N LARGE CONSTRUCT COLD MINDLESS

Perception +4; darkvision

Skills Athletics +13

Str +3, Dex +1, Con +1, Int -5, Wis +1, Cha +1

AC 16; Fort +9, Ref +6, Will +4

HP 59; **Immunities** bleed, cold, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 6

Speed 25 feet

Melee ◆ fist +12 (agile, finesse), Damage 1d6+5 bludgeoning + 1d6 cold