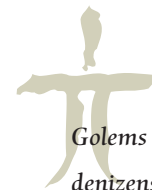




BESTIARY: MINDLESS MONSTROSITIES

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Golems and oozes are among the most feared dungeon denizens because of their tireless pursuit of prey. Golems, with their resilient bodies and mindless obedience, make excellent guardians. Long after their masters have passed into the Shadowfell, golems remain devoted to their charge. Abandoned keeps and ancient tombs are rife with such sentinels, and woe to the adventurer who isn't prepared to face one of these tireless constructs.

Although motivated by hunger and not obedience, oozes make equally efficient guardians. With their constant vigilance and search for prey, and a slow metabolism that allows them to endure decades with minimal food, oozes make formidable and determined adversaries. Oozes are near mindless and cannot be tamed, yet they can be coaxed with food easily. Because oozes care nothing for inorganic matter, they are often sealed within treasure vaults, laboratories, and tombs to keep would-be robbers or adventurers from exploring or plundering them.

CRYSTAL GOLEM

A creature constructed of magically animated shards of crystal, crystal golems are typically paired with more melee-focused guardians.

CRYSTAL GOLEM TACTICS

Crystal golems rely on terrain and allies to keep adversaries at a distance while bombarding foes with *piercing shard* and *shard volley*. They risk opportunity attacks to move out of melee (since they can't shift), and they resort to using their melee basic

Crystal Golem	Level 14 Elite Artillery
Medium natural animate (construct)	XP 2,000
Initiative +9	Senses Perception +6; darkvision
HP 216; Bloodied 108; see also <i>death burst</i>	
AC 28; Fortitude 30, Reflex 28, Will 26	
Immune disease, poison	
Saving Throws +2	
Speed 6; can't shift	
Action Points 1	
⊕ Slash (standard; at-will)	
Reach 2; +21 vs. AC; 2d6 + 4 damage, and ongoing 5 damage (save ends).	
↘ Piercing Shard (standard; at-will)	
Ranged 10; +21 vs. AC; 2d6 + 4 damage, and ongoing 10 damage (save ends).	
↘ Shard Volley (standard; recharge ☒ ☒)	
The shard golem makes a <i>piercing shard</i> attack against each target within range.	
Fractured Body (immediate reaction, when an adjacent enemy hits the crystal golem with a melee attack; recharge ☒ ☒)	
The enemy takes ongoing 5 damage (save ends).	
Death Burst (when reduced to 0 hit points)	
The crystal golem explodes in a burst of crystal shards. Close burst 2; +19 vs. Reflex; 2d6 damage, and ongoing 10 damage (save ends).	
Alignment Unaligned Languages –	
Str 19 (+11)	Dex 14 (+9) Wis 8 (+6)
Con 18 (+11)	Int 3 (+3) Cha 3 (+3)

attack only if cornered. When crystal golems are near death, they try to position themselves where they can cause the most damage with *death burst*.

CRYSTAL GOLEM LORE

A character knows the following information with a successful Arcana or Nature check.

DC 20: Despite their fragile appearance, crystal golems are resilient creatures. They have the ability to create crystalline darts and fire them at enemies up to 50 feet away. In some instances, they can even hit multiple targets with this attack.

DC 25: Engaging a crystal golem in melee is dangerous, for its crystalline body can splinter when hit, sending shards flying into the attacker. These shards embed in an attacker's flesh, causing ongoing pain.

DC 30: As a crystal golem is damaged, large fractures begin to crisscross its body. Upon the killing blow, the golem's crystalline form shatters, sending deadly splinters in all directions.

SAND GOLEM

The canny sand golems use their evasive natures to engage the most threatening foes they face, avoiding powerful melee combatants when possible.

SAND GOLEM TACTICS

Sand golems are more intelligent than most golems, and their tactics in combat are representative of that cunning. While awaiting an enemy, sand golems often use Stealth to appear as a pile of sand. Once in combat, sand golems seek opportunities to gain combat advantage. They use *evasive slide* whenever possible, and they withhold their use of *sandstorm* until they can gain a position where the attack can hit multiple targets.

SAND GOLEM LORE

A character knows the following information with a successful Arcana or Nature check.

DC 20: Sand golems are incredibly evasive. They move around the battlefield without difficulty.

