
WOOD GOLEM

Large construct, neutral

Armor Class 12 (natural armor)

Hit Points 76 (8d10+32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+2)	18 (+4)	4 (-3)	15 (+2)	1 (-5)

Saving Throws Cha +0

Damage Immunities cold (see below), poison; bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite

Damage Vulnerabilities fire (see below)

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

Senses darkvision 60 ft., passive Perception 12

Languages understands the language of its creator but cannot speak

Challenge 4 (1,800 XP)

TRAITS

Berserk: Whenever the golem starts its turn with 30 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. One the golem goes berserk, it continues to do so until it is destroyed or regains all of its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a **DC 14 Charisma (Persuasion)** check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 30 hit points or fewer, the golem might go berserk again.

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

Fire Vulnerability: The wood golem is vulnerable to fire damage, and if the golem takes fire damage it has disadvantage on attack rolls and ability checks until the end of its 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: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Splinter Burst (Recharge 5-6): The golem blasts forth a wave of razor sharp splinters in a 20' radius. Every creature within range takes 14 (4d6) slashing damage (**DC 13 Dexterity** save for half damage).

DRAYA, DROW MAGE

Medium humanoid (drow), neutral evil

Armor Class 11 (14 with *mage armor*)

Hit Points 32 (6d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	12 (+1)	17 (+3)	14 (+2)	12 (+1)

Saving Throws Int +6, Cha +4

Skills Arcana +6, Deception +4, Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages Elvish, Undercommon

Challenge 3 (700 XP)

TRAITS

Fey Ancestry: Draya has advantage on saving throws against being charmed, and magic can't put her to sleep.

Innate Spellcasting: Draya's innate spellcasting ability is Charisma (spell save **DC 12**). She can innately cast the following spells, requiring no material components:

At-will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Spellcasting: Draya is a 6th level spellcaster, and her spellcasting ability is Intelligence (spell save **DC 14**, +6 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *poison spray*, *ray of frost*

1st level (4 slots): *charm person*, *mage armor*, *sleep*, *witch bolt*

2nd level (3 slots): *invisibility*, *misty step*, *suggestion*

3rd level (2 slots): *dispel magic*, *gaseous form*, *haste*

Spider Staff: When Draya is in possession of her spider staff, she can cast the *web* spell two times a day without material components.

Sunlight Sensitivity: Draya has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when she, the target of her attack, or whatever she is trying to perceive is in direct sunlight.

ACTIONS

Spider Staff, Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with 2 hands. If the target is not a drow, she gains an additional +1 bonus to the attack roll and damage.

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A wood golem is a construct made from the woods of The Great Vale, formed into a humanoid body with articulated limbs. It stands over 7 feet tall and weights over 500 pounds.