Rubble Golem

Large Construct, Unaligned

Armor Class 17 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	9(–1)	20(+5)	3(–4)	11(+0)	1(–5)

Damage Immunities Poison, Psychic, Piercing, and Slashing from Non Magical Attacks
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 120 ft., Passive Perception 10
Languages Understands the languages of its creator but can't speak
Challenge 10 (5,900 XP)   **Proficiency Bonus** +4

Immutable Form. The rubble golem is immune to any spell or effect that would alter its form.
Magic Resistance. The rubble golem has advantage on saving throws against spells and other magical effects.
Magic Weapons. The rubble golem's weapon attacks are magical.

Actions

Multiattack. The rubble golem makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Collapse (Recharge 5–6). The rubble golem targets a 15 ft. diameter circle within 15 ft. of itself. Each creature in the area must make a DC 17 Dexterity saving throw or be crushed as the golem leaps and lands in the appointed location; turning into a shockwave of the rubble and transforming into its rubble form. On a failed save, a creature takes 5d8 bludgeoning damage and is knocked prone. On a success, the creature takes half damage and isn't knocked prone.

While the golem is in rubble form the area of impact is considered difficult terrain and the golem can not be targeted by melee, ranged, or spell attacks. Additionally the golem cannot take an action, bonus action, reaction or move while in rubble form. The golem returns to its natural form at the start of its next turn.

Rubble Golem

These strange creatures are said to be the embodiment of wayward travelers that passed away during a building collapse. In their current form, they're incredibly territorial and don't often stray far from their den. Some believe they're bound to the land where their lives were taken, others seem to think they're guarding the remains of their previous body.