

CLOCKWORK STEED

CREATURE 8

UNCOMMON

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LARGE

CONSTRUCT

CLOCKWORK

MINDLESS

Perception +14; darkvision

Skills Acrobatics +16, Athletics +21

Str +7, **Dex** +4, **Con** +6, **Int** -5, **Wis** +3, **Cha** -5

Wind Up 24 hours, DC 24, standby

AC 26; **Fort** +16, **Ref** +15, **Will** +14


HP 120; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious;

Resistances physical 10 (except adamantine or orichalcum); **Weaknesses** electricity 10, orichalcum 10

Buck  DC 25

Speed 40 feet

Melee  hoof +18, **Damage** 2d6+10 bludgeoning

Gallop  The steed Strides twice. It has a +10-foot circumstance bonus to its Speed during these Strides.