Hyper Golem

Wizards are constantly looking for new ways to extend their lives and power. Those who lack the skill or patience for lichdom sometimes turn necromantic pursuits. Hyper golems are the result. A hyper golem is a flesh golem that has had the wizard's brain stored within the body. Typically, the wizard that creates the golem chooses only the best parts for its host, particularly focusing on the hands and mouth. This ensures that the wizard can still effectively cast his or her spells in the new form.

Construct Nature. The hyper golem does not require air, food, drink, or sleep.

Hyper Golem

Medium construct, neutral evil

Armor Class 10 (13 with *mage armor*)
Hit Points 164 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	16 (+3)	12 (+1)	9 (-1)

Saving Throws Int +7, Wis +5
Skills Arcana +7
Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages any three languages
Challenge 11 (7,200 XP)

Divert Power. As a bonus action, the golem can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) lightning damage to a target on a hit. This benefit lasts until the end of the turn. If the golem expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

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 regains a number of hit points equal to the lightning damage dealt.

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

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

Spellcasting. The golem is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can cast the following wizard spells:

Cantrips (at will): *mage hand, mending, message, minor illusion*
1st level (4 slots): *fog cloud, mage armor, magic missile, shield*
2nd level (3 slots): *hold person, mirror image*
3rd level (2 slots): *counterspell, dispel magic*

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Lightning Blast. The golem can expend a spell slot to emit lightning in a 60-foot line that is 5-feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 10 (3d6) lightning damage on a failed saving throw or half as much damage on a successful one. If the golem expends a spell slot of 2nd level or higher, the damage increases by 1d6 for each level above 1st.