

BRASS GOLEM

CREATURE 15

UNCOMMON

N

LARGE

CONSTRUCT

FIRE

GOLEM

MINDLESS

Converted by VaranSL

Perception +24; darkvision

Skills Athletics +32

Str +8, **Dex** -1, **Con** +4, **Int** -5, **Wis** +1, **Cha** -5

AC 37; **Fort** +27, **Ref** +22, **Will** +24

HP 225; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, fire, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

Resistances physical 15 (except adamantine)

Death Throes (arcane, fire, evocation) When a brass golem is destroyed, its body explodes in a burst of fire, dealing 6d10 fire damage to creatures in a 30-foot emanation (DC 35 basic Reflex save).

Golem Antimagic harmed by air (6d10, 2d8 from areas and persistent damage); healed by fire (area 2d8 HP); slowed by cold

Vulnerable to Hydraulic Push Casting *hydraulic push* affects the golem normally and deactivates its Breath Weapon for 1d4 rounds.

Speed 30 feet

Melee ♦ fist +31 [+26/+21] (magical, reach 10 feet), **Damage** 3d10+15 bludgeoning plus 2d6 fire

Breath Weapon ♦♦ (arcane, fire, evocation) The brass golem exhales a scorching wind of heat that deals 16d6 fire damage in a 30-foot cone (DC 35 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

Lingering Heat (arcane, fire, evocation) When the brass golem gets a critical hit with a fist Strike, the target also takes 3d6 persistent fire damage.

A towering statue made of brass, these golems are said to be almost exclusively crafted in a fiery extraplanar city to act as sentinels for palaces and treasure hordes.