



“Pyroclastic Golem” by Christopher Ginn @ www.TheDungeonGeek.net
Adobe Photoshop, Generative Prompting, Adobe Lightroom, + ProCreate

PYROCLASTIC GOLEM

Gargantuan construct, unaligned

Armor Class 15 (natural armor)

Hit Points 270 (20d12 + 140)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	7 (-2)	24 (+7)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities fire, poison, psychic and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 17 (18000 XP) **Proficiency Bonus** +6

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

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

Volcanic Death. When the Pyroclastic Golem dies, the spaces in which it dies becomes difficult terrain and it explodes in a burst of lava. Each creature within 10 feet of it must make a DC 17 Dexterity saving throw, taking 105 (30d6) fire damage on a failed save, or half as much damage on a successful one.

Siege Monster. The Pyroclastic Golem deals double damage to objects and structures.

ACTIONS

Multitattack. The Pyroclastic Golem can use its Frightful Presence and then use its Giant Slam.

Frightful Presence. Each creature of the Pyroclastic Golem's choice that is within 120 feet of the Pyroclastic Golem and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Pyroclastic Golem Frightful Presence for the next 24 hours.

Giant Slam. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one creature plus any number of additional creatures within a 10 ft. diameter circle of the first creature. *Hit:* 20 (3d8 + 7) bludgeoning damage and 21 (6d6) fire damage.

Additionally, the targeted 10 ft. diameter circle is considered difficult terrain and is filled with fiery magma until the start of the Pyroclastic Golem's next turn. A creature that starts their turn or enters the space for the first time must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 14 (4d6) fire damage, or half as much damage on a successful save.

Magma Spray (Recharge 6). The Pyroclastic Golem exhales a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one.



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