Expanded Golems



HOMEBREW

By Sonixverse Labs

©2018 Wizards of the Coast LLC

Golems

Golems are the ultimate arcane construct. There are a myriad of variations of golems, as they have been known to be crafted from nearly material. Once created, the golem proves to be a completely loyal servant to its creator, doing everything in its power to fulfill its master's commands without question. Unfortunately, this characteristic also proves to be its weakness, as they are unable to act under their own initiative without a command from their master.

Golem Construction

Creating a golem is no simple task, as it involves the careful and detailed design of both its physical body and the magic runes or enchantments that power it. However, the golem is given sentience by infusing the life force of a creature made of arcane energy (traditionally elementals). This infusion gives it the spark of sentience that distinguishes it from other constructs. However, if the golem's form becomes heavily damaged, the runes that keeps this spirit stable begins to malfunction causing the golem to enter into a violent rampage destroying anything in its path (friend or foe alike).

Golem Tactics

In combat, golems are simple-minded juggernauts that will fight to the end. Although their specific tactics may vary depending on its creator, all golems will attempt to accomplish its master's commands no matter what. Clever opponents can use this to their advantage, especially if the golem's controller is careless with their commands. However, despite their tunnel-like focus, one should not underestimate a golem as their sheer power and durability allows them to effortlessly shrug off any hazards in their way.

Golem Variants

Golems come in a variety of different forms depending on the material from which they were crafted and their creators.

Robotic Golem

Robotic golems are one of the most advanced and rarest type of golem. These golems are typically the results of advances in magitech as they are made of special metals that channel magical and electrical energy.

Thanks to their magitech design, they are considerably more advanced than their counterparts, as they are able to adapt to any situation without any command from their creator.

Finally, they are equipped with a new arcane power source that fires concentrated beams of light and magical energy with deadly precision.

Clockwork Golems

Of all golems, clockwork golems require the least amount of magical energy to power it. In fact, the only part of the golem that requires magical energy is its clockwork heart, as the rest of its body relies on mechanical movement. This clockwork heart gives the golem incredible speed and reactivity despite their otherwise bulky form. These clockwork mechanisms even have the ability to rejuvenate the golem, even when it has been disabled.

Fire Golems

Fire golems are metal-clad juggernauts that seem to burn with an ever burning inner flame. This is because such golems harness the raw power of a fire elemental life essence. Whereas most golems merely harness an elemental's spirit, fire golems use its entire essence. This makes them considerably more powerful than their counterparts, as their bodies become superheated.

However, this power comes as a price. Due to its reliance on the essence of a fire elemental, any source of cold will temporarily weaken it. Additionally, whenever the golem's form takes damage, the golem's form becomes more unstable, scorching anything in its vicinity as it enters into its berserk state. When destroyed, the runic bindings containing its essence fully fails, causing the golem to erupt in a fiery explosion.

Stone Golems

Stone golems are some of the most common golem variants. As their name suggests, they often resemble colossal constructs made of stone. They make for particularly useful sentinels due to their ability to appear as a dormant statue that activates to catch trespassers unaware.

Shadow Golems

Shadow golems are created when a statue is imbued with an elemental spirit that has been infused with darkness. These golems primarily serve as silent assassins that lie in wait as statues waiting for the cover of darkness to eliminate their creator's quarry.

Clay Golems

Clay golems are a unique variant of stone golems that are made of clay instead of stone. Their composition gives them considerable advantages over their stone counterparts, as they are able to convert caustic enzymes to create a salve that repair any damage. Additionally, its form.is somewhat malleable, allowing it to change its form as needed.

Lightning Golems

Lightning golems are constructed similarly to the fire golem, as it is powered by an elemental essence that is bound by lightning. Just like its counterpart, these golems are incredibly powerful with their electrically charged attacks. However, if sufficiently damaged, the golem's form becomes extremely unstable, resulting in an electric detonation.

Light Golems

Light golems are one of the rarest and most difficult golem to create. These entities are powered by the spirit of a celestial, which allows it to glow with sunlight. Because of their ability to generate light, they are often created to aid many holy orders to guard their temples.

Lead Golem

Lead golems are bulwarks made of solid lead. Creating these golems is an extremely difficult process as lead is naturally resilient against the effects of magic. However, upon completion, these golems are one of the best countermeasures against enemy spell casters. Thanks to the natural composition of lead, even the strongest spell will hardly leave a scratch on its surface.

Additionally, their dense forms makes these a nightmarish opponent in close combat since their dense form will outclasse most of its opponents as a lead golem can weight up to five or even ten times more than another creature its size.

However, its most potent abilities lies in this toxic nature of lead. The golem is able to emit a noxious fume of vaporized lead that poisons all creatures in its path. These fumes are particularly dangerous to spellcasters as it can temporarily hinder their spellcasting abilities.

Nature Golem

Whereas most golems are made from inanimate objects such as stone, glass or metal, nature golems are crafted from living materials such as wood, vines, and other plants. Such materials gives these golems the unique ability to regenerate their form. However, their biological form also causes them to lose many benefits of an otherwise inanimate form such as a natural resilience to necromantic magics.

