



## Runed Flesh Golem

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Runed flesh golems are flesh golems that have been enchanted and augmented with powerful runic magic. The skin of a typical runed flesh golem is marked with dozens of softly glowing runes that enable it fear-some new capabilities, such as protective force fields, necrotic auras, or bolts of lighting and explosions of fire that discharge when the golem attacks.

**Recycling.** A runed flesh golem may be destroyed while certain parts of its body, and the runes carved thereon, remain intact. Those who wish to preserve the magic of the runes, such as necromancers or creatively adaptive adventurers, may dismember pieces of the body as necessary to recover the runes. For example, a hand carved with a rune that mimics a *glyph of warding* spell may be severed, collected, and then thrown at an object or creature to trigger the rune to detonate.

# RUNED FLESH GOLEM

*Large Construct, Unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 147 (14d10 + 70)

**Speed** 30 ft.

**STR DEX CON INT WIS CHA**

**22 (+6) 9 (-1) 20 (+5) 3 (-4) 11 (+0) 1 (-5)**

**Damage Resistances** Force

**Damage Immunities** Lightning; Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**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)

**Proficiency** +4

**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.

**Runic Power.** The golem gains the following benefits if one or more of its runes is recharged:

- The golem can't be surprised as long as it isn't incapacitated
- It has advantage on Dexterity (Sleight of Hand), Intelligence (Arcana), Wisdom (Animal Handling), and Wisdom (Insight) checks.

## ACTIONS

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

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 4 (1d8) force damage

## BONUS ACTIONS

**Fire Rune (Recharges after a Short or Long Rest).** Immediately after the golem hits a target with an attack roll, it can activate this rune to deal an extra 7 (2d6) fire damage, and it must succeed on a DC 17 Strength saving throw or be restrained for 1 minute. While restrained by the shackles, the target takes 7 (2d6) fire damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, banishing the shackles on a success.

**Storm Rune (Recharges after a Short or Long Rest).** The golem enters a prophetic state for 1 minute, or until it is incapacitated. Until the state ends, when the golem or another creature it can see within 60 feet of it makes an attack roll, a saving throw, or an ability check, it can use its reaction to cause the roll to have advantage or disadvantage.

## REACTIONS

**Cloud Rune (Recharges after a Short or Long Rest).** When the golem or a creature it can see within 30 feet of it is hit by an attack roll, it can use its reaction to choose a different creature within 30 feet of it, other than the attacker. The chosen creature becomes the target of the attack, using the same roll. This magic can transfer the attack's effects regardless of the attack's range.

**Rune Shield (4/Long Rest).** When another creature the golem can see within 60 feet of it is hit by an attack roll, the golem can force the attacker to reroll the d20 and use the new roll.