CARYATID COLUMN

Medium-Size Construct

Hit Dice: 5d10 (27 hp)
Initiative: -1 (Dex)
Speed: 20 ft (can’t run)
AC: 15 (+5 natural)
Attacks: Longsword +4 melee
Damage: Longsword 1d8+1
Face/Reach: 5 ft by 5 ft/5 ft

Special Qualities: Shatter weapons, construct, resistances, magic immunity, damage reduction 10/+1
Saves: Fort +1, Ref +0, Will +1
Abilities: Str 13, Dex 9, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Medium-size); 11-15 HD (Large)

A caryatid column is 7 feet tall and weighs around 1,500 pounds. Its body is shaped as a beautiful woman of smoothly chiseled stone. It wields a longsword in its left hand.

COMBAT

A caryatid column attacks using its longsword.

Shatter Weapons (Ex): Any weapon that strikes a caryatid column must succeed at a Fortitude save (DC 12) or shatter into pieces.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, energy drain, or death from massive damage. Caryatid columns have darkvision with a range of 60 feet.

Resistances (Ex): Caryatid columns receive a +4 bonus on saving throws against all spells.

Magic Vulnerability (Ex): A caryatid column is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A transmute rock to mud, stone to flesh, or stone shape instantly slays a caryatid column if it fails its saving throw. A transmute mud to rock heals all of its lost hit points.

Construction

A caryatid column’s body is chiseled from a single block of hard stone, such as granite, weighing at least 1,500 pounds.

The golem costs 100,000 gp to create, which includes 1,000 gp for the body. Assembling the body requires a successful Craft (sculpting or masonry) check (DC 13).

The creator must be at least 16th level and able to cast arcane spells. Completing the ritual drains 1,600 XP from the creator and requires geas/quest, limited wish, polymorph any object, and shatter.

The Caryatid Column first appeared in the 1e FF (1981).