

GINGERBREAD GOLEM

A towering, sweet-smelling construct brought to life through arcane confectionery magic. Its sugary appearance hides its formidable strength and sticky, molasses-coated attacks.

- **Type** Large Construct
- **Armor Class** 15 (natural armor)
- **Hit Points** 102 (12d10 + 36)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	3 (-4)	10 (+0)	5 (-3)

- **Damage Vulnerabilities** fire
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** understands the languages of its creator but cannot speak
- **Challenge** 5 (1,800 XP)

TRAITS

- **Sugary Aroma (Aura).** Creatures within 10 feet of the golem must succeed on a DC 14 Wisdom saving throw at the start of their turn or be charmed until the end of their next turn. Creatures charmed this way have their speed reduced to 0 as they are overcome by the pleasant aroma.
- **Brittle Body.** The golem takes an additional 5 damage from any fire-based attack and must make a DC 10 Constitution saving throw after taking fire damage. On a failed save, a chunk of its gingerbread body falls away, reducing its AC by 1 (to a minimum of 10).

ACTIONS

- **Multiattack.** The golem makes two Frosting Fist attacks.
- **Frosting Fist.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.
- **Molasses Slam (Recharge 5-6).** The golem slams a creature with sticky, sugary goo. The target must succeed on a DC 15 Dexterity saving throw or be restrained. A restrained creature can make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check at the end of each of its turns, escaping on a success.

TACTICS

- The Gingerbread Golem relies on its **Sugary Aroma** aura to charm and immobilize nearby creatures.
- It engages in close combat, pummeling enemies with its **Frosting Fists**.

- When a key target is identified, it uses **Molasses Slam** to immobilize them for follow-up attacks.
- Vulnerable to fire, the golem avoids flames when possible but becomes more brittle and easier to destroy if exposed.