

"BELIEVE ME GUYS THIS IS SOMETHING DEFINANTLY WORSE THAN A PAPER CUT."

-VEIL SOMERSTON

PAPER SAMURAI

Originally Friends. The creation of these small tiny creatures is not a very happy tale. The creator, Veil Somerston, was a child with amazing gifts of arcane. Being blessed at a very young age and showing promise to one day become a great spell caster made his parents extremely happy. Their bloodline was once servants to dragons, but they betrayed their masters long ago and, as punishment, had their magical prowess and abilities stripped from them forever. While Veil loved the idea of being a famous and powerful sorcerer, one day, he did not have much interest in the amount of work required from him. While most of his siblings and friends were out playing, he learned and practiced new techniques passed down from ancient generations through scrolls. One specific lesson did however, pique his interest, a lesson on creating golems and constructs. Quickly memorizing this lesson, he spent much of his free time practicing making roughly 6-inch tall origami people, each with their own custom styles; some with flowers, others with waves, and a very few even having flames that would dance across their bodies. Over time Veil grew up to learn that the abilities he was taught were not as rare as his family led him to believe, and he struggled to find his place in the world. Until one day, when modeling one of his origami into the shape of a samurai, he observed in town with a long katana and a large-brimmed hat, he saw a potential for a spy like no other. With their two-dimensional body, he knew they could accomplish jobs like no other construct he had ever seen.

Unique Workers. The jobs paper samurai were purchased for typically involved espionage and murder. Most of these are used by business professionals trying to gain the upper hand by eliminating rivals or cheating their way to the top. Gangs are fond of the paper samurai, using them to torture their prisoners. Creating one paper cut at a time until eventually, they speak is a favored method. However, not all uses of the paper samurai are evil, and some are used employed as faithful guardians that watch over their owners' possessions. A well-known pirate named Hogen the Stolen King would purchase many paper samurai using them as decoy maps, placing them in random bottles and chart maps around his quarters. When found and attempted to be read or copied, the paper samurai sprang to life, defending any other fake maps and attempting to mark the thief with a specific paper cut so that Hogen could easily identify the suspected thieves among his crew.



PAPER SAMURAI

Tiny construct, neutral

Armor Class 15 (natural armor)

Hitpoints 31 (7d4 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	21 (+5)	14 (+2)	4 (-3)	16 (+3)	4 (-3)

Saves Dex +7

Skills Acrobatics +9, Perception +5

Vulnerabilities fire, slashing

Damage Resistances none

Damage Immunities bludgeoning

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned

Senses passive Perception 15

Languages understands any language the creator speaks

Challenge 2 (450 XP)

SLIM FORM. The paper samurai can attempt to hide in plain sight with its mostly 2d body.

PAPER GASH. Each time the paper samurai makes a successful attack against a creature that deals damage, that creature gains 1 paper cut. After a creature receives 5 paper cuts, the creature takes 2d6 slashing damage, and the paper cut counter resets to 0. Paper cuts reset after combat ends.



ANIMATED SQUEAKY TOY

Coming in a myriad of forms, animated squeaky toys often take the shape of friendly-looking animals, plants, or sometimes food items. Occasionally they even resemble caricatures of royalty, armored knights, or other distinctive humanoid. Large, lumbering, brightly colored, and emitting small squeaks with every step, these puzzling constructs do little to hide their presence.

While the origin of these creatures remains shrouded in mystery, there has been much speculation on the subject. Some scholars have suggested they are simply the product of an artificer's skill and lack of discretion; other researchers of a more clerical bent have suggested they are the leftover playthings, accidentally given a spark of life, of some divine newborn. Regardless of their origins and bright and cheerful appearance, animated squeaky toys pose a grave threat to travelers. Like most constructs, the creatures cannot think for themselves and behave according to their creator's or creators' commands.

