

LIVING STATUES

Source (stone guardian): L1 *The Secret of Bone Hill*.

Source (caryatid column): 1e *Fiend Folio*.

Source (general inspiration): Mentzer *Basic D&D*.

A living statue is a blanket term for a variety of constructs; as they are all animated rather than alive, the name is something of a misnomer. Living statues are similar in appearance to golems, but are animated by simpler magic rather than being driven by a bound elemental spirit. A living statue thus tends to be significantly less powerful than a true golem, and a living statue typically remains within a single chamber unless aroused, lacking any but the most rudimentary intellect.

Control Jewels: Each living statue is paired to an item of jewelry when it is created. The living statue paired to the jewelry will ignore the wearer, allowing him or her to pass through the area it is guarding. If a creature wearing the control jewelry attacks the living statue to which the jewelry is attuned, it gains a +5 bonus to its first attack and damage roll against the living statue, but the control jewel then shatters.

Myriad Forms: There are many different types of living statues, and specimens are often made of different materials and with different qualities. Generally speaking, however, living statues are of medium or smaller size; the ritual magic animating them cannot manipulate larger bodies. While most living statues resemble humanoids in form, others are designed as bulls, monsters or even, rarely, objects. Although many living statues appear to wield weapons, these are actually a part of the creature itself.

Eternal Guardians: Most living statues are created as tireless guardians by ritualists of moderate power. Since they need neither sleep nor food nor water, they are ideal for keeping a long-term watch over objects, areas or creatures best left forgotten or little used. Hidden escape routes, sealed crypts, treasuries and other such areas sometimes see living statue guards.

Stone Guardian

Level 7 Brute

Medium natural animate (construct)

XP 300

HP 98; **Bloodied** 49

Initiative +2

AC 19; **Fortitude** 22; **Reflex** 18; **Will** 19

Perception +3

Speed 5

Darkvision

STANDARD ACTIONS

(mbasic) Heavy Fist * At Will

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 3d8+7 damage.

(melee) Heavy Overhanded Blow * Recharge 6

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 4d8+7 damage and the stone guardian knocks the target prone.

(melee) Stunning Underhand Blow * Encounter

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 4d8+7 damage and the target is stunned (save ends).

Str 20 **Dex** 8 **Wis** 10

Con 18 **Int** 2 **Cha** 6

Alignment unaligned

Languages understands the wearer of its control jewel

Caryatid Column

Level 7 Lurker

Medium natural animate (construct)

XP 300

A caryatid column is a stone statue of a sword-wielding female humanoid. Typically found as a part of columns in the area that they are supposed to guard (and never found in an area without columns or pillars), caryatid columns have the advantage of being virtually undetectable until they attack.

HP 67; **Bloodied** 33

Initiative +9

AC 21; **Fortitude** 20; **Reflex** 19; **Will** 18

Perception +10

Speed 6

Darkvision

TRAITS

Clever Disguise

While the caryatid column is adjacent to or shares its space with a pillar or column, until it takes an action, it requires a Perception check (DC 23) to detect the caryatid column's presence.

Weapon Breaker

When an attack with the Weapon keyword hits the caryatid column, the attacker must make a saving throw. If it fails, the weapon used for the attack gains a wear point. (One wear point represents cosmetic damage, two wear points give the weapon a -1 penalty to attack rolls and three wear points means that the weapon is destroyed. A magical item can withstand one extra wear point per tier without suffering anything more than cosmetic damage.)

STANDARD ACTIONS

(mbasic) Slim Sword * At Will

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 2d8+6 damage, or 3d8+6 if the caryatid column is hidden from the target.

Columnular Retreat

Effect: The caryatid column moves up to its speed to a square adjacent to a column or pillar, then makes a Stealth check to hide.

Skills Stealth +10

Str 17 **Dex** 15 **Wis** 15

Con 19 **Int** 1 **Cha** 7

Alignment unaligned

Languages understands the wearer of its control jewel

Bronze Swordsman

Medium natural animate (construct)

HP 87; **Bloodied** 43

AC 24; **Fortitude** 22; **Reflex** 19; **Will** 20

Speed 5

Level 8 Soldier

XP 350

Initiative +6

Perception +7

Darkvision

TRAITS

Deafening Clangor

If the bronze swordsman is pushed, pulled, slid or knocked prone, creatures adjacent to the bronze swordsman's ending square are deafened and grant combat advantage to the swordsman until the end of the bronze swordsman's next turn.

STANDARD ACTIONS

(mbasic) Bronze Sword * At Will

Attack: Melee 1 (one target); +13 vs. AC.

Hit: 2d10+5 damage and the bronze swordsman marks the target (save ends).

TRIGGERED ACTIONS

Parry * At Will

Trigger: A creature marked by the bronze swordsman makes an attack that does not include it as a target.

Effect (Immediate Interrupt): The triggering creature takes a -4 penalty to the attack. (This is in addition to the -2 penalty for being marked.)

Str 20 **Dex** 10 **Wis** 16

Con 15 **Int** 1 **Cha** 7

Alignment unaligned

Languages understands the wearer of its control jewel