Ice Golem

Ice golems are a common arcane creation in regions where ice is an abundant natural resource. However, the ice used to make these golems must be infused with tremendous amounts of arcane energy to give it the spark of life. Because of this, the entire essence of a elemental must be used instead of just its spirit.

Because of this, ice golems tend to be considerably more powerful than other golems due to the freezing aura it can emit. However, it is especially vulnerable to fire.

War Golem

War golems are built to be the ideal weapons of war. They are programmed to obey their master with perfect efficiency, rivaling that of the highly trained soldiers. Although most golems are designed to engage opponents by themselves, war golems were meant to be fight in large groups alongside golems and soldiers alike.

Due to their tremendous cost to manufacture, these golems tend to be only deployed with highly skilled troops trained to fight in sync with these golems.

Rune Golem

Rune golems are another variant of golems that are used as an alternative to the lead golem. Due to the difficulty in manufacturing and building lead golems and their relatively ineffectiveness against creatures warded against the toxic effects of lead, the rune golem was designed to be much more versatile.

They possess special senses that allows them to pick up traces of magical energy and can even determine if a creature is a spellcaster or not. Because of this ability, rune golems are really dangerous for spellcasters as under most circumstances, the rune golem will do everything in its power to kill that creature.

Thanks to the various runes inscribed on its form, the rune golem is able to absorb the magical energy from spells to repair any damage and even redirect it back at its opponents.

However, their greatest tool is their ability to create an antimagic field. However, these golems must be strategic with this ability as a ill-placed antimagic field could end up disabling the rune golem.

Glass Golem

Glass golems are a broad category that encompasses golems made of substances such as glass or some type of crystal or gem. Thanks to their composition, they possess the ability to seemingly vanish by blending into their surrounds. They also possess a natural defense against light based attacks by redirect those beams to nearby targets.

However, despite their advantages, their comparably fragile forms make them quite vulnerable to concussive from bludgeoning weapons or thunder based attacks.

Flesh Golem

Flesh golems are abominable creations crafted from the flesh of once-living creatures. These golems have the disturbing ability to warp and morph its flesh to appear as any creautre of its master's choice. Thanks to their shapeshifting abilities, they make for ideal spies or bodyguards as they are incredibly durable and do not attract unwanted attention that most other golems would attract.

However, they are not without their weaknesses as any source of fire or necromantic based magic is able to halt their regenerative abilities and severely weaken their effectiveness in battle.

Steampunk Golem

Steampunk golems can be easily identified by their loud, cantankerous forms that regularly spout steam and smoke from various exhausts along its body. Although these golem do run off a magical source of energy; most of its internal mechanisms are actually produces through numerous steam-based reactions. These golems are often viewed as a cheaper alternative to other types of golem.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Adamantine Golem

The adamantine golem is an extremely rare and expensive golem to come across. Thanks to their body made of pure adamantine, these golems are nearly indestructible and can shrug off the deadliest of attacks from all forms of weapons. The only kind of weapons that are capable of significantly harming these entities must be made of pure adamantine.

However, their durability is not their only advantage. Their adamantine body makes them particularly effective at demolishing the natural armor or constructs, which are often resilient to many forms of conventional weapons

Moonstone Golem

Moonstone golems are crafted from an exotic material only found in the Feywild. As its name suggestion, the ore that makes up its body has the unique property that allows it to give off a dim silver light, similar to that of the moon.

However, the true utility of this ore is its ability to negate the abilities of shapechangers and creatures that rely on invisibility. In fact, moonstone golems are often crafted by arcanists as a countermeasure against druids, therianthropes and other entities that rely on shapeshifting abilities.

Silver Golem

Silver golems were designed by monster hunters to guard against incursions from otherworldly beings such as Fey and Fiends as well as incursions from the beyond the grave. These golems serve as a supplementary force to those who dedicate their lives to protect civilization from these creatures, as few mortals have the willpower to fight such creatures.

These golems have a special senses that allows them to detect the presence of these entities, easily seeing through any disguises or illusions. Since their bodies are made of solid silver, their bodies are naturally warded against their effects and is quite effective at penetrating their natural defenses.



This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.



Small Golem

Small Construct, unaligned

Armor Class 14 (Natural Armor)
Hit Points 22 (4d6+8)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	14 (+2)	1 (-5)	8 (-1)	11 (+0)

Saving Throws Con +4
Skills Perception +1
Damage Resistances Bludgeoning, Piercing, and slashing damage from nonmagical attacks
Damage Immunities Psychic, Poison
Condition Immunities Charmed, Exhausted, Frightened, Paralyzed, Petrified, Poisoned
Senses darkvision 60ft.
Languages languges of its creator
Proficiency Bonus +2
Challenge 1 (200 xp)

Berserk Whenever the golem starts its turn below half its hitpoints maximum, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and Attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its Hit Points.

