

KARZOUG STATUE

CREATURE 16

UNIQUE N HUGE CONSTRUCT GOLEM MINDLESS

Perception +28; darkvision

Skills Athletics +28

Str +10, **Dex** -1, **Con** +6, **Int** -5, **Wis** +5, **Cha** -5

AC 30; **Fort** +24, **Ref** +18, **Will** +19

HP 175; **Immunities** cid, 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 cold and water (5d10, 2d8 from areas and persistent damage); healed by acid (area 2d8 HP); slowed by earth

Vulnerable to Stone to Flesh A stone to flesh spell negates the golem's golem antimagic and its resistance to physical damage for 1 round. A flesh to stone spell reverses this effect immediately.

Speed 20 feet

Melee ♦ fist +32 (magical, reach 15 feet), **Damage** 3d12+18 bludgeoning

Power Attack ♦♦

Inexorable March ♦ The stone golem Strides up to its Speed, pushing back each creature whose space it moves into and damaging them if they try to stop its movement. A creature can attempt to bar the way by succeeding at a DC 37 Fortitude save. On a critical success, the resisting creature takes no damage; otherwise it is damaged as if hit by the golem's fist.

Impose Paralysis ↻ (incapacitation); **Trigger** The stone golem hits a slowed creature. **Effect** The creature must succeed at a DC 34 Fortitude save or become paralyzed for 1 round.

Slowing Pulse ♦ (arcane, concentrate, transmutation) Each creature in a 10-foot emanation must succeed at a DC 34 Fortitude save or be slowed 1 for 1 minute. The golem can't use Slowing Pulse again for 1d4 rounds.

Petrification ♦♦ The Karzoug Statue strikes a paralyzed creature with its fist, dealing damage normally. The target must make a DC 34 Fortitude save or become petrified.

Shattering Blow A petrified creature struck by the Karzoug Statue must succeed at a DC 34 Fortitude save or be shattered into fragments. This essentially kills a PC, but also deals 3d10 slashing damage to all creatures within a 5 foot radius of the shattered statue.