
OBSIDIAN GLASS GOLEM

Large construct, neutral

Armor Class 16 (natural armor)

Hit Points 85(9d10 + 36)

Speed 22ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities Fire, Poison, Bludgeoning, Piercing, and Slashing From Nonmagical Attacks That Aren't Adamantine

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 Ft., passive Perception 10

Languages Understands The Languages Of Its Creator But Can't Speak

Challenge 5 (1800 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 Weapons. The golem's weapon attacks are magical.

Sharpened Form. Whenever a creature with 5 ft. deals 20 damage or more to the golem in a single round of combat, a shower of glass erupts, dealing 8 (2d6) slashing damage to the attacker.

Actions

Multiattack. The golem makes two slam attacks.

Slam Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* (2d8 + 4) slashing damage.

Reactions

Spell Reflection. If the golem makes a successful saving throw against a spell, or a spell attack misses it, the golem can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the spectator. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature. The golem can only use this reaction against spells for which it is the only target.
