

PANTHEREON GOLEM

CREATURE 12

RARE N LARGE CONSTRUCT GOLEM MINDLESS

Converted by VaranSL

Perception +20; darkvision, see invisibility

Skills Athletics +25

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

See Invisibility A panthereon golem can see invisible creatures and objects as translucent shapes, and they are concealed to the panthereon golem.

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

HP 190; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

Resistances physical 15 (except adamantine)

Golem Antimagic harmed by earth (5d10, 2d8 from areas and persistent damage); healed by electricity (area 2d8 HP); slowed by force

Hasted  **Trigger** The golem scores a critical hit against a creature; **Effect** The golem is under the effects of a *haste* spell for 1d4 rounds.


Vulnerable to Shape Stone A *shape stone* spell negates the golem's golem antimagic and its resistance to physical damage for 1 round.

Speed 25 feet

Melee  jaws +27 [+22/+17] (magical, deadly d8), **Damage** 2d6+14 piercing plus cursed wound

Melee  slam +27 [+22/+17] (magical, reach 10 feet), **Damage** 3d10+14 bludgeoning

Cursed Wound (curse, divine, magical, necromancy) A creature is cursed for 1 minute with wounds that refuse to seal. A cursed creature that would receive positive healing must succeed at a DC 10 flat check or receive no healing from the effect.

Eye Beam  (divine, fire, visual) The golem shoots a beam of blinding light at a creature within 60 feet, dealing 3d8 fire damage and makes a DC 29 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage and is dazzled for 1 round.

Failure The creature takes full damage and is blinded for 1 round and dazzled for 1 minute.

Critical Failure The creature takes double damage and is blinded for 1 minute. After the 1 minute, the target must attempt the saving throw again or be permanently blinded. This effect has the incapacitation trait.