

# 5e Fiendopedia: Forgotten Constructs



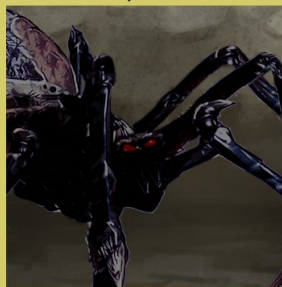
Iron Cobra  
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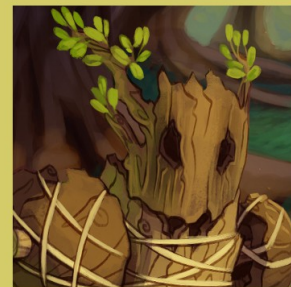
Golem, Totem



Golem, Ice



Retriever



Golem, Wood

Inkwell Ideas



# 5e Fiendopedia: Deep Underground Humanoids

Monsters compatible with the 5<sup>th</sup> edition of the world's most famous fantasy role-playing game.

## Credits

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The 5e Fiendopedia is designed to augment the monsters available to a game master. Each monster has its own page, including a wonderful color illustration. Print them out, hole-punch them, and place them in a binder. Keep a binder of just those used in your campaign. Sort them by name, challenge, environment or any other way you need them. More 5e Fiendopedia are forthcoming with even more creatures!

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If you see something that seems off or a way to enhance a creature, please send the comment to [support@inkwellideas.com](mailto:support@inkwellideas.com). We have the opportunity to fix it and put out an update for everyone's benefit.

# Golem, Ice

Medium construct, Unaligned  
Challenge 6 (2,300 XP)

*This icy statue stands a head taller than a human. A rime of frost coats it, and razor-sharp shards of ice adorn its limbs.*



**Armor Class** 16 (natural armor)

**Hit Points** 95 (10d10+40)

**Vulnerabilities (Damage)** fire, thunder

**Immunities (Damage)** cold, poison; piercing from nonmagical weapons that aren't adamantine

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

Str	Dex	Con	Int	Wis	Cha
20 (+5)	9 (-1)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

**Speed** 30 ft.

**Senses** darkvision 60ft., passive Perception 10

**Languages** understands its creator's languages but can't speak

## Actions

**Multi-attack.** An ice golem makes two slams.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2d8+5 bludgeoning damage, plus 1d6 cold damage.

**Cold Breath (Recharge 5-6).** The ice golem exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 5d6 cold damage and be restrained on a failed save, or half as much damage on a successful one and not restrained.

## Traits

**Ice Body.** A creature that touches an Ice Golem or hits it with a melee attack while within 5 feet of it takes 1d10 cold damage.

**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.

**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 vs. spells & other magical effects.

**Magic Weapons.** Its weapon attacks are magical.

## Ecology

**Environment** any

**Organization** solitary or gang (2-4)

**Treasure** none

*Golems are magically created automatons of great power. They stand apart from other constructs in the nature of their animating force—golems are granted their magical life via an elemental spirit, typically that of an earth elemental. The process of creating a golem binds the spirit to the artificial body, merging it with this specially prepared vessel and subjecting it to the will of the golem's creator.*

*Being mindless, golems do nothing without orders from their creators. They follow instructions explicitly and are incapable of complex strategy or tactics. A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If uncommanded, a golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the golem a simple command to govern its actions in his absence, or can order the golem to obey the commands of another, but the golem's creator can always resume control by commanding the golem to obey him alone.*

*Ice golems are humanoid automatons formed of carved ice. Their appearance can range from roughly chiseled figures of ice and snow to elaborately detailed ice sculptures and beautiful crystalline statues.*

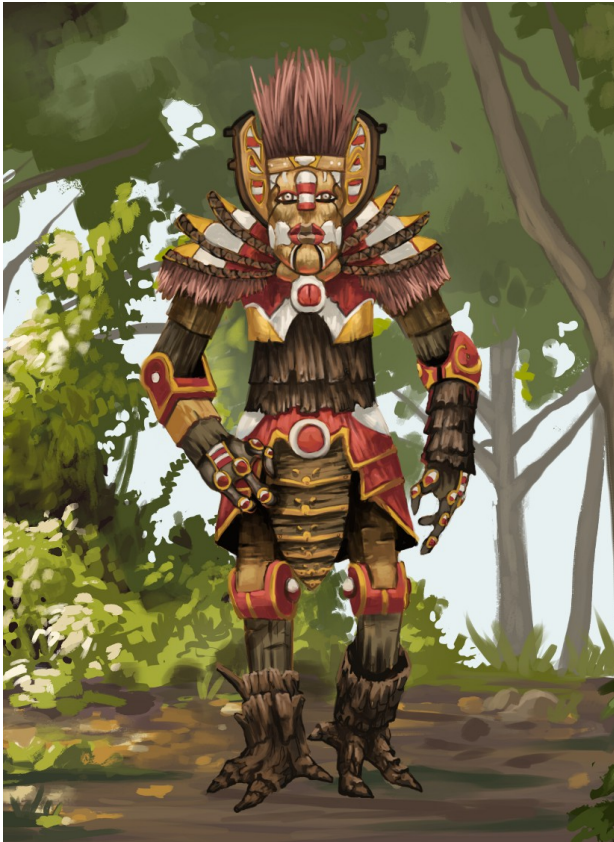
*Ice golems cannot speak, and move with the sound of cracking and popping ice. An ice golem stands 7 feet tall and weighs 500 pounds.*



