

CLOCKWORK GOLEM

CREATURE 12

UNCOMMON

N

LARGE

CONSTRUCT

CLOCKWORK

MINDLESS

Converted by VaranSL

Perception +18; darkvision

Skills Athletics +26

Str +8, **Dex** +4, **Con** +7, **Int** -5, **Wis** +0, **Cha** -5

AC 32; **Fort** +25, **Ref** +20, **Will** +18

HP 266; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious;

Resistances physical 10 (except adamantite or orichalcum); **Weaknesses** electricity 15, orichalcum 15

Death Burst When the clockwork golem is destroyed, it explodes in a shower of razor-sharp gears and debris, dealing 13d6 slashing damage in a 10-foot burst. Each creature in the area must attempt a DC 31 basic Reflex save.

Speed 30 feet

Melee ♦ slam +26 [+21/+16] (reach 10 ft.), **Damage** 2d12+18 bludgeoning plus Grab

Grind A clockwork golem deals an additional 1d12 slashing damage when it Grabs a creature or extends the duration of its Grab on a creature. Razor-sharp gears and blades emerge from its body to grind and slice its foe.

Wall of Gears ♦♦ The clockwork golem folds into a whirling wall of grinding gears that is 10 feet high and 10 feet long or 5 feet high and 20 feet long. If the wall appears in a creature's space or if a creature crosses the wall, it takes 5d8 slashing damage (DC 31 basic Reflex save). While in this form, the clockwork golem can take no other actions except to spend a single Interact action with the manipulate trait, returning to its original form.