DC 25: Sand golems have the ability to transform briefly into a sandstorm once during battle.

RIMEFIRE GOLEM

Rimefire golems are constructed of living ice, and capable of wielding raw elemental cold.

RIMEFIRE GOLEM TACTICS

Rimefire golems are thuggish constructs that rely on deadly physical attacks and sheer attrition to wear down enemies. Rimefire golems wade into combat,

Sand Golem	Level 15 Skirmisher
Medium natural animate (construct)	XP 2,400
Initiative +11	Senses Perception +6; darkvision
HP 148; Bloodied 74	
AC 29; Fortitude 24, Reflex 27, Will 24; see also <i>evasive slide</i>	
Immune disease, poison	
Speed 6; see also <i>shifting sands</i>	
⊕ Slam (standard; at-will)	
Reach 3; +20 vs. AC; 3d6 + 4 damage.	
↙ Sandstorm (standard; encounter)	
Close burst 3; targets enemies; +17 vs. Fortitude; 1d8 + 4 damage, and the target is blinded (save ends).	
Evasive Slide (immediate reaction, when a melee attack misses the sand golem; at-will)	
The sand golem shifts 3 squares and gains combat advantage against the creature that missed it.	
Shifting Sands (move; at-will)	
The sand golem can shift up to its speed.	
Skills Stealth + 14	
Alignment Unaligned Languages –	
Str 22 (+13)	Dex 13 (+8) Wis 9 (+6)
Con 20 (+12)	Int 6 (+5) Cha 3 (+3)

immediately using *rimefire burst* at the first opportunity to hit more than one enemy. They then wait until the power recharges, using it again whenever the attack can target more than one creature.

GOLEM LORE

A character knows the following information with a successful Arcana or Nature check.

DC 25: Rimefire golems are constructs forged from the searing ice of the Elemental Chaos. These constructs emit an aura that alters the ground on

which they walk, making it slippery and sometimes even fiery.

DC 30: The rimefire golem's aura becomes more dangerous while the creature is bloodied. The

creature has little regard for its own safety, and it attempts to position itself where it can use its area attacks with greatest effect.

Crystal golems rely on terrain and their allies to keep adversaries at a distance while they bombard their foes with piercing shard and shard volley.



Rimefire Golem	Level 20 Elite Brute
Large natural animate (construct)	XP 5,600
Initiative +8	Senses Perception +9; darkvision
Icefire Fog (Cold) aura 2; enemies treat the area within the aura as difficult terrain; see also <i>forgefire unleashed</i>	
HP 468; Bloodied 234; see also <i>forgefire unleashed</i>	
AC 34; Fortitude 34, Reflex 31, Will 30	
Immune disease, poison, sleep; Resist 10 cold, 10 fire	
Saving Throws +2	
Speed 6; can't shift	
Action Points 1	
⊕ Slam (standard; at-will) ♦ Cold	
Reach 2; +23 vs. AC; 2d8 + 2 damage, and ongoing 10 cold damage (save ends).	
↖ Rimefire Sweep (standard; recharge 5 6) ♦ Cold	
The rimefire golem makes a basic attack against each adjacent enemy.	
Forgefire Unleashed (while bloodied)	
The rimefire golem's <i>icefire fog</i> aura gains the fire keyword and gains the following effect: an enemy that begins its turn in the aura takes 10 fire damage.	
↖ Death Burst (when reduced to 0 hit points) ♦ Cold, Fire, Zone	
The rimefire golem explodes in a burst of fire and ice. Close burst 2; +22 vs. Reflex; 3d8 + 7 fire and cold damage. In addition, the area of the burst becomes a zone that lasts until the end of the encounter. A creature that begins its turn in the zone takes 10 fire damage.	
Alignment Unaligned	Languages –
Str 26 (+18)	Dex 7 (+8)
Con 24 (+17)	Wis 8 (+9)
Int 3 (+6)	Cha 3 (+6)

DC 35: The harsh elemental energy used to give life to rimefire golems is highly combustible, and when a rimefire golem is slain, that energy is unleashed in a burst that sears nearby creatures.

ENCOUNTER GROUPS

A golem often serves a powerful lord or lady, who is also a spellcaster or priest. They are obedient guardians, throwing themselves at adversaries without regard for their own health or wellbeing.