# Golem, Totem

Large construct, Unaligned  
Challenge 8 (3,900 XP)

This tall—15ft—automaton is a living totem pole. It has several beneficial effects for allies.



**Armor Class** 18 (natural armor)

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

**Vulnerabilities (Damage)** fire

**Immunities (Damage)** cold, poison, psychic; bludgeoning and piercing from nonmagical weapons except adamantine

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

Str	Dex	Con	Int	Wis	Cha
22 (+6)	9 (-1)	20 (+5)	6 (-2)	18 (+4)	10 (+0)

**Speed** 30 ft.

**Senses** darkvision 60ft., passive Perception 10

**Languages** understands its creator's languages but can't speak

## Actions

**Multi-attack.** The totem golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

*Hit:* 2d8+6 bludgeoning damage.

## Traits

**Barkskin.** As long as it is conscious, all creatures within 100ft. that it considers an ally will have a minimum AC 16.

**Enhance Ability.** Any creature the golem considers an ally may touch it and receive the creature's choice of the *Enhance Ability* spell's effects. Only one additional creature per round may gain this effect, but the effect lasts one minute. The ability to grant the effect resets at the end of the golem's turn.

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

**Innate Spellcasting.** The totem golem's spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring only verbal components:

5/day: *Create Water, Entangle, Fog Cloud*

3/day: *Gust of Wind, Spike Growth*

1/day: *Plant Growth, Wind Wall*

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

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

## Ecology

**Environment** any

**Organization** solitary or gang (2-4)

**Treasure** none

A totem golem stands 15 feet tall, weighs 800 pounds and is carved from rare woods and painted to resemble a number of creatures. They have generally beneficial effects for the people that create them: better childbirths, more crops, etc. In times of combat, the spirit of the totem golem comes to life. It will animate to defend the village. Its allies may also gain abilities to make them stronger, faster, harder to hit, etc. A shaman's ritual may also send it on a special mission.

Golems are magically created automatons of great power. They stand apart from other constructs in the nature of their animating force—golems are granted their magical life via an elemental spirit, typically that of an earth elemental. The process of creating a golem binds the spirit to the artificial body, merging it with this specially prepared vessel and subjecting it to the will of the golem's creator.

Being mindless, golems do nothing without orders from their creators. They follow instructions explicitly and are incapable of complex strategy or tactics. A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If uncommanded, a golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the golem a simple command to govern its actions in his absence, or can order the golem to obey the commands of another, but the golem's creator can always resume control by commanding the golem to obey him alone.

# Golem, Wood

Medium construct, Unaligned  
Challenge 7 (2,900 XP)

*This human-sized automaton resembles a crude humanoid figure made of cast-off pieces of wood.*



Str	Dex	Con	Int	Wis	Cha
20 (+5)	9 (-1)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

**Speed** 30 ft.

**Senses** darkvision 60ft., passive Perception 10

**Languages** understands its creator's languages but can't speak

## Actions

**Multi-attack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2d8+5 bludgeoning damage.

**Splinter (Recharge 5-6).** The wood golem can launch razor sharp splinters from its body in a 15-foot radius centered on itself. Each creature in that area must make a DC 15 Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much damage on a successful one.

## Traits

**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.

## Ecology

**Environment** any

**Organization** solitary or gang (2-4)

**Treasure** none

**Armor Class** 16 (natural armor)

**Hit Points** 114 (12d10+48)

**Vulnerabilities (Damage)** fire

**Immunities (Damage)** cold, poison, psychic; bludgeoning and piercing from nonmagical weapons that aren't adamantine

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

*Golems are magically created automatons of great power. They stand apart from other constructs in the nature of their animating force—golems are granted their magical life via an elemental spirit, typically that of an earth elemental. The process of creating a golem binds the spirit to the artificial body, merging it with this specially prepared vessel and subjecting it to the will of the golem's creator.*

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*A wood golem is carved from rare woods, assembled into a roughly humanoid body with articulated limbs. Their creators usually leave their bodies almost unfinished, with individual pieces of lumber and unworked wood apparent and obvious as part of their construction. A wood golem stands 6-1/2 feet tall and weighs 400 pounds.*

# Iron Cobra

Small construct, Unaligned  
**Challenge 4** (1,100 XP)

*This creature resembles a small, metallic cobra. Its body is made of overlapping iron plates, and its eyes are pinpoints of red light.*



**Armor Class** 18 (natural armor)

**Hit Points** 38 (4d10+16)

**Immunities (Damage)** fire, poison, psychic; bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantine

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

Str	Dex	Con	Int	Wis	Cha
16 (+3)	16 (+3)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

**Speed** 40 ft.

**Skills** Stealth +12

**Senses** darkvision 60ft., passive Perception 10

**Languages** understands its creator's languages but can't speak

## Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8+3 piercing damage and the target must make a DC 12 Constitution saving throw, taking 3d8 poison damage on a failed save. Poison may only be used 3 times until refilled.

