

# Peralat Golem

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<https://www.dndbeyond.com/monsters/3848744-peralat-golem>



*Large Aberration, Chaotic Evil*

**Armor Class** 15 Natural Armor

**Hit Points** 90 (8d12 + 38)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	6 (-2)	8 (-1)	8 (-1)

**Saving Throws** STR +9, CON +8

**Skills** [Athletics](#) +8, [Intimidation](#) +7

**Damage Resistances** Cold, Fire

**Senses** Passive Perception 12

**Languages** Abyssal

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

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**Fire and Icy Body.** The Peralat Golem is covered by Ice and Flame and they seem to fight each other to completely cover the Golem. The Golem has 2 parts fire and 2 parts ice. Once the Golem gets hit roll a d4, if they roll a 1 or 2, move the fire part up 1 and the ice part down 1, and vice versa. Once the Golem has 4 parts of fire or ice they are unable to do the Slam attacks of the opposite element, but it gains a new ability.

If the Golem gains full part fire, they can use their reaction to cast [Wall of Fire](#).

If the Golem gains full part ice, they can use their reaction to cast [Armor of Agathys](#).

## Actions

**Multiattack.** The Peralat Golem can make two melee attacks per turn.

**Blazing Slam.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 5) [Bludgeoning Damage](#) and an additional 5 (2d4) [Fire Damage](#).

**Freezing Slam.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 5) [Bludgeoning Damage](#) and an additional 5 (2d4) [Cold Damage](#).