False Appearance While motionless, the golem is indistinguishable from a statue

Immutable Form The golem is immune to any spell or Effect that would alter its form.

Magical Weapons The golem's attacks count as magical for the purpose of overcoming resistance

Magical Resistance The golem has advantage on saving throws against spells and magical effects.

Reckless Abandon While in its Berserk state, the Golem has advantage on attack rolls. However, for the duration of this effect, attacks against it have advantage as well.

Siege Monster The golem can deal double damage to buildings and objects.

Golem Powers

Certain golem variants have a number of abilities at their disposal. These effects can be determined by one of the following DCs.

Primary DC The Primary DC for the golem is 12

Melee DC The Melee DC for the golem is 11

Power DC The Power DC for the golem is 10

Actions

Multiattack. The golem can make two slam attacks

Slam. *Melee Weapon Attack:* +3 to hit, 5ft., one target. *Hit:* 6 (1d8 +1) bludgeoning damage

Catapult. *Melee Weapon Attack:* +3 to hit, 30/120ft., one target. *Hit:* 12 (2d10 +1) bludgeoning damage. Upon a hit, the target must succeed a DC 11 Strength saving throw or be knocked prone.

Bonus Actions

Berserk Aggression While in its Berserk state, the golem can use its bonus action to take the Dash action

Reactions

Berserk Lash While in its berserk state, the golem can use its reaction to make a melee weapon attack against a creature whenever the golem takes damage. It can use this reaction at the end of each of its turns.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.



Medium Golem

Medium Construct, unaligned

Armor Class 15 (Natural Armor)
Hit Points 60 (8d8+24)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	16 (+3)	1 (-5)	8 (-1)	16 (+3)

Saving Throws Con +5
Skills Perception +1
Damage Resistances Bludgeoning, Piercing, and slashing damage from nonmagical attacks
Damage Immunities Psychic, Poison
Condition Immunities Charmed, Exhausted, Frightened, Paralyzed, Petrified, Poisoned
Senses darkvision 60ft.
Languages languages of its creator
Proficiency Bonus +2
Challenge 3 (700 xp)

Berserk Whenever the golem starts its turn below half its hitpoints maximum, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and Attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its Hit Points.

False Appearance While motionless, the golem is indistinguishable from a statue

Immutable Form The golem is immune to any spell or Effect that would alter its form.

Magical Weapons The golem's attacks count as magical for the purpose of overcoming resistance

Magical Resistance The golem has advantage on saving throws against spells and magical effects.

Reckless Abandon While in its Berserk state, the Golem has advantage on attack rolls. However, for the duration of this effect, attacks against it have advantage as well.

Siege Monster The golem can deal double damage to buildings and objects.

Golem Powers

Certain golem variants have a number of abilities at their disposal. These effects can be determined by one of the following DCs.

Primary DC The Primary DC for the golem is 13

Melee DC The Melee DC for the golem is 13

Power DC The Power DC for the golem is 13

Actions

Multiattack. The golem can make two slam attacks

Slam. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 12 (2d8 +3) bludgeoning damage

Catapult. *Melee Weapon Attack:* +3 to hit, 30/120ft., one target. *Hit:* 25 (4d10+3) bludgeoning damage. Upon a hit, the target must succeed a DC 13 Strength saving throw or nbe knocked prone.

Bonus Actions

Berserk Aggression While in its Berserk state, the golem can use its bonus action to take the Dash action

Reactions

Berserk Lash While in its berserk state, the golem can use its reaction to make a melee weapon attack against a creature whenever the golem takes damage. It can use this reaction at the end of each of its turns.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.



Standard Golem

Large Construct, unaligned

Armor Class 16 (Natural Armor)
Hit Points 114 (12d10+48)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	1 (-5)	8 (-1)	16 (+3)

Saving Throws Str +9, Con +9
Skills Perception +3
Damage Resistances Bludgeoning, Piercing, and slashing damage from nonmagical attacks
Damage Immunities Psychic, Poison
Condition Immunities Charmed, Exhausted, Frightened, Paralyzed, Petrified, Poisoned
Senses darkvision 60ft.
Languages languages of its creator
Proficiency Bonus +4
Challenge Rating 9 (5000 xp)

Berserk Whenever the golem starts its turn below half its hitpoints maximum, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and Attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its Hit Points.

False Appearance While motionless, the golem is indistinguishable from a statue

Immutable Form The golem is immune to any spell or Effect that would alter its form.

Magical Weapons The golem's attacks count as magical for the purpose of overcoming resistance

Magical Resistance The golem has advantage on saving throws against spells and magical effects.

Reckless Abandon While in its Berserk state, the Golem has advantage on attack rolls. However, for the duration of this effect, attacks against it have advantage as well.

Siege Monster The golem can deal double damage to buildings and objects.

Golem Powers

Certain golem variants have a number of abilities at their disposal. These effects can be determined by one of the following DCs.