The earliest known animated squeaky toys all behaved basically the same, as though obeying a single, perhaps final, command. What that final command may have been can only be speculated upon, but many scholars believe the creatures to be engaging in a twisted version of "play." Animated squeaky toys seem to prioritize activities that make them squeak, and always involve other creatures – historically, this has meant hurling themselves at people, throwing themselves under stampeding beasts, or, in one case documented by several witnesses, jumping into the mouth of a green dragon (see the "Karsoff Incident" in the sidebar).

There have been several attempts to recreate animated squeaky toys over the centuries, some more successful than others. After the Karsoff Incident, the effort became more widespread as many artificers turned their efforts to replicating animated squeaky toys, hoping to save more victims from the ire of dragons and other predators. So far, no one has fully replicated the earliest design in a way that is both effective and durable enough to be of use, but the research has produced several lines of charming and less dangerous toys for children and pets.

The original squeaky toys, as well as their replica attempts, have also served darker purposes. Wizards who have either questionable tastes or little care for aesthetics at all, have been known to corral them into labyrinths and corridors as security measures (for indeed, aside from the danger of being bludgeoned to death that the toys pose, their squeaks can be heard from quite a distance).

ANIMATED SQUEAKY TOY

Large construct, unaligned

Armor Class 15 (natural armor)

Hitpoints 161 (19d10 + 57)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	3 (-4)	12 (+1)	1 (-5)

Skills Perception +5

Damage Resistances thunder, force, bludgeoning

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., blindsight 30 ft., passive Perception 15

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

Challenge 9 (5,000 XP)

Proficiency Bonus +4

SQUEAKY. The animated squeaky toy has disadvantage on Dexterity (Stealth) checks. When the animated squeaky toy takes bludgeoning, piercing, slashing, or force damage, takes damage from falling, or deals bludgeoning damage to another creature, it emits a high-pitched squeak. Each creature within 30 feet of the animated squeaky toy takes 4 (1d6) thunder damage, and must make a DC 15 Wisdom saving throw, taking an additional 4 (1d6) psychic damage on a failed save, or half as much on a success. Creatures that cannot hear the animated squeaky toy are immune to the psychic damage.

COMPRESSIBLE. The animated squeaky toy can compress itself to fit in spaces two sizes smaller than itself without squeezing.

ECHOLOCAATION. The animated squeaky toy cannot use its blindsight while deafened.

ACTIONS

BODY SLAM. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 12 (2d6 + 4) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

SQUEAL (RECHARGE 5-6). The animated squeaky toy compresses itself to emit a shockwave of sound. Each creature within 60 feet of it takes 10 (3d6) thunder damage and must make a DC 16 Wisdom saving throw, taking an additional 10 (3d6) psychic damage on a failed save, or half as much on a success. Creatures that cannot hear the animated squeaky toy are immune to the psychic damage. When the animated squeaky toy uses this ability, its size becomes medium until the end of its next turn when it reinflates. During that time, it cannot use this ability, and its Squeaky trait does not function. The animated squeaky toy cannot reinflate if there is no air.



Historically, balloon artists have emerged from many races and civilizations anyone can be a balloon artist as long as they have opposable thumbs (or some equivalent appendage). One notable balloon artist was Sir Layton the Lucky, renowned as much for his bad luck as his good; on the same day, his brand new shoes might come apart at the seams and fall off his feet, and then within the hour, he'd catch the eye of a king and make enough to buy new shoes. There was once a triad of balloon-twisting artificers, known derisively as "the Airheads" by other artificers until they adopted the name with great pride. They embodied their name by utilizing balloon animals to facilitate long-range flight. They appeared to be on the path to success until their youngest member got too sure of himself. In the end, the group members went their separate ways.

A few balloon artists in history have utilized their skills for more nefarious means indeed. The ability to spin up animated constructs in mere moments can make a life of crime far more sustainable, if overt. Vagrant troupes of bandits have occasionally utilized the skills of balloon artists to bolster their numbers and distract and inconvenience guards quickly. One particularly notorious figure, colloquially known as the Balloonatic, was infamous for using his constructs to rob every single bank and treasury in the city of Whupee at the same time while also giving a public performance to hundreds of spectators. Unable to prove in court that he was responsible for the robberies, the authorities were reluctantly forced to release him, and he remains at large to this day.

