus to its AC.

Words of the Creator. Immediately before the golem takes an action, a description of that action appears on the surface of its body in a language known to its creator. A creature that can read this language and can see the golem may use its reaction to halve one source of damage dealt by the golem this turn.

A creature may use its action to write a word in the same language on the golem's surface. If the word describes an action, the golem must take that action on its following turn. If the word describes a condition, the golem must succeed on a DC 10 Wisdom saving throw or be afflicted with that condition until the end of its next turn.

Actions

Multiattack. The golem makes two slam attacks. If both attacks hit the same Large or smaller creature, the creature is knocked prone and cannot stand on its following turn.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage and the target is pushed 5 feet away. This attack deals an additional 11 (2d10) damage against a prone creature.

Juggernaut Charge (Recharge 5-6). The golem attempts to shove a creature. If it succeeds, it may make another shove attempt against the same target, and continue doing so until it fails or runs out of movement. The target then takes 16 (2d10+5) damage for each 5 feet it was pushed.

Reactions

Grip of Clay. As a reaction to a creature hitting it with a melee weapon, the golem causes the weapon to stick to it. A creature may free the weapon as an action or bonus action with a successful DC 16 Strength (Athletics) check.