Primary DC The Primary DC for the golem is 16

Melee DC The Melee DC for the golem is 17

Power DC The Power DC for the golem is 15

Actions

Multiattack. The golem can make two slam attacks

Slam. *Melee Weapon Attack:* +9 to hit, 5ft., one target. *Hit:* 23 (4d8 +5) bludgeoning damage

Catapult. *Melee Weapon Attack:* +9 to hit, 60/240ft., one target. *Hit:* 49 (8d10+5) bludgeoning damage. Upon a hit, the target must succeed a DC 17 Strength saving throw or nbe knocked prone.

Bonus Actions

Berserk Aggression While in its Berserk state, the golem can use its bonus action to take the Dash action

Reactions

Berserk Lash While in its berserk state, the golem can use its reaction to make a melee weapon attack against a creature whenever the golem takes damage. It can use this reaction at the end of each of its turns.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.



Golem Colossus

Gargantuan Construct, unaligned

Armor Class 18 (Natural Armor)
Hit Points 297 (18d20+108)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	9 (-1)	22 (+6)	1 (-5)	8 (-1)	21 (+5)

Saving Throws Str +15, Con +12
Skills Perception +5
Damage Resistances Bludgeoning, Piercing, and slashing damage from nonmagical attacks
Damage Immunities Psychic, Poison
Condition Immunities Charmed, Exhausted, Frightened, Paralyzed, Petrified, Poisoned
Senses darkvision 60ft.
Languages languages of its creator
Proficiency Bonus +6
Challenge Rating 18 (20000 xp)

Berserk Whenever the golem starts its turn below half its hitpoints maximum, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and Attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its Hit Points.

False Appearance While motionless, the golem is indistinguishable from a statue

Immutable Form The golem is immune to any spell or Effect that would alter its form.

Legendary Resistance If the golem fails a saving throw, it can choose to succeed. Upon using this feature, the Golem can make a Slam attack as part of this feature.

Magical Weapons The golem's attacks count as magical for the purpose of overcoming resistance

Magical Resistance The golem has advantage on saving throws against spells and magical effects.

Reckless Abandon While in its Berserk state, the Golem has advantage on attack rolls. However, for the duration of this effect, attacks against it have advantage as well.

Siege Monster The golem can deal double damage to buildings and objects.

Golem Powers

Certain golem variants have a number of abilities at their disposal. These effects can be determined by one of the following DCs.

Primary DC The Primary DC for the golem is 20

Melee DC The Melee DC for the golem is 23

Power DC The Power DC for the golem is 19

Actions

Multiattack. The golem can make two slam attacks

Slam. *Melee Weapon Attack:* +15 to hit, 15ft., one target. *Hit:* 36 (6d8 +9) bludgeoning damage

Catapult. *Melee Weapon Attack:* +15 to hit, 150/600ft., one target. *Hit:* 75 (12d10+9) bludgeoning damage. Upon a hit, the target must succeed a DC 23 Strength saving throw or be knocked prone. Large and smaller creatures knocked prone in this manner are considered to be restrained and must use its action to escape by making a successful DC 23 Strength saving throw.

Bonus Actions

Berserk Aggression While in its Berserk state, the golem can use its bonus action to take the Dash action

Reactions

Berserk Lash While in its berserk state, the golem can use its reaction to make a melee weapon attack against a creature whenever the golem takes damage. It can use this reaction at the end of each of its turns.

Legendary Actions(3/turn)

The Golem Colossus can take 3 legendary actions each round. It can only use one of these actions at a time and can only use them at the end of another creature's turn

Movement(1 action) The golem can move up to 40ft. in a direction of its choice.

Golemic Dampening(1 action) The golem can grant itself resistance to the next damage type against it until the start of its next turn or until it uses this feature again.

Resilience(3 actions) The golem can end one condition or spell effect on itself.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Robotic Golem

- **Damage Resistances** Lighting, Necrotic

Correction Matrix Upon rolling a 1 on an ability check, attack roll, or saving throw, the golem can reroll taking the new result

Magitech Superiority Matrix Whenever the golem has advantage on an attack roll, ability check, or saving throw, it can roll three times instead of twice

Laser Beam(replaces Catapult) This attack deals radiant damage instead and can ignore half and three-fourth's cover.

Fusion Beam(Recharge 5-6) Creatures within a 150ft. long and 10ft. wide line must succeed a Dexterity saving throw according to the golem's Power DC. Creatures cannot benefit from being half or three-fourth's cover. On a failed saving throw, the golem deals radiant and force damage equal to a number of d10s equal the golem's proficiency bonus each.

Reactions

Robotic Correction Upon failing an attack roll, ability check, saving throw, the golem can reroll the d20 taking the new result

Clockwork Golem

- **Damage Resistances** Necrotic
- **Challenge Rating** Increases by 1

Clockwork Drive The golem has advantage on initiative checks

Clockwork Heart Whenever the golem is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw of 10 to drop to 1 hitpoint instead. Upon each success, the DC increases by 5. This feature resets on a short or long rest.

