N LARGE CONSTRUCT COLD MINDLESS

Perception +7; darkvision

Skills Athletics +16, Intimidation +13

Str +6, Dex +2, Con +2, Int -5, Wis +2, Cha +2

AC 19; Fort +12, Ref +9, Will +7

HP 97; **Immunities** bleed, cold, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** fire 8

Speed 25 feet, fly 25 feet

Melee ◆ jaws +15 (reach 10 feet), Damage 2d8+3 piercing + 1d6 cold

Melee ◆ claws +15 (agile, finesse, reach 10 feet), Damage 2d6+3 slashing + 1d6 cold