

MAGNETITE GOLEM

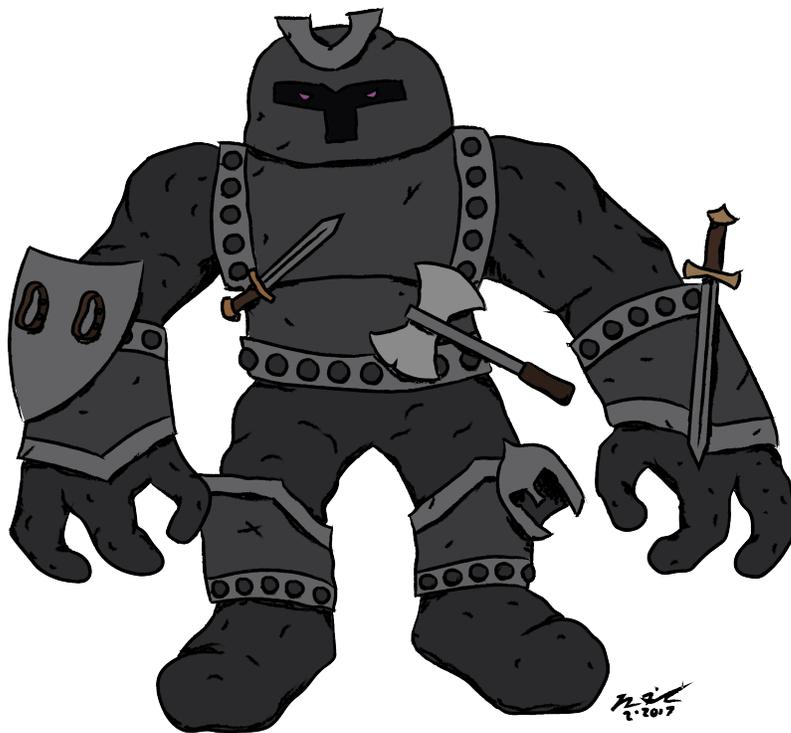
Most golems are made out of common and readily available materials, such as iron, stone, clay, or, in particularly grisly circumstances, flesh. A few golemsmiths, however, decide to utilize more exotic materials to make golems with unique abilities. One such exotic golem is the magnetite golem.

A magnetite golem usually is built in a humanoid form, with a wide body made out of metallic dark grey mineral stone. This form is often reinforced with wrought iron or steel plates, resembling rudimentary armor.

Walking Magnets. Magnetite golems are constructed of naturally magnetic iron ore known as magnetite to sages or lodestone to the common-folk. A magnetic field surrounds the golem, pulling objects made of ferrous metal towards it, granting the golem potent combat abilities against users of iron and steel.

Particular Guardians. The magnetite golem is an ideal ward against a raiding adventuring party. Its resistance to magical attack as well as the unique way with which it can fight heavily armored melee fighters make it adept at handling most of the threats an adventuring party might present.

The only downside of the magnetite golem is that it is not a good choice to guard anything that is made out of iron or steel, for obvious reasons.



Collectors. The magnetite golem's body can collect accidental trophies from a battle won that were left clinging to the golem's body at the end of the fight. After many battles, a magnetite golem can accumulate weapons, shields, and scraps of armor covering their form. These magnetite golems are called collectors.

FERROUS METALS

Only certain kinds of metals are attracted to a magnetite golem. The two most common are iron and steel.

Thankfully for the people who set magnetite golems to guard their treasure, the metals used to make standard coins (copper, silver, electrum, gold, and platinum) are not affected by the golem's magnetism.

As a DM, you might have to rule on whether special materials such as mithral or adamantine are attracted by magnets. You may also decide that some spells, such as *blade barrier*, interact with magnetism in interesting ways. Your players might argue. Good luck with that.

VARIANT: MAGNETITE GOLEM COLLECTORS

A magnetite golem collector has a challenge rating of 13 (10,000 XP). It has Armor Class 20, Speed 20 ft., and Dexterity 7 (-2). It also has the following traits.

Metal Shards. Any creature that starts its turn adjacent to the magnetite golem collector takes 1d6 slashing and 1d6 piercing damage.

In place of the magnetite golem's slam attack, the magnetite golem collector has the following attack.

Jagged Slam. Melee Weapon Attack. +11 to hit, reach 5 ft., one target. **Hit:** 19 (3d8 + 6) bludgeoning damage plus 3 (1d6) slashing damage plus 3 (1d6) piercing damage.

MAGNETITE GOLEM

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities electricity, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 120 ft., ironsight (see below), passive Perception 10

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

Challenge 12 (8,400 XP)

Electromagnetism. Whenever the golem is subjected to electricity damage, it takes no damage. Additionally, any creature that makes a Strength check or a Strength saving throw against the golem's magnetism have disadvantage until the end of the golem's next turn.

Fire Demagnetization. If the golem takes fire damage, its magnetism does not function until the start of its next turn.

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

Ironsight. Magnetite golems can sense all ferrous metals within 120 ft. A creature wearing metal armor, wielding a metal weapon, or otherwise carrying a large amount of iron cannot hide, through natural or magical means, from the magnetite golem.

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

Magic Weapons. The golem's weapon attacks are magical.

Magnetism. The golem attracts nearby ferrous metal. Weapon attacks against the golem made with ferrous metal weapons or ammunition have advantage, and the golem's weapon attacks against creatures in metal armor or holding a metal shield have advantage.

However, when a creature hits the golem with a melee weapon attack using a metal weapon, the attacker must make a DC 18 Strength saving throw or be disarmed. The weapon then sticks to the golem, requiring a DC 18 Strength check to remove. Additionally, any creature wearing metal armor or holding a metal shield that starts its turn within 30 ft. of the golem must make a DC 18 Strength saving throw or be pulled 10 ft. towards the golem. Any creature wearing metal armor or holding a metal shield that end their turn within 5 ft. of the golem are restrained. As an action, a restrained creature can make a DC 18 Strength check, escaping (for that round) on a success.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack. +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Magnetic Pull. The golem targets a creature wearing metal armor or holding a metal shield within 60 ft. That creature must make a DC 18 Strength saving throw or be pulled 30 ft. towards the golem.

Magnetic Disarm. The golem targets a creature holding a metal object, such as a weapon, within 30 ft. That creature must make a DC 18 Strength saving throw or be disarmed. The object flies to the golem and attaches to its body. The weapon then sticks to the golem, requiring a DC 18 Strength check to remove.



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