Shift Gear(Recharge 5-6) When the golem finishes it turn, it can make one additional turn on top of its normal turn. This additional turn happens at its initiative count -10 (minimum of 1).

Reactive The clockwork golem can take a reaction at the end of each of its turns.

Fire Golem

- **Damage Resistance** Necrotic
- **Challenge Rating** Increases by 1

Blazing Fury While in its berserk state, creatures that first enter or starts its turns within 10ft. of the golem takes 1d8 fire damage.

Cold Aversion When the golem takes cold damage, it suffers disadvantage on attack rolls and saving throws until the end of its next turn.

Heated Strikes The golem's weapon attacks deal an additional damage die as fire damage

Heated Body When a creature grapples or hits the golem with a melee attack while within 5ft. of it, it takes 5(1d8) fire damage.

Fire Absorption Whenever the golem takes fire damage, it takes no damage and regains a number of hitpoints equal to the damage dealt. Upon using this feature, it can reroll a d6 with advantage to regain its Fire Breath

Self Destruct When the golem drops to 0 hitpoints, creatures within 10ft. of it must make a Dexterity saving throw equal to its Power DC. On a failed saving throw, creatures take fire damage equal to a number of d8s equal to the golem's proficiency bonus. On a successful saving throw, it takes half damage.

Actions

Fire Blast(Ignores catapult) This attack deals fire damage instead and if this attack reduces a creature to 0 hitpoints, that creature is turned to ash.

Fire Breath(Recharge 5-6) Creatures in a cone must succeed a Dexterity saving throw equal to the golem's power DC. On a failed saving throw, that creature takes fire damage equal to a number of d8s equal to twice the golem's proficiency bonus. On a success, it takes half damage. Creaturess reduced to 0 hitpoints by this attack are reduced to ash.

The size of the cone is equal to 10 x the golem's proficiency bonus, For example, a fire golem colossus would have a 60ft. cone.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Stone Golem

- **Damage Resistances** Necrotic

Aura of Slowing Creatures that first enters or starts its turn within 10ft. of the golem has its movement speed reduced by 10ft until the end of its next turn.

Relentless Whenever the golem is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw of 10 to drop to 1 hitpoint instead. Upon each success, the DC increases by 5. This feature resets on a short or long rest.

Spider Climb The golem can climb difficult surfaces without needing an ability check

Actions

Slow(Recharge 5-6) The golem targets one or more creatures it can see within 10 feet of it. Each target must make a Wisdom saving throw against its Power DC. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shadow Golem

- **Damage Resistances** Necrotic
- **Challenge Rating** Increases by 1

Gloom Sight The golem's vision is not obscured by magical darkness

Light Aversion When the golem takes radiant damage, it suffers disadvantage on attack rolls and saving throws until the end of its next turn.

Shadow Aura The golem emits magical darkness in a 20ft. radius and dim light and additional 10ft. This darkness extinguishes any nonmagical light

Shadow Skulker While in darkness, the shadow golem is considered to be invisible to creatures that rely on vision to see it.

Actions

Shadow Cloud(Recharge 5-6) The shadow golem can conjure a cloud of magical darkness in a cube centered around a spot that it can see within range. This cloud of magical darkness lasts for one minute or until the golem uses this ability again.

The cubes area is equal to a number of feet equal to 10 x the golem's proficiency bonus

Clay Golem

- **Damage Resistances:** Necrotic

Acid Absorption Whenever the golem take acid damage, it takes no damage and regains a number of hitpoints equal to the damage dealt. Upon using this feature, it can reroll a d6 with advantage to regain its Haste

Berserk Haste When the golem enters its berserk state, it can make one additional Slam attack as part of its action

Morphing Appearance As a bonus action, the clay golem can change its shape to appear as any creature of its choice. This transformation does not change its size, movement speed, or ability checks in any manner.

Spider Climb The golem can climb difficult surfaces without needing an ability check

Actions

Haste(Recharge 5-6) Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity Saving Throws, and can use its Slam Attack as a Bonus Action.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Lightning Golem

- **Damage Resistances** Necrotic
- **Challenge Rating** Increases by 1

Unstable Storm While in its berserk state, creatures that first enter or starts its turns within 10ft. of the golem takes 5 (1d8) lightning damage.

Charged Strikes The golem's weapon attacks deal an additional damage die as lightning damage

Charged Body When a creature grapples or hits the golem with a melee attack while within 5ft. of it, it takes 5(1d8) lightning damage.

Overcharged Whenever the golem takes lightning damage, it takes no damage and its lightning attacks deal maximum damage until the end of its next turn. Upon using this feature, it can reroll a d6 with advantage to regain its Shockwave

Self Destruct When the golem drops to 0 hitpoints, creatures within 10ft. of it must make a Dexterity saving throw equal to its Power DC. On a failed saving throw, creatures take lightning damage equal to a number of d8s equal to the golem's proficiency bonus. On a successful saving throw, it takes half damage.

