

## Iron Golem Advancement

HD (HP)	AC	Touch	Size	BAB/ Grap	2 Slams	F/R/W Save	STR	Breath DC	CR	Market price	Parts cost	XP cost
18 (129)	30	8	L	13/28	+23 (2d10+11)	6 / 5 / 6	33	19	13	150000	80000	5600
19 (134)	30	8	L	14/29	+24 (2d10+11)	6 / 5 / 6	33	19	13.25	155000	82500	5800
20 (140)	30	8	L	15/30	+25 (2d10+11)	6 / 5 / 6	33	20	13.5	160000	85000	6000
21 (145)	30	8	L	15/30	+25 (2d10+11)	7 / 6 / 7	33	20	13.75	165000	87500	6200
22 (151)	30	8	L	16/32	+27 (2d10+12)	7 / 6 / 7	34	21	14	170000	90000	6400
23 (156)	30	8	L	17/33	+28 (2d10+12)	7 / 6 / 7	34	21	14.25	175000	92500	6600
24 (162)	30	8	L	18/34	+29 (2d10+12)	8 / 7 / 8	34	22	14.5	180000	95000	6800
25 (177)	31	6	H	18/42	+32 (4d8+16)	8 / 6 / 8	42	22	15.75	235000	122500	9000
26 (183)	31	6	H	19/43	+33 (4d8+16)	8 / 6 / 8	43	23	16	240000	125000	9200
27 (188)	31	6	H	20/44	+34 (4d8+16)	9 / 7 / 9	43	23	16.25	245000	127500	9400
28 (194)	31	6	H	21/45	+35 (4d8+16)	9 / 7 / 9	43	24	16.5	250000	130000	9600
29 (199)	31	6	H	21/45	+35 (4d8+16)	9 / 7 / 9	43	24	16.75	255000	132500	9800
30 (205)	31	6	H	22/47	+37 (4d8+17)	10 / 8 / 10	44	25	17	260000	135000	10000
31 (210)	31	6	H	23/48	+38 (4d8+17)	10 / 8 / 10	44	25	17.25	265000	137500	10200
32 (216)	31	6	H	24/49	+39 (4d8+17)	10 / 8 / 10	44	26	17.5	270000	140000	10400
33 (221)	31	6	H	24/49	+39 (4d8+17)	11 / 9 / 11	44	26	17.75	275000	142500	10600
34 (227)	31	6	H	25/50	+40 (4d8+17)	11 / 9 / 11	45	27	18	280000	145000	10800
35 (232)	31	6	H	26/51	+41 (4d8+17)	11 / 9 / 11	45	27	18.25	285000	147500	11000
36 (238)	31	6	H	27/52	+42 (4d8+17)	12 / 10 / 12	45	28	18.5	290000	150000	11200
37 (243)	31	6	H	27/52	+42 (4d8+17)	12 / 10 / 12	45	28	18.75	295000	152500	11400
38 (249)	31	6	H	28/54	+44 (4d8+18)	12 / 10 / 12	46	29	19	300000	155000	11600
39 (254)	31	6	H	29/55	+45 (4d8+18)	13 / 11 / 13	46	29	19.25	305000	157500	11800
40 (260)	31	6	H	30/56	+46 (4d8+18)	13 / 11 / 13	46	30	19.5	310000	160000	12000
41 (265)	31	6	H	30/56	+46 (4d8+18)	13 / 11 / 13	46	30	19.75	315000	162500	12200
42 (271)	31	6	H	31/57	+47 (4d8+18)	14 / 12 / 14	47	31	20	320000	165000	12400
43 (276)	31	6	H	32/58	+48 (4d8+18)	14 / 12 / 14	47	31	20.25	325000	167500	12600
44 (282)	31	6	H	33/59	+49 (4d8+18)	14 / 12 / 14	47	32	20.5	330000	170000	12800
45 (287)	31	6	H	33/59	+49 (4d8+18)	15 / 13 / 15	47	32	20.75	335000	172500	13000
46 (293)	31	6	H	34/61	+51 (4d8+19)	15 / 13 / 15	48	33	21	340000	175000	13200
47 (298)	31	6	H	35/62	+52 (4d8+19)	15 / 13 / 15	48	33	21.25	345000	177500	13400
48 (304)	31	6	H	36/63	+53 (4d8+19)	16 / 14 / 16	48	34	21.5	350000	180000	13600
49 (309)	31	6	H	36/63	+53 (4d8+19)	16 / 14 / 16	48	34	21.75	355000	182500	13800
50 (315)	31	6	H	37/64	+54 (4d8+19)	16 / 14 / 16	49	35	22	360000	185000	14000
51 (320)	31	6	H	38/65	+55 (4d8+19)	17 / 15 / 17	49	35	22.25	365000	187500	14200
52 (326)	31	6	H	39/66	+56 (4d8+19)	17 / 15 / 17	49	36	22.5	370000	190000	14400
53 (331)	31	6	H	39/66	+56 (4d8+19)	17 / 15 / 17	49	36	22.75	375000	192500	14600
54 (337)	31	6	H	40/68	+58 (4d8+20)	18 / 16 / 18	50	37	23	380000	195000	14800

## **Iron Golem**

**Size/Type:** [Large Construct](#)  
**Hit Dice:** [18d10+30](#) (129 hp)  
**Initiative:** [-1](#)  
**Speed:** 20 ft. (4 squares)  
**Armor Class:** 30 (-1 size, -1 Dex, +22 natural), touch 8, [flat-footed](#) 30  
**Base Attack/Grapple:** [+12/+28](#)