

Amber Golem (5e Creature)

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

20 (+5) 10 (+0) 20 (+5) 3 (-4) 11 (+0) 1 (-5)

Proficiency Bonus +4

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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 10 (5,900 XP)

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: +9 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) bludgeoning damage.

Animate Dead. The golem targets a corpse within 60 feet of it. The target rises as a zombie in the space of its corpse. The zombie is under the golem's control. The golem can have no more than seven zombies under its control at one time.

Control Dinosaur. The golem targets one dinosaur that it can see within 60 feet of it. If the target must succeed on a DC 17 Wisdom saving throw or be magically charmed.

Each time the golem or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the golem dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the golem's Control Dinosaur for the next 24 hours.

The golem can have no more than three dinosaurs charmed at a time.

Amber golems can animate the dead and control dinosaurs. Amber golems have insects stuck in the amber.

Amber golems are prized by wealthy folk.