Level 14 Encounter (XP 4,800)

- ♦ 1 crystal golem (level 14 elite artillery)
- ♦ 1 minotaur cabalist (level 13 controller)
- ♦ 2 salamander lancers (level 14 brute)

Level 15 Encounter (XP 6,000)

- ♦ 1 sand golem (level 15 elite skirmisher)
- ♦ 2 rakshasa warriors (level 15 soldier)
- ♦ 1 salamander noble (level 15 controller)

Level 20 Encounter (XP 14,000)

- ♦ 1 rimefire golem (level 20 elite brute)
- ♦ 1 ice archon frostshaper (level 20 controller)
- ♦ 2 rimefire griffons (level 20 skirmisher)

AZURE JELLY

The deadly azure jelly attacks sees any living creature as a source of food, and uses its cold powers to freeze its prey before devouring it.

AZURE JELLY TACTICS

An azure jelly moves heedlessly into battle, slamming whatever prey is nearest. When it succeeds at immobilizing a creature, it uses *attach*, attempting to freeze an enemy to death. When first bloodied, an azure jelly unleashes *cold snap*. On its next turn, it targets any immobilized creatures with *attach*. This jelly fights until killed or until it can consume its prey.

AZURE JELLY LORE

A character knows the following information with a successful Nature check.

DC 20: Azure jellies emerge spontaneously from cold and icy places that are infused with arcane energy. They commonly occupy dungeons and frigid locations. Azure jellies, like most oozes, are ravenous creatures driven by a hunger that causes them to relentlessly pursue any prey.

Azure Jelly	Level 7 Elite Brute
Medium natural beast (blind, ooze)	XP 600
Initiative +5	Senses Perception +4; tremorsense 10
HP 192; Bloodied 96; see also <i>cold snap</i> below	
AC 19; Fortitude 22, Reflex 21, Will 20	
Immune gaze; Resist 10 cold	
Saving Throws +2	
Speed 5	
Action Points 1	
⊕ Slam (standard; at-will) ♦ Cold	
+10 vs. AC; 2d8 + 4 cold damage, and the jelly makes a secondary attack. <i>Secondary Attack</i> : +8 vs. Fortitude; the target is immobilized (save ends).	
⊕ Double Attack (standard; at-will)	
The azure jelly makes two slam attacks.	
⊕ Attach (minor; at-will) ♦ Cold	
Targets an immobilized creature; +10 vs. Fortitude; the target is grabbed (escape ends). While the target is grabbed, that creature takes 10 cold damage at the start of its turn, and when the azure jelly is hit by an attack, the azure jelly takes half damage from the attack and the grabbed creature takes the other half.	
↖ Cold Snap (when first bloodied) ♦ Cold, Zone	
Close burst 2; targets enemies; +8 vs. Fortitude; 2d6 + 5 cold damage, and the target is immobilized until the end of its next turn. The burst creates a zone that lasts until the end of the encounter. The zone is difficult terrain to creatures other than the azure jelly.	
Alignment Unaligned	Languages –
Str 15 (+5)	Dex 14 (+5)
Con 16 (+6)	Wis 12 (+4)
Int 1 (-2)	Cha 1 (-2)

SHADOW SLIME

Among the deadliest hunters of the oozes, shadow slimes will wait patiently for food to pass for days, or even weeks at a stretch.

SHADOW SLIME TACTICS

Considered among the most cunning oozes, a shadow slime waits patiently for prey to come to it. This creature then extinguishes a light source, teleports to a creature using *shadow jump*, and strikes. A shadow slime selects a location with dark crevasses

Shadow Slime		Level 10 Elite Lurker	
Large natural beast (blind, ooze)		XP 1,000	
Initiative +13		Senses Perception +7; tremorsense 10	
HP 154; Bloodied 77			
AC 23; Fortitude 21, Reflex 22, Will 20; see also <i>pool of shadows</i>			
Immune gaze			
Saving Throws +2			
Speed 5			
Action Points 1			
⊕ Slam (standard; at-will) ◆ Necrotic +15 vs. AC; 1d8 + 5 necrotic damage.			
⊖ Drain Life (standard; at-will) ◆ Healing, Necrotic +13 vs. Fortitude; 2d8 + 3 necrotic damage, and the slime regains hit points equal to the damage dealt.			
Engulf in Shadows (minor; at-will)			
One light source (even magical light) within 10 squares of the shadow slime stops producing light until relit.			
Pool of Shadows			
The shadow slime is invisible in areas of dim light or darkness.			
Shadowed Strike			
When the shadow slime hits a creature that cannot see it, the attack deals an extra 2d6 damage and the target loses 1 healing surge.			
Alignment Unaligned Languages –			
Skills Athletics + 12, Stealth +14			
Str 15 (+7)	Dex 18 (+9)	Wis 15 (+7)	
Con 17 (+8)	Int 1 (+0)	Cha 1 (+0)	

