

CANNON GOLEM

CREATURE 15

UNCOMMON N LARGE CONSTRUCT GOLEM MINDLESS

Converted by VaranSL

Perception +23; darkvision

Skills Athletics +32

Str +9, **Dex** +6, **Con** +5, **Int** -5, **Wis** +0, **Cha** -5

Items 20 cannonballs

AC 37; **Fort** +29, **Ref** +26, **Will** +22

HP 225; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, fire, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

Resistances physical 15 (except adamantine)

Golem Antimagic harmed by fire (7d10, 2d10 from areas and persistent damage); healed by electricity (area 2d10 HP); slowed by water

Vulnerable to Heat Metal Casting *heat metal* on the golem causes its cannon to instantly backfire, the golem takes 7d10 damage and is stunned 1 for 1d4 rounds.

Speed 25 feet

Melee ♦ fist +28 [+23/+18] (magical, reach 10 feet), **Damage** 3d10+15 bludgeoning

Ranged ♦ cannon +25 [+20/+15] (fatal d12, magical, range increment 100 feet, reload 1, versatile B), **Damage** 4d8+15 piercing

Alloyed The golem's Strikes are adamantine, cold iron, and silver.

Bombard ♦♦ The golem fires its cannon, aiming at the ground. It impacts in a 10-foot burst within 100 feet that deals 6d8 bludgeoning damage (DC 37 basic Reflex save). A creature that fails the save is knocked back 10 feet and falls prone.