

TOPHET

CREATURE 12

UNCOMMON

N

LARGE

CONSTRUCT

MINDLESS

Created by VaranSL

Perception +20; darkvision

Skills Athletics +28

Str +8, **Dex** -1, **Con** +7, **Int** -5, **Wis** +0, **Cha** -5

AC 33; **Fort** +25, **Ref** +19, **Will** +20

HP 215; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, fire, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Conductive If the tophet has a creature swallowed, and is the target of an attack that deals fire damage, half of that fire damage is dealt to the swallowed creature. The tophet remains immune to fire damage.

Speed 15 feet

Melee ♦ bite +26 [+21/+16] (magical), **Damage** 2d10+14 bludgeoning plus 1d8 fire and Improved Grab

Melee ♦ slam +26 [+22/+18] (agile, magical), **Damage** 2d8+14 bludgeoning

Swallow Whole ♦ (attack) Medium, no damage (see Conductive), Rupture 20