and plenty of room to maneuver. It tries to divide prey and target those near the edge of the light.

SHADOW SLIME LORE

A character knows the following information with a successful Nature check.

DC 20: Originally oozes of the Shadowfell, shadow slimes have gained a presence in the mortal world. They are one of the more cunning oozes, and they prefer stealth and alacrity to brute force.

DC 25: Shadow slimes have the power to extinguish lights, which they use to great advantage to

drive their prey into disarray. They also drain the life force of those creatures they strike, rejuvenating themselves in the process.

IRIDESCENT OOZE

Patient ambushers, iridescent oozes have the power to force prey to come directly to them.

IRIDESCENT OOZE TACTICS

Iridescent oozes wait until prey approaches. Then they position themselves to unleash *prismatic shock*. These oozes then concentrate on dazed opponents, attempting to mark them and other nearby creatures using slam attacks. Once oozes have two or more marked opponents, they use *alluring colors* to draw them close and keep them within reach.

IRIDESCENT OOZE LORE

A character knows the following information with a successful Nature check.

DC 25: Iridescent oozes are ambushers. They like to lie in wait and surprise an enemy, catching them unaware and keeping them close where they can be engulfed. Iridescent oozes have a dazzling array of colors that play across their slimy surface, drawing enemies to them with a hypnotic effect.

ENCOUNTER GROUPS

Oozes inhabit dungeons and other locales with all kinds of denizens, though often such creatures are undead, difficult to catch, or otherwise inedible.

Level 10 Encounter (XP 2,200)

- ◆ 1 shadow slime (level 10 elite lurker)
- ◆ 2 zombie hulks (level 8 brute)
- ◆ 1 skeletal tomb guardian (level 10 brute)

Iridescent Ooze		Level 13 Elite Soldier	
Large natural beast (blind, ooze)		XP 1,600	
Initiative +8		Senses Perception +9; tremorsense 20	
HP 258; Bloodied 129; see also <i>prismatic shock</i>			
AC 29; Fortitude 28, Reflex 25, Will 26			
Immune gaze			
Saving Throws +2			
Speed 4			
Action Points 1			
⊕ Slam (standard; at-will)			
Reach 2; +20 vs. AC; 2d6 + 4 damage, and the target is marked (save ends).			
⊖ Double Attack (standard; at-will)			
The iridescent ooze makes a slam attack against two different targets.			
◀ Alluring Colors (standard; at-will) ◆ Acid, Charm			
Close burst 10; targets enemies; +18 vs. Will; the target is pulled 2 squares. If the target is marked by the iridescent ooze, it is pulled 4 squares. Any creature marked by the iridescent ooze and in a square adjacent to the iridescent ooze is grabbed and gains ongoing 10 acid damage (escape ends both).			
Prismatic Shock (encounter; recharges when first bloodied) ◆ Radiant			
Close burst 2; +18 vs. Will; 1d10 + 5 damage, and the target is dazed until the end of the iridescent ooze's next turn.			
Alignment Unaligned Languages –			
Str 20 (+11)	Dex 15 (+8)	Wis 16 (+9)	
Con 17 (+9)	Int 1 (+1)	Cha 1 (+1)	

Level 13 Encounter (XP 4,000)

- ◆ 1 iridescent ooze (level 13 elite soldier)
- ◆ 1 beholder eye of flame (level 13 elite artillery)
- ◆ 4 horde ghouls (level 13 minion) ☞

About the Author

Greg Bilsland is a game editor and contract writer at Wizards of the Coast. His writing credits include the *Forgotten Realms Player's Guide* and several D&D Insider articles. When he's not working, he spends much of his free time writing speculative fiction in one of Seattle's many coffee shops.