BALLOON ARTIST AND FRIENDS

Typically jovial and dressed in fun, colorful attire, balloon artists are a rare but usually welcome sight in civilized locales. These skilled casters – artificers, some argue – learn their trade by methods about which they seem to enjoy being cagey. Some other brands of casters speculate there is a secret school or academy where they learn the wild wind magic utilized in the process of inflating balloons. Still, theorize that balloon artists an innate magical ability and are tutored by specialized individuals to develop the lightning-speed sleight of hand it takes to produce complex balloon animals in mere seconds. Wherever they learn their skills, balloon artists seem to take amusement from the debate about the origins and nature of their craft.

Balloon artists are usually benevolent and enjoy crafting their clumsy, comical constructs for the entertainment of others. Some of the most skilled and charismatic balloon artists have appeared in royal courts, delighting noble children and the adults who pretend to be above such amusements. Some feel compelled to remain in the villages, towns, and courts dotting the landscape for various reasons (usually monetary). Most simply enjoy drifting like the animals they create, refusing to settle anywhere for too long.

BALLOON ARTIST

Medium humanoid, any alignment

Armor Class 15 (natural armor)

Hitpoints 161 (19d10 + 57)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	3 (-4)	12 (+1)	1 (-5)

Skills Perception +5

Damage Resistances thunder, force, bludgeoning

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., blindsight 30 ft., passive Perception 15

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

Challenge 9 (5,000 XP)

Proficiency Bonus +4

LEGENDARY RESISTANCE (3/DAY). If the balloon artist fails a saving throw, he can choose to succeed instead.

BUBBLE WRAPS. The balloon artist wears armor covered in 11 (1d20) bubbles. While wearing the bubble wraps, the balloon artist is immune to bludgeoning, force, and falling damage. When the balloon artist takes acid, cold, fire, lightning, necrotic, radiant, piercing, or slashing damage, one of the bubbles is destroyed, the balloon artist takes half the damage dealt, and creatures within 5 feet of him take 3 (1d6) thunder damage. Once all of the bubbles have been destroyed, the bubble wraps cease to function.

MAGIC WEAPONS. The balloon artist's weapon attacks are magical.

BALLOOT BAG. The balloon artist carries a bag of holding. It contains 2d100 uninflated balloons of various shapes, sizes, and colors.

ACTIONS

MULTIATTACK. The balloon artist makes two attacks with his balloon sword or balloon rocket.

BALLOON SWORD. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 8 (1d6 + 5) bludgeoning damage, and the target must make a DC 15 Strength saving throw or be pushed 5 feet away from the balloon artist.

BALLOON ROCKET. Ranged Weapon Attack: +9 to hit, reach 120 ft., one creature. Hit: 7 (1d4 + 5) bludgeoning damage.

SPELLCASTING. The balloon artist can innately cast the following spells, using Charisma as his spellcasting ability (Spell save DC 16, +8 to hit with spell attacks) and requiring no material components: Cantrips (at will): gust, mending, vicious mockery (2d4) 2/day: fabricate, gust of wind

STATIC CLING (RECHARGE 4-6). The balloon artist commands a number of cool balloon animals he can see to use their reactions to move up to their speed and stick to a target. The target must make a DC 16 Strength saving throw against the creatures. The target has disadvantage on the saving throw if it is wearing metal armor. On a failed save, the balloon animals all stick to the target. On a successful save, only half of the balloon animals (rounded down) stick to the target. The target's movement speed is reduced by 5 feet for each balloon animal clinging to it. While balloon animals cling to it, it also has disadvantage on attack rolls. A creature can use its action on its turn to make a DC 16 Strength check to unstick a balloon animal from itself.

CREATE AWESOME BALLOON ANIMAL (RECHARGE 5-6). The balloon artist creates an epic masterpiece of balloon art, choosing for it to take the form of either a dragon, a kraken, or a tarrasque, and using the attached stat block. The awesome balloon animal cannot move or take actions or bonus actions unless the balloon artist uses a legendary action to command it to do so, but it can use its reaction to make opportunity attacks. The awesome balloon animal regains its spent reactions on the balloon artist's turn. The balloon artist can only have one awesome balloon animal active at a time.

