

JUNK GOLEM

CREATURE 6

N**MEDIUM****CONSTRUCT****GOLEM****MINDLESS**

Perception +12; darkvision

Skills Athletics +16

Str +4, **Dex** +5, **Con** +2, **Int** -5, **Wis** +0, **Cha** -5

AC 23; **Fort** +14, **Ref** +17, **Will** +12

HP 80 (junk repair); **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, poison, sickened, unconscious; **Resistances** physical 5 (except adamantine)

Golem Antimagic harmed by sonic (4d8, 2d6 from areas or persistent damage; healed by grease (area 2d6 HP); slowed by lock.

Vulnerable to Shape Wood and Rusting Grasp A junk golem targeted by shape wood or rusting grasp takes 2d8 damage per spell level, with a basic Fortitude save against the caster's spell DC.

Junk Repair A junk golem has fast healing 2 when in an area with a high concentration of debris, such as a refuse heap or the area created by another junk golem's Discorporate ability.

Discorporate ♦♦ (arcane, morph, transmutation) The junk golem breaks apart into its constituent pieces. It becomes Large in size and gains the Swarm trait, additionally gaining immunity to precision damage and weakness 5 to area damage and splash damage. The only attack it can use while in this form is Swarming Bites. This action can also be used to revert back into its normal form.

Collapse ⤿ **Trigger** The junk golem is critically hit by an attack roll. **Effect** The junk golem Discorporates immediately before damage is calculated, treating the attack as if it had not been a critical hit.

Speed 25 feet

Melee ♦ fist +16 (magical), **Damage** 2d8+7 bludgeoning plus tetanus

Ranged ♦ junk toss +17 (magical, range increment 30feet), **Damage** 2d4+8 piercing plus tetanus

Swarming Bites ♦ **Requirements** The junk golem currently has the Swarm trait. **Effect** Each foe in the junk golem's space takes 3d6 piercing damage (DC 23 basic Reflex) and is exposed to Tetanus on a failed save.

Tetanus (disease) as the disease on Gamemastery Guide (pg. 118), but the saving throw is DC 19 Fortitude.