



Artwork by Mister Crowbar

## TERATOMA GOLEM

Towering masses of teeth, hair, muscle and moist, cancerous flesh, Teratoma Golems are not made—they're grown. Wandering between the realms of living beings and automatons, these writhing hulks of flesh are something of an outlier in golem design, forgoing the inorganic for the distressingly, sickeningly organic. Though made of living tissue, these abominations are still—by definition, if not appearance—golems, and still retain the strict adherence to orders and resilience against physical and magical damage inherent in their brethren. It is the latter which is most notable, for even when sliced into pieces, decimated quite literally, a Teratoma Golem can still function, writhing and regenerating from even their component parts like a common earthworm. In the worst cases, and with sufficient mass in their construction, larger specimens may even choose to absorb other living tissue into their mass to regain strength... whether that tissue is willing or not.

**Teratoma Golem Mass.** Teratoma Golem Masses are the huge, writhing masses from which Teratoma Golems are grown quickly and efficiently, the golems themselves simply sliced and grown from this sickening ball of organic sculptor's clay. Unfeeling, unthinking, the mass itself knows only how to consume and proliferate, crushing smaller creatures to consume and add to its organic furnaces. This can prove dangerous even to its creators, as, without any sort of checks on its growth, it is not entirely particular about what- or whom it consumes.

## PUNY TERATOMA GOLEM

Medium Construct, Neutral

**Armor Class** 10 (natural armor)

**Hit Points** 30 (4d8 + 12)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	16 (+3)	3 (-4)	8 (-1)	1 (-5)

**Proficiency** +2

**Damage Resistances** necrotic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantine

**Damage Immunities** poison

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

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Understands the languages of its creator but can't speak

**Challenge** 2 (450 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 Weapon.** The golem's weapon attacks are magical.

**Regeneration.** The golem regains 5 hit points at the start of its turn if it has at least 1 hit point. If the golem takes fire damage, this trait doesn't function at the start of its next turn.

### ACTIONS

**Multiattack.** The golem makes two slam attacks. If both attacks hit the same creature, it is grappled, escape DC 12.

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
*Hit:* 7 (1d8 + 3) bludgeoning damage.

## TERATOMA GOLEM

Large Construct, Neutral

**Armor Class** 10 (natural armor)

**Hit Points** 123 (13d10 + 52)

**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	3 (-4)	8 (-1)	1 (-5)

**Proficiency** +3

**Damage Resistances** necrotic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantine

**Damage Immunities** poison

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

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Understands the languages of its creator but can't speak

**Challenge** 7 (2,900 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 Weapon.** The golem's weapon attacks are magical.

**Regeneration.** The golem regains 10 hit points at the start of its turn if it has at least 1 hit point. If the golem takes fire damage, this trait doesn't function at the start of its next turn.

### ACTIONS

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6+5) bludgeoning damage and the target is grappled, escape DC 15.

### BONUS ACTION

**Consume.** A creature that is medium size or smaller grappled by the golem must succeed a DC 15 Strength saving throw or be consumed by the golem. When the golem consumes a creature the grapple ends and the creature is restrained. The golem can consume up to two creatures at a time. A creature that starts its turn consumed by the golem takes 12 (2d6+5) bludgeoning damage.

If the golem takes 20 slashing damage in a single turn, one of the creatures it holds is released and lands in an unoccupied space within 5 ft. of the golem. A creature can use an action to make a DC 15 Strength check to break free. When the golem is destroyed, all creatures it holds are set free.

#### TERATOMA GOLEM VARIANT: SPREAD

As the mighty teratoma golem is struck down, meek versions of the golem spawn from its remains.

**Spread.** When the teratoma golem is reduced to 0 hit points, it dies and spawns 2 puny teratoma golems within its space, unless the triggering damage is fire damage.

A teratoma golem with this trait is a **Challenge 8 (3,900 XP)** creature.

## RAMPANT GOLEM MASS

Gargantuan Construct, Neutral

**Armor Class** 7

**Hit Points** 296 (16d20 + 128)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	5 (-3)	27 (+8)	1 (-5)	8 (-1)	1 (-5)

**Proficiency** +5

**Skills** Perception +4

**Damage Resistances** necrotic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantine

**Damage Immunities** poison, psychic

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

**Senses** tremor sense 60 ft. (blind beyond), passive Perception 9

**Challenge** 14 (11,500 XP)

**Formless.** The golem mass can move through openings large enough for a medium creature without squeezing.

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

**Obstructing Mass.** The golem mass' space is difficult terrain.

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapon.** The golem's weapon attacks are magical.

**Regeneration.** The golem regains 20 hit points at the start of its turn if it has at least 1 hit point. If the golem takes fire damage, this trait doesn't function at the start of its next turn.

### ACTIONS

**Multiattack.** The golem mass makes an attack against each creature in reach. It then uses Absorb.

**Pseudopod.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 30 (4d10+8) bludgeoning damage and the target is grappled, escape DC 18. The golem mass has no limit as to how many creatures it can have grappled at a time.

**Absorb.** Each creature grappled by the golem mass must succeed a DC 16 Strength saving throw. On a failed save a creature is pulled 5 ft. towards the center of the golem mass and is swallowed. A swallowed creature is blinded and restrained, and has total cover against attacks and other effects outside the golem mass. A swallowed creature takes 22 (4d6+8) bludgeoning damage at the start of its turn.

If the golem takes 20 slashing damage in a single turn, one of the creatures it has swallowed is released and lands in an unoccupied space within 5 ft. of the golem mass. Alternatively, a swallowed creature can use its action to attempt a DC 21 Strength check to break out of the golem mass and free itself. A creature that freed from the golem mass is placed in an unoccupied space within 5 ft. of the golem mass.

Once the golem mass dies, all creatures swallowed by it are freed.