

# BONE GOLEM

## CREATURE 8

UNCOMMON

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LARGE

CONSTRUCT

GOLEM

MINDLESS

Converted by VaranSL

**Perception** +12; darkvision

**Skills** Athletics +19 (+21 to Grab)

**Str** +5, **Dex** +3, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

**AC** 25; **Fort** +18, **Ref** +15, **Will** +14

**HP** 135; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 10 (except adamantite or bludgeoning)

**Golem Antimagic** harmed by positive (6d6, 2d6 from areas or persistent damage); healed by negative (2d6 HP); slowed by earth

**Vulnerable to Raise Dead** A *raise dead* spell negates the golem's golem antimagic and its resistance to physical damage for 1 round.

**Speed** 25 feet

**Melee** ♦ bite +20 [+15/+10] (deadly 1d12, magical), **Damage** 2d10+9 bludgeoning

**Melee** ♦ slam +20 [+15/+10] (magical, reach 10 feet), **Damage** 2d6+9 bludgeoning

**Ranged** ♦ bone prison +17 (+12/+7) (magical, thrown 30 feet), **Effect** see Bone Prison

**Bone Prison** A creature hit by a bone prison takes 2d10 bludgeoning damage and must make a DC 24 Reflex saving throw or be captured by the bone prison. If the bone golem uses this attack again, any previous bone prisons collapse into a pile of bones and any captured creature is freed. A bone prison is an object and has hardness 10 and 24 Hit Points. A captured creature can attempt to Escape (DC 26) or attack the prison against an AC of 20.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage and is grabbed by the bone prison.

**Failure** The creature takes full damage and is grabbed by the bone prison.

**Critical Failure** The creature takes double damage and is restrained by the bone prison.

**Aching Bones** ♦ The bone prison squeezes a captured creature. The target takes 1d10+9 bludgeoning damage (DC 24 basic Fortitude save).