Actions

Storm Blast(Replaces Catapult) This attack deals lightning damage instead and on a hit, the target cannot take reactions until the end of its next turn

Shockwave(Recharge 5-6) Creatures in a radius center around the golem must succeed a Dexterity saving throw equal to the golem's power DC. On a failed saving throw, that creature takes lightning damage equal to a number of d8s equal to twice the golem's proficiency bonus. On a success, it takes half damage.

The radius is equal to a number of feet equal to 10 x half the golem's proficiency bonus(rounded down)

Bonus Actions

Storm Blink As a bonus action, the golem can teleport 30ft. to a spot that it can see within range. Upon using this feature, creatures within 10ft. of it must succeed a Dexterity saving throw equal to its Power DC or take lightning damage equal to a number of d8s equal to half golem's proficiency bonus (rounded up)

Light Golem

- **Damage Resistances** Necrotic
- **Challenge Rating** Increases by 1

Blinding Fury While in its berserk state, creatures that first enter or starts its turn within 10ft. of the golem must succeed a Constitution saving throw against the golem's primary DC. On a failed saving throw, that creature is considered blinded until the end of its next turn.

Luminous Form The golem emits bright light in a 20ft. radius and dim light and additional 10ft. This light is considered to be sunlight. This light banishes any nonmagical darkness

Radiant Strikes The golem's weapon attacks deal an additional damage die as radiant damage

Light Absorption Whenever the golem takes light damage, it takes no damage and its radiant attacks deal maximum damage until the end of its next turn. Upon using this feature, it can reroll a d6 with advantage to regain its Sunburst

Actions

Sunblast Blast(Replaces Catapult) This attack deals radiant damage instead and this attack has advantage if the target is in sunlight

Sunburst(Recharge 5-6) Creatures in a radius center around the golem must succeed a Constitution saving throw equal to the golem's Power DC. On a failed saving throw, that creature takes radiant damage equal to a number of d8s equal to twice the golem's proficiency bonus and are blinded until the end of its next turn. On a success, it takes half damage and is not blinded.

The radius is equal to a number of feet equal to 10 x half the golem's proficiency bonus(rounded down)

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Lead Golem

- **Damage Resistances** Necrotic
- **Challenge Rating** Increases by 1

Heavy Form The golem counts as one size larger for the purposes of carrying, lifting, shoving, and grappling. It also has advantage on ability checks and saving throws against being forcibly moved.

Lead Strikes Creatures that take damage from the golem have disadvantage on saving throws to maintain concentration.

Spell Evasion When the golem succeeds a saving throw against a spell effect, it takes no damage instead.

Spell Resistance The golem has resistance to all damage from spell effects

Actions

Lead Breath(Recharge 5-6) Creatures in a cone must succeed a Constitution saving throw equal to the golem's power DC. On a failed saving throw, that creature takes poison damage equal to a number of d6s equal to twice the golem's proficiency bonus and are poisoned for one minute. On a success, it takes half damage.

Creatures poisoned in this manner cannot cast or concentrate on spells for the duration of the poisoned effect. Creatures can repeat its saving throw at the end of each of its turns to end the effect on a successful saving throw.

The size of the cone is equal to 10 x the golem's proficiency bonus, For example, a lead golem colossus would have a 60ft. cone.

Nature Golem

- **Challenge Rating** Increases by 1

Floral Body When the golem takes fire or necrotic damage, it suffers disadvantage on attack rolls and saving throws until the end of its next turn.

Regeneration At the start of each of its turns, the golem regain a number of hitpoints equal to 5 x the golem's proficiency bonus. The golem can only benefit from this feature if it has at least 1 hitpoint and has not taken fire or necrotic damage on its turn.

Solar Powered If the golem starts its turn in sunlight, it can roll with advantage whenever it rolls a d6 to regain its Root Strike

Thorny Body Creatures that grapple or hits the golem with a melee weapon attack while within 5ft. of it takes 5(1d8) piercing damage.

Actions

Root Strike(Recharge 5-6) Creatures in a radius center around the golem must succeed a Strength saving throw equal to the golem's power DC. On a failed saving throw, that creature takes piercing damage equal to a number of d6s equal to twice the golem's proficiency bonus and are restrained until the end of the golem's next turn. On a success, it takes half damage.

The radius is equal to a number of feet equal to 10 x half the golem's proficiency bonus(rounded down) For example, a nature golem colossus would have a 30ft. radius.

Bonus Actions

Plant Camouflage While lightly obscured by ample plant life, the golem can use its bonus action to Hide

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Ice Golem

- **Damage Resistances** Necrotic
- **Challenge Rating** Increases by 1

Chilling Aura Creatures that first enters or starts its turn within 10ft. of the golem has its movement speed reduced by 10ft until the end of its next turn..

Cold Aversion When the golem takes cold damage, it suffers disadvantage on attack rolls and saving throws until the end of its next turn.

Fire Aversion When the golem takes fire damage, it suffers disadvantage on attack rolls and saving throws until the end of its next turn.