Bonus Actions

CREATE COOL BALLOON ANIMAL. The balloon artist creates a balloon animal that takes the shape of a beast of CR 2 or lower, using the cool balloon animal template (below). The cool balloon animal cannot move or take actions or bonus actions unless the balloon artist uses a legendary action to command it to do so, but it can use its reaction to make opportunity attacks. The balloon animal regains its spent reaction on the balloon artist's turn.

BREAKING WIND. Until the end of his turn, the balloon artist's walking speed increases by 30 feet, and his movement doesn't provoke opportunity attacks.

Legendary Actions

The balloon artist can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The balloon artist regains spent legendary actions at the start of their turn.

COMMAND. The balloon artist commands a cool balloon animal or awesome balloon animal he can see to use its reaction to move up to its speed and perform an attack or multiattack action or another action.

BALLOONING BLADE. The balloon artist moves up to half his speed without provoking opportunity attacks and makes an attack with his balloon sword against a target within 10 feet. On a hit, the attack deals an extra 4 (1d8) thunder damage.

CREATE BALLOON ART. The balloon artist uses their Cool Balloon Animal ability.





DISCO GOLEM

In ages past, some of the more whimsical golemancers of the Fae Realms decided to craft a new kind of construct that could incapacitate their enemies in a way that still left them pleasing to the eye. A construct that could turn thieves into living works of art! The result was a creature that shone and shimmered with every rhythmic step, a creature both beautiful and terrible: the glittering disco golem.

Surprising Grace. Disco golems were crafted with beauty and artistry in mind, every motion designed to be pleasing to the eye. However, golemancers have somewhat eclectic ideas about what is pleasing. Like most of their ilk, disco golems are large, hulking creatures. With no visible eyes and almost comical proportions, they look, more than anything, like bedazzled bruisers. Yet disco golems prove surprisingly agile and limber—in part due to their construction. Beneath their glassy exterior is a body made of spiderwebbed crystal and magical energy, leaving them light on their feet and ready to fulfill their true purpose.

Unending Festivities. The fey mages that crafted the golems loved to celebrate, party, and dance! The golems embody this joy, spreading it to others around them—when a disco golem strikes a pose, even its enemies find themselves compelled to join it with a dance of their own. In truth, forcing people to dance is the primary purpose of a disco golem, and while it will obey its creator in other matters, it usually interprets orders in a way that gets people dancing. If its magical abilities are insufficient, a disco golem is also perfectly willing to bludgeon people until they pick up its cues. This penchant for partying is also a significant blind spot for the creature, and there are many stories of clever thieves perfecting a dance that allowed them to slip past a disco golem virtually undetected.

Long Lost. For a time, disco golems were widespread, and simply having one for a guard was considered a tasteful fashion statement among the fey. Alas, the mages that devised the disco golems disappeared long ago in a tragic polka accident, and the recipe to create the creatures was lost. Since then, the number of disco golems has slowly dwindled—most of those that remain have no master and simply follow their innate urges. They can be found in old ruins, standing guard over lost treasure, or simply joining in bacchanals, grand balls, and other fey parties, where their dances are appreciated. As more and more disco golems are killed by wandering adventurers, playful monsters, or falling rocks (their outer shell is made of glass and crystal, after all), their legend continues to fade; giving rise to a new phrase in the Fae Realms: “dead as disco golems.”

DISCO GOLEM

Medium construct, neutral

Armor Class 16 (natural armor)

Hitpoints 105 (14d8 + 42)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	7 (-2)	12 (+1)	18 (+4)

Damage Immunities poison, psychic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

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

Senses 180 ft. (blind beyond this radius), passive Perception 11

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

Challenge 6 (2,300 XP)

Glittering Radiance. Whenever the golem is subjected to radiant damage, it takes no damage, and each creature within 20 ft. of it must succeed on a DC 14 Constitution saving throw or be blinded until the end of the golem's next turn.

