

LIGHT GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 171 (18d10 + 72)

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	3 (-4)	21 (+5)	1 (-5)

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

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

Senses darkvision 120 ft., passive Perception #

Languages understands the languages of its creator, but can't speak

Challenge 13 (10,000 XP)

Divine Light. Whenever the golem is subjected to radiant damage, it takes no damage and instead regains a number of hit points equal to the radiant damage dealt.

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.

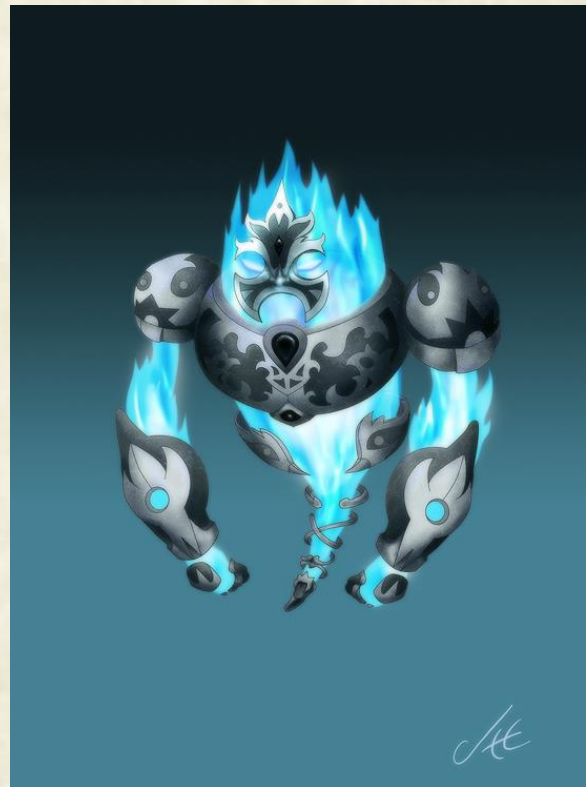
Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 14 (4d6) radiant damage.

Searing Light (Recharge 5-6). *Ranged Spell Attack:* +10 to hit, range 90 ft., three targets. *Hit:* 36 (8d8) radiant damage. Each target must also succeed on a DC 18 Dexterity saving throw or be blinded for one minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on a success.



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