Freezing Aura While in its berserk state, creatures that first enter or starts its turns within 10ft. of the golem takes 1d8 cold damage.

Frozen Strikes The golem's weapon attacks deal an additional damage die cold damage

Frozen Body When a creature grapples or hits the golem with a melee attack while within 5ft. of it, it takes 5(1d8) cold damage.

Frost Absorption Whenever the golem takes cold damage, it takes no damage and regains a number of hitpoints equal to the cold damage dealt. Upon using this feature, it can reroll a d6 with advantage to regain its Frost Breath

Ice Stride The golem can walking across icy terrain without needing to make an ability check. Additionally, it can ignore difficult terrain caused by ice

Actions

Ice Blast(Replaces Catapult) This attack deals cold damage instead and if this attack reduces a creature to 0 hitpoints, that creature is turned to ice.

Frost Breath(Recharge 5-6) Creatures in a cone must succeed a Constitution saving throw equal to the golem's power DC. On a failed saving throw, that creature takes cold damage equal to a number of d8s equal to twice the golem's proficiency bonus. On a success, it takes half damage. Creatures reduced to 0 hitpoints by this attack are turned to ice.

The size of the cone is equal to 10 x the golem's proficiency bonus, For example, a ice golem colossus would have a 60ft. cone.

War Golem

- **Damage Resistances** Necrotic

Guardian Creatures hit by the golem's weapon attacks have disadvantage on all attack rolls against creatures other than the war golem.

Pack Tactics The golem has advantage on attack rolls against a target if at least one of the golem's allies is within 5ft. of the target and that ally is not incapacitated.

Martial Advantage Once per turn, the golem can deal a extra damage equal to a number of d6s equal to the golem's proficiency bonus to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Tactical Advantage The golem has advantage on initiative checks.

Sentinel When the golem makes an opportunity against a creature, it can force that creature to make a Strength saving throw equal to the golem's Melee DC. On a failed saving throw, that creature's movement speed is reduced to 0 for the rest of its of the target's turn

Reactions

Counterstrike When a creature within reach makes an attack against the golem or one of its allies, the golem can use its reaction to make an opportunity attack against that creature.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Rune Golem

- **Damage Resistances** Necrotic
- **Challenge Rating** Increases by 2

Magic Sense The golem can pinpoint the location of a spell or magical effect within 120ft. of it. It can also determine if a creature within range is a spell caster or not.

Spell hunter When the golem takes the Attack action, it does so with preference to creatures that are spellcasters unless specifically instructed to do otherwise.

Spell Reflection Upon succeeding a saving throw against a spell effect that targets only it, the golem takes no damage and redirects the spell back at the caster

Spell Absorption If the golem takes damage from a spell effect, it regains a number of hitpoints equal to the damage dealt. Upon using this feature, it can reroll a d6 with advantage to regain its Antimagic Field

Actions

Antimagic Field(Recharge 5-6) The golem can conjure a antimagic field in a cube centered around a spot that it can see within range. This antimagic field lasts for one minute or until the golem uses this ability again.

The cube's area is equal to a number of feet equal to 10 x the golem's proficiency bonus

Glass Golem

- **Damage Resistances** Necrotic
- **Challenge Rating** Increases by 1

Fragile Form When the golem takes bludgeoning or thunder damage, it suffers disadvantage on attack rolls and saving throws until the end of its next turn.

Light Reflection Upon taking radiant damage, the glass golem takes no damage. Creatures within 10ft. of the Golem must succeed a Dexterity saving throw equal to the golem's Power DC. On a failed saving throw, creatures take radiant damage equal to the damage dealt and half as much on a successful saving throw.

Transparent Form While motionless, the golem is invisible to creatures that rely on sight to see it.

Shattering Form When the golem drops to 0 hitpoints, creatures within 10ft. of it must make a Dexterity saving throw equal to its Primary DC. On a failed saving throw, creatures take slashing damage equal to a number of d8s equal to the golem's proficiency bonus. On a successful saving throw, it takes half damage.

Flesh Golem

- **Challenge Rating** Increases by 1

Living Form When the golem takes necrotic or fire damage, it suffers disadvantage on attack rolls and saving throws until the end of its next turn.

Regeneration At the start of each of its turns, the golem regain a number of hitpoints equal to 5 x the golem's proficiency bonus. The golem can only benefit from this feature if it has at least 1 hitpoint and has not taken fire or necrotic damage on its turn.

Bonus Actions

Shifting Flesh When the golem can use its bonus action to change its appearance to resemble another living creature of its choice. It cannot take the appearance of an Elemental, Plant, Construct, or Undead. This transformation does not change the golem's game statistics, size, or movement speed.

