



ARTBY IOBARD

Lightning Mace

weapon (mace), rare

A unique weapon conceived by Esmera, an infamous eccentric of the Church of Purity, when she was tasked with creating a power that could match that of the Sacred Blood but didn't require the substance. Striking this peculiar iron mace like a match generates the same blue sparks that blanket corrupted beasts.

This weapon has 2 charges that it regains daily at moon high. As an action, you can expend 1 charge to ignite this mace. Blue streaks of lightning explode from the weapon. Any creature other than you in a 10 feet radius centered on you must succeed on a DC 14 Dexterity saving throw or take 3d8 lightning damage. For the next 1d4 rounds the mace deals an additional 1d8 lightning damage on a hit and cannot be ignited again.



ART BY BREAKERMAXIMUS

Lightning Golem

These golems are the product of the latest advancement in magical research. Chunks of armor infused with the raw power of lightning. These golems can be terrifying, they are usually sent out on nights of thunderstorms, where they are hard to miss, as all bolts of lightning seem to always hit them. Yet instead of damaging them, the lightning makes them phase in and out of existence, and move faster towards their goal. Much like other golems, they are neither good nor bad, as they are completely under the influence of their creator, making them perfect tools for war. There are legends of a lightning golem that became sentient, but no one has been able to confirm that story.

GM NOTE:
If you want to make this monster more fearsome, you can give it a 10 movement speed, and an ability that reads as follow:

Lightning Step: The golem can expend 5 feet of movement on its turn to teleport up to 30 feet to an empty space that it can see instead.

This allows the creature to make 2 teleports per turn and surprise players by re-appearing behind them.

LIGHTNING GOLEM

Large construct, neutral

Armor Class 18 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	17 (+3)	6 (-2)	10 (+0)	5 (-3)

Damage Resistances thunder
Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 6 (2,300 XP)

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

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead teleports up to 60 feet to an empty space that it can see.

Lightning Rod. Any spell or effect that deals lightning damage within 100 feet of the golem is automatically redirected towards it, even if the range of the spell or effect wouldn't normally reach the 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.

Psychic Rage. When the golem is hit with psychic damage, it enters a frenzy for 1d3 rounds. While frenzied, it has advantage on all attack rolls, but cannot discern friend from foe. On each of its turns while frenzied, 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. The golem's creator, if within 60 feet of the frenzied 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 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being frenzied and cannot enter a frenzy again for the next 10 minutes.

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 and 7 (2d6) lightning damage.