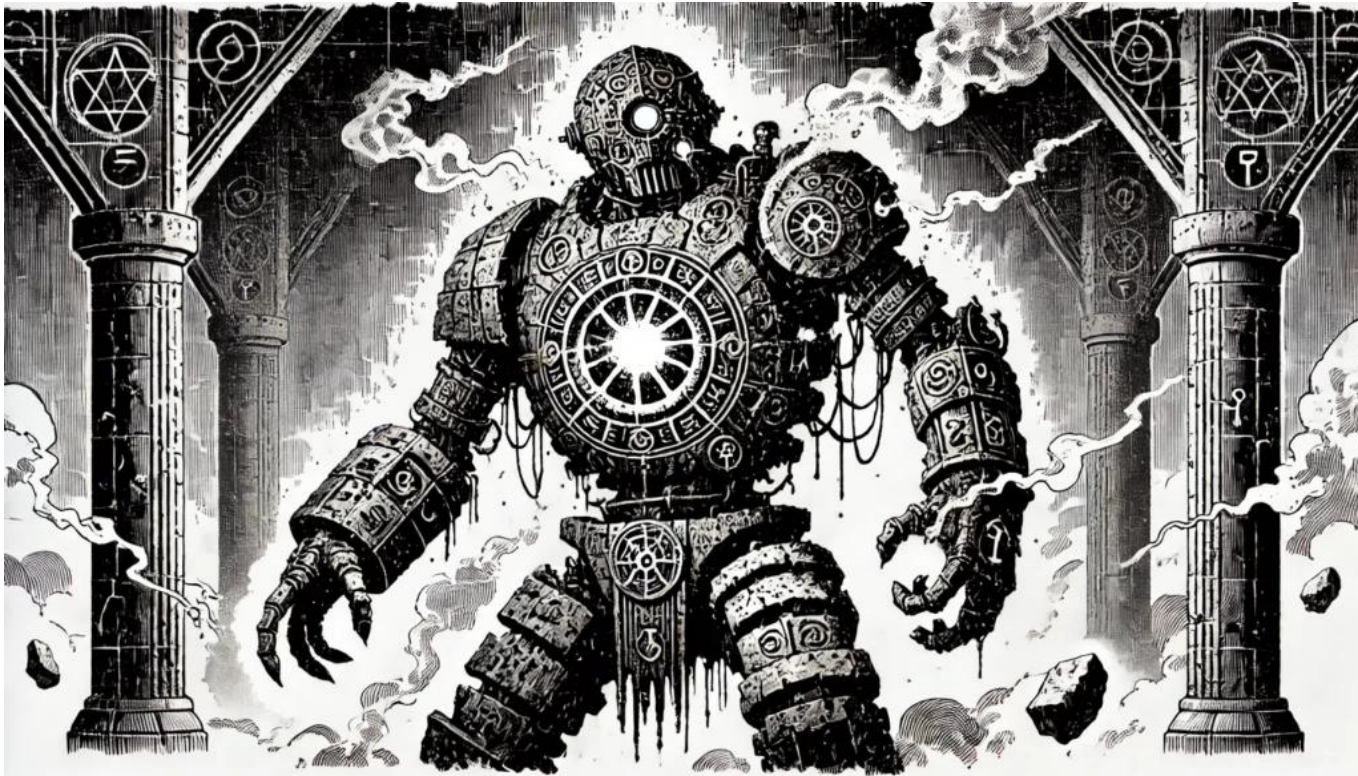


# Iron Golem

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*Rare | Large | Unaligned | Construct*

Iron Golems are massive, humanoid constructs forged from magically reinforced metal. Created by master alchemists or arcanists, they serve as tireless guardians, immune to fatigue, pain, and reason. Their immense frames are slow but nearly unstoppable.

**Armor Class:** 18 (Reinforced Alchemical Plating)

**Damage Resistance:** 10

**Hit Points:** 85 (11 Hit Dice)

**Move:** 20 feet

**None Appearing:** 1

**Habitat:** Dungeons, Arcane Forges, Vaults

**Intelligence:** None (Score: 3, Modifier: -4)

**Languages:** Understands Alchemical Commands (does not speak)

**Negotiation:** No

**Morale DC:** Immune (constructs do not flee)

**Challenge:** 6.5 (1,274 XP per monster)

## Ability Scores

Strength: +5

Dexterity: -1

Constitution: +4

Intelligence: -4

Wisdom: 0

Charisma: 0

### **Damage Immunities**

Fire, Poison, Gas, Non-magical weapons

### **Damage Resistance**

Reduces incoming physical damage by 10 from any single source (except acid or magical weapons)

### **Combat**

**Multiattack:** The golem makes 2 attacks per round

**Punch:** 1d12 + 5 damage, Strength Save DC 10 or the target moves randomly 5 feet

**Slam:** +5 to hit, 2d10 + 5 damage

### **Special Attack**

**Poison Gas Breath:** Beginning on either round 1 or 2 of combat (roll randomly), the Iron Golem exhales a 10-foot cube of toxic gas in front of it. All creatures in the area must make a Constitution ability save (DC 15) or take 4d10 poison damage, half on a success. The gas dissipates at the start of the following round. This breath weapon regenerates after 1d6 + 1 rounds and is used automatically when ready.

### **Arcane Absorption**

If the Iron Golem is targeted by a low-cost spell effect (1st–3rd level), it absorbs the arcane energy instead of taking full damage. It restores 1d8 hit points per spell and only takes half of the original damage dealt. High-cost spells (4th tier or higher) affect the golem normally. An Intelligence ability check (DC 15) reveals this reactive defense. DMs should call out that the golem seems to be getting stronger each time it's struck by minor spells.

### **Unstable Alchemical Core**

When the Iron Golem is reduced to half its hit points or lower, it begins leaking volatile alchemical vapors. At the start of its next turn, it detonates violently, dealing 4d6 fire and 4d6 poison damage in a 15-foot radius. All creatures in the area must make a Dexterity ability save (DC 15) or take full damage, half on a success. After the explosion, the Iron Golem's alchemical systems fail, and it collapses permanently, inert and disabled.

### **Treasure**

Individual: None

Lair: 1d4 arcane components (50 gp each), 1 rare alchemical capacitor (value determined by DM)