Reactions

Harvest Flesh The golem targets one corpse it can see within range. Upon using this feature, the golem regain 10 hitpoints as it grafts the flesh of the corpse onto its body.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Steampunk Golem

- **Damage Resistances** Necrotic

Fire Powered When the golem takes fire damage, it takes no damage and gains the following benefits until the end of its next turn. It can make on additional slam attack as part of its Attack action and its movement speed is doubled. Upon using this feature, it can reroll a d6 with advantage to regain its Steam Cannon

Steamy Demise When the golem drops to 0 hitpoints, creatures within 10ft. of it must make a Dexterity saving throw equal to its Primary DC. On a failed saving throw, creatures take fire damage each equal to a number of d8s equal to the golem's proficiency bonus. On a successful saving throw, it takes half damage.

Actions

Steam Blast(Replaces Catapult) This attack deals fire damage instead and suffers no additional effects.

Steam Cannon(Recharge 5-6) Creatures in a cone must succeed a Constitution saving throw equal to the golem's power DC. On a failed saving throw, that creature takes fire damage equal to a number of d8s equal to twice the golem's proficiency bonus. On a success, it takes half damage.

This attack heavily obscures the area until the end of the golem's next turn. Additionally, this attack does not deal half damage if underwater.

The size of the cone is equal to 10 x the golem's proficiency bonus, For example, a lead golem colossus would have a 60ft. cone.

Adamantine Golem

- **Armor Class** Increases by 3
- **Damage Resistances** Necrotic
- **Challenge Rating** Increases by 1

Adamantine Armor When the golem take critical damage, it can treat the damage roll as normal instad

Adamantine Strikes The golem's weapon attacks can deal a critical hit on a 19-20. Upon dealing a critical hit, it can triple the damage die instead.

Adamantine Plating The golem can reduce damage taken on its turn by 5.

Deconstruction When the golem make a weapon attack against a Construct, it can deal add two additional damage die to the total damage upon a hit.

Moonstone Golem

- **Damage Resistances** Radiant, Necrotic

Detect Shapechanger When the golem can determine if a creature within 120ft. of it is a shapechanger. This feature does not reveal or identify the target's true form but merely identifies if the creature has the ability to shapechange or is under an effect that changes its form.

Moon Glow The golem gives of a dim light in a 20ft. radius. Creatures within range of this glow cannot benefit from any illusions or invisibility that would shroud its form. Additionally, creatures that are not in their original form take 9(2d8) radiant damage at the start of each of its turns.

Moonstone Strikes The golem's weapon attacks count as silvered for the purpose of overcoming resistance. When the golem makes an attack against a shapechanger or a creature that is not in its original form, that creature must succeed a Constitution saving throw equal to the golem's Primary DC. On a failed saving throw, the creature reverts backs to its original form

Shapechanger's Bane When the golem make a weapon attack against a shapechanger, a creature that is not in its original form, it can deal add two additional damage die to the total damage upon a hit

Silver Golem

- **Damage Resistances** Necrotic

Detect Fey When the golem can determine the presence of a Fey, Fiend, or Undead within 120ft. of it.

Silvered Strikes The golem's weapon attacks count as silvered for the purpose of overcoming resistance.

Otherworldly Bane When the golem make a weapon attack against a Fey, Fiend, or Undead, it can deal add two additional damage die to the total damage upon a hit

Otherwordly Hunter When the golem takes the Attack action, it does so with preference to creatures that are Fey, Fiends, or Undead unless specifically instructed to do otherwise.

Otherwordly Ward The golem has advantage on saving throws from effects from Fey, Fiends, or Undead.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

A special Thanks to my Patrons

Mythic Patrons

Marcella V.

Marshmellow Owlbear

Jake C.

The Emcredible

Terra Nova

Kandros Vashtet

Shrike

Legendary Patrons

Daniel M.

Eddie

Sir Prize

Steven K.

Epic Patrons

Brad E. , Jordan B

Flamerules3, Vincent

Alex D, Aaron S.

Captain Blackwood. Jacob S.

Razi R.

Tallon M.

Douglas B.

John B.

Nathan S.

Joseph L.

Sexydoughboy

Cyptossarian

Andrew W.

Glenn S.

Andrew C.

Justin R.

Ilheath

Particle Man

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Art Credits

Cover Art: Svetlin Velinov

Admantine Golem: Chris Rahn

Small Stone Golem: Grzegorz Rutkowski

Medium Ice Golem: Paul Scott Canavan

Standard Fire Golem: Lake Hurwitz

Rune Golem Colossus: Svetlin Velinov

Watercolor Stains: Jared Ondricek

Back Cover Art: Svetlin Velinov

If you are interested in staying up to date on my upcoming content, be sure to follow me on GMBinder, my Discord server, or on my Instagram to receive regular updates on future compendiums

If you wish to view my previous works or support me, be sure to check out my Patreon and Ko Fi where you can download these compendiums for free!

GM BINDER
WWW.GMBINDER.COM



Not approved/endorsed by Wizards. Portions of the materials used
ast. ©Wizards of the Coast LLC.

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

GM BINDER
WWW.GMBINDER.COM

THIS DOCUMENT WAS LOVINGLY CREATED USING GM BINDER.

If you would like to support the GM Binder developers, consider joining our Patreon community.