## Traits

**Find Target.** Once per day, the iron cobra's creator can order it to find and kill a specific creature within one mile, which it does as if guided by the spell *Locate Creature* (with a changed range of one mile.) The creator must have seen or be holding an object from the specified creature for this to function.

**Tremor Sense.** The iron cobra has advantage on Wisdom (Perception) checks on surface movements.

## Ecology

**Environment** any

**Organization** solitary, pair or nest (3-10)

**Treasure** none

## Variants

Iron is the most common material for these creations, but some crafters prefer more exotic materials when creating the serpentine constructs.

**Adamantine Cobra (+1 Challenge):** This cobra is more solidly built than others. Its AC increases to 21, and it gains +5 hp per HD.

**Mithral Cobra (+1 Challenge):** This cobra is much swifter. Its Dexterity increases by +4 and its speed to 70 ft., and it gains a Multiattack action to make two bite attacks.

*The iron cobra is a simple construct that resembles a hooded cobra made out of metal. The iron cobra is typically used as a bodyguard or guardian of treasure, though its magical ability to unerringly locate creatures means it is also used as an assassin. Since an iron cobra's poison reservoir can contain multiple types of venom, the construct's specific use can be further tailored by varying the poison used. Some spellcasters even fill these reservoirs with potions, so that when the cobra bites, it injects the potion into its target. This is a somewhat dangerous method for gaining the effects of a potion, but it does free up the cobra's master to do other things in a combat round apart from quaffing potions.*



# Retriever

Huge construct, Chaotic Evil  
**Challenge** 14 (11,500 XP)

A spider the size of a bull elephant rears up on its back four legs in a violent challenge, eyes shimmering with magical energy.



**Armor Class** 21 (natural armor)

**Hit Points** 173 (15d12+75)

**Immunities (Damage)** fire, poison, psychic; bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite

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

Str	Dex	Con	Int	Wis	Cha
22 (+6)	16 (+3)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

**Speed** 50 ft.

**Skills** Perception +15

**Senses** darkvision 120ft., passive Perception 25

**Languages** Abyssal but can't speak

## Ecology

**Environment** any (Abyss)

**Organization** solitary

**Treasure** none

*Not all constructs are formed from unliving matter like stone, wood, metal, or dead flesh. In the darkest corners of the Great Beyond, certain powerful demon lords have mastered the art of shaping the raw, protoplasmic flesh of the Abyss into hideous monstrosities devoid of life, emotion, and the will to resist control. The monstrous retriever is the best-known of such constructs, a huge spider-like creation capable of unleashing potent energy upon those it has been ordered to seek.*

*Demon lords use retrievers to seek out those who dare abandon their loyalties or flee from servitude. Often, the presence of a retriever in a demon's den is enough in and of itself to ensure the loyalty of the lesser demons. The constructs also excel in tracking down specific objects and returning them to their masters—their intelligence is just enough to allow them to focus on their ordered tasks but not quite enough for them to form ideas of rebellion and longings for freedom.*

*A retriever's body is the size of an elephant, and its legspan is nearly 30 feet. It weighs 6,500 pounds.*

## Actions

**Multiattack.** The retriever makes a bite attack, 4 claw attacks and an Eye Ray attack.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d8+6 piercing damage and the target must make a DC 14 Dexterity saving throw and be restrained on a failed save.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 2d6+6 slashing damage.

**Eye Ray.** A retriever's eyes can produce four different magical rays, each with a range of 90 feet. Each round, it can fire one ray. A particular ray is usable only once every 4 rounds. The eye ray effects are the following:  
*Fire:* Deals 12d6 fire damage (DC 18 Dexterity half).

*Cold:* Deals 12d6 cold damage (DC 18 Dexterity half).

*Electricity:* Deals 12d6 electricity damage (DC 18 Dexterity half).

*Petrification:* Target must succeed on a DC 18 Dexterity save or turn to stone permanently.

## Traits

**Discern Location.** At any time, a retriever may discern the location of a creature as the *Locate Creature* spell, except the range is unlimited and nothing short of a *Mind Blank* spell circumvents it.

**Relentless.** A retriever is constantly under the effects of *spider climb* and *water walk*; these abilities cannot be dispelled.

**Regeneration.** The retriever regains 5 hit points at the start of its turn, unless it is reduced to 0 hit points or less.

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