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: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage.

Join the Dance (Recharge 5-6). The golem strikes a pose and casts irresistible dance (save DC 15), requiring no concentration or verbal components. Instead of a single creature, this version of the spell targets each creature of the golem's choice within 30 feet.



FACHEN

A fachen is a loathsome and ugly creature. A rare breed of giantkind cursed with a single large eye, one leg, and one arm protruding from the center of its chest.

Although it only has two limbs in total, it possesses immense strength in its appendages and is a formidable opponent for even the bravest and most tested adventurers.

Terrible Curse. Legend tells that the fachens were once members of a tribe of two-eyed bipedal giants with an arm on either side of their body. They plagued a nearby group of fey druids and claimed that the druids were half the beings that the fachens were. In retaliation for this insult, the druids performed a ritual to make the fachens half of what they were, cursing them to live with half of their eyes and limbs.

The curse led to infighting between the fachens. They became beings full of rage and hated the sight of each other. The tribe disbanded and dispersed, vowing never to see each other again.

Territorial. Fachens are usually found as lone creatures who prefer their own company to others. A single Fachen will roam and control a large tract of land. These monsters are often found in high hilly terrain or mountainous plateaus. It is easy to spot an area inhabited by a fachen as they leave utter desolation in their wake. It is unlikely for any other forms of life to exist in an area controlled by a fachen as the monster will kill any and all other creatures, including livestock and even other fachens.

Large and Loud. Fachens are not known to be particularly stealthy creatures. They are huge, clumsy, and noisy monsters that need to hop from place to place, shuddering the very earth beneath them as they move.

The appearance of a fachen can easily be foreshadowed by miniature earthquakes growing louder and louder as it approaches. Their clumsy nature makes hunting for food very difficult for fachens, so they choose to attack

settlements and plunder the farms abandoned by the villagers. The earthquakes give good warning to villages about to be attacked, and the townsfolk can flee, but unless someone stops the fachen, it will become an endless cycle of losing crops and livestock to the monster.

Brawn, not Brains. A fachen is not a wise or intelligent creature. These monsters are easily outwitted, and it is more advisable to challenge a fachen to a battle of wits over a battle of strength. These creatures have misplaced arrogance and will never back down from a challenge. If someone were to beat a fachen in a challenge, it would be advisable to run away as fast as possible, as these greatclub wielding giants do not take defeat lightly.

Unbalanced. Fachens are not steady on their feet. Despite learning to hop about and spending years living with their curse, they can easily be toppled in combat. Tactical adventurers will try to trip up a fachen to gain the upper hand over it in a fight, as any advantage against it is a welcome one.

FACHEN

Huge giant, chaotic evil

Armor Class 15 (natural armor)

Hitpoints 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	20 (+5)	6 (-2)	8 (-1)	7 (-2)

Skills Athletics +9

Senses passive Perception 9

Languages Giant

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Brute. A melee weapon deals one extra die of its damage when the fachen hits with it (included in the attack).

Poor Depth Perception. The fachen has disadvantage on any attack roll against a target more than 30 feet away.

Standing Leap. The fachen's long jump is up to 40 feet, and its high jump is up to 20 feet, with or without a running start.

Unsure-Footed. The fachen has disadvantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Trample. If the fachen moves at least 25 feet straight toward a creature and then hits it with a stomp attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the fachen can make one greatclub attack against it as a bonus action.

ACTIONS

Greatclub. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 24 (4d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 30/150 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Stomp. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 27 (6d6 + 6) bludgeoning damage.

MAGNETIC GOLEM

The magnetic golem is the most ludicrous of the golems. Its purpose is to protect the insides of vaults; these creatures can detect even the lithest infiltrator as long as they carry metal. Arcanists will be quick to warn, though, that magnetic golems cannot be entrusted with delicate treasures.

Dynamic Field. Magnetic golems are most dangerous in confined, dark spaces surrounded by durable metal valuables that can be used as ammunition. Vaults filled with metal coins are perfect for them. They will use their attraction field to prevent enemies from escaping. Then once surrounded, the magnetic golem will reverse the direction of its field, firing the metal coins at enemies as shrapnel.

