

TRASH GOLEM

Medium construct, unaligned

Armor Class 11 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 20 ft.

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

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities necrotic, poison

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 3 (700 XP)

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

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

Magic Weapons. The golem's weapon attacks are magical.

Stench. Any creature other than a trash golem that starts its turn within 5 feet of the trash golem must succeed on a DC 13 Constitution saving throw or be stunned until the start of the creature's next turn. Once the creature makes the saving throw, whether it succeeds or fails, it is immune to the stench ability of all trash golems for 1 hour.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) type damage. If the target is a creature, it must make a DC 13 Constitution saving throw or be poisoned for 1 minute.

Produce Insects (Recharge 6). The golem produces a swarm of rot grubs (Volo's Guide to Monsters 208). The swarm appears in an unoccupied space next to the golem and acts on the golem's initiative.

