

## PLAYER HANDOUT #1

**AZLANTI MONOLITH****CR 16**Advanced Iron Golem (*Pathfinder RPG Bestiary* 162)

N Huge construct

Init -2; Senses darkvision 60 ft., low-light vision; Perception +0

**DEFENSE**

AC 31, touch 6, flat-footed 31 (-2 Dex, +25 natural, -2 size)

hp 155 (21d10+40)

Fort +7, Ref +5, Will +7

DR 15/adamantine; Immune construct traits, magic

**OFFENSE**

Speed 20 ft.

Melee 2 cold iron slams +36 (4d12+27/19-20)

Space 15 ft.; Reach 15 ft.

Special Attacks breath weapon, cold iron, powerful blows

**STATISTICS**

Str 47, Dex 7, Con —, Int —, Wis 11, Cha 1

Base Atk +18; CMB +34; CMD 43

**SPECIAL ABILITIES**

**Breath Weapon (Su)** As a free action once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power.

*Breath weapon*—inhaled; *save* Fort 19; *frequency* 1/round for 4 rounds; *effect* 1d4 Constitution damage; *cure* 2 saves. The save DC is Constitution-based.

**Cold Iron** This iron golem is constructed from cold iron, meaning its slam attacks count as cold iron weapons.

**Immunity to Magic (Ex)** An iron golem is immune to spells and spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

- A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.
- A magical attack that deals fire damage breaks any slow effect affecting the golem, and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. The iron golem gets no saving throw against fire effects.
- An iron golem is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

**Powerful Blows (Ex)** An iron golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks.