Agents of Chaos. Artificers and wizards often disparage magnetic golems as too... eager. Sure they will kill the odd thief or adventurer, but at what cost? An unwitting noble that purchases a magnetic golem from a less than upstanding wizard will return one evening to study in ruins. Hammers, arrows, and coins lodged into walls. Candelabras and chandeliers ripped from their fastenings. And a clueless golem standing proudly holding a body, like a hound that has brought a dead rodent into the home.

Running a Magnetic Golem. The magnetic golem is a puzzle for your players to solve. It is a dangerous brute that will at first confound them with its amazing strengths before they start to discover some of its more glaring weaknesses. Place the magnetic golem in a dark, medium-sized space protecting something with a lot of different metal objects. The magnetic golem will usually attack the player wearing the most metal as it is the enemy that it can see most clearly. These are some tactics that it understands and can use readily.

- Moving toward an enemy wearing or carrying metal, then using its attraction field to prevent them from escaping.
- Taking the dodge action and using its repulsion field to deflect the projectiles of enemies it cannot get close to.

Though a magnetic golem makes for a worthy and dynamic encounter all by itself, it does have some glaring weaknesses. Pair a magnetic golem with a few magic missile hurling wizards for a more complex high-level encounter. Magnetic golems make for excellent tanks. Their attraction field makes it difficult for melee combatants to avoid them and move straight towards more fragile enemies.

Potential Encounters

The Laboratory. The magnetic golem wasn't meant to protect this space; it was just created here and hasn't been sold yet. Delight your players as the magnetic golem smashes glass bottles and other valuables with the coins, daggers, and other debris that it launches at your players.

The Vault. The magnetic golem is an absolute terror in this kill box. Fill a 60ft by 60ft room with gold coins, magical darkness, and a single golem. Your players will be lucky to escape with their lives.

The Nobleman's Study. This snarky and overly confident noble doesn't truly understand what he has purchased. Your players will be rolling in laughter as the villain's trump card demolishes his lair as it tries its best to rip them to shreds.

MAGNETIC GOLEM

Large construct, unaligned

Armor Class 18 (natural armor)

Hitpoints 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	7 (-2)	19 (+4)	11 (+0)	7 (-2)	5 (-3)

Vulnerabilities bludgeoning

Damage Resistances piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities lightning, poison, psychic

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

Senses metalvision 60 ft. passive Perception 8 (18 for metals)

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

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Metalvision. The polar golem has no eyes and perceives its surroundings mostly based on the relative locations of surrounding metals. The polar golem gains +10 to Wisdom (Perception) checks to detect metal objects or creatures that wear or carry a metal object.

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

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Field Inversion. The polar golem generates a magnetic field that interacts with metal objects within a 30ft radius of it. As a bonus action, it can flip from one mode to the other. If the golem changes from attraction field to repulsion field, all metal attached to the golem launches from its body as projectiles. Creatures within 30ft of the golem must make a DC15 Dexterity saving throw, taking 2d8 bludgeoning damage on a failed save. If the golem changes from repulsion field to attraction field, all metal objects not held or carried within a 60ft area fly toward the golem and attach to its body.

Attraction Field. While the polar golem has an attraction field, all creatures making attacks with metal weapons have advantage. A creature that hits the polar golem with a melee weapon made of metal may attempt a DC 15 Strength saving throw to pull the weapon free. Otherwise, the weapon is stuck to the polar golem. The polar golem attacks with advantage against creatures holding onto weapons that are stuck to it. Creatures within 30ft of the golem wearing or carrying metal move twice as quickly toward the golem and cannot move away from the golem.

Repulsion Field. While the polar golem has a repulsion field, all creatures making attacks with metal weapons have disadvantage. Creatures within 30ft of the golem wearing or carrying metal move twice as quickly away from the golem and cannot move toward it.

ACTIONS

Multiattack. The creature makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 14 (2d8+5) bludgeoning damage.

