

KARZOUG GOLEM

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 225; **Immunities** acid, 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 Karzoug 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 Karzoug Golem's fist.

Impose Petrification ↻ (incapacitation, transmutation); **Trigger** The Karzoug Golem hits a slowed creature. **Effect** The creature must succeed at a DC 34 Fortitude save or become petrified 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 Karzoug Golem can't use Slowing Pulse again for 1d4 rounds.

Whirlwind Strike ♦♦♦ The Karzoug Golem makes a glaive strike against each target within reach. These strikes count towards the Karzoug Golem multiple attack penalty but its multiple attack penalty does not increase until after all the attacks.

Shattering Blow The Karzoug Golem strikes ignore hardness of petrified creatures.