

CRYSTAL GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	3 (-4)	12 (+1)	1 (-5)

Damage Immunities poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks.

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 11

Languages understand the languages of its creator but can't speak

Challenge 11 (7,200 XP)

Blinding Blast. Whenever the golem is subjected to radiant damage, it takes no damage and instead forces all creatures within 20 feet to make a DC 17 Constitution saving throw or become blinded until the end of their next turn.

Immutable Form. The 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.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing and bludgeoning damage. Lorem ipsum dolor.

Shrapnel Blast (Recharge 6). The golem sprays a cone of crystalline shards from its body in a 15-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 55 (10d10) slashing and bludgeoning damage on a failed save, or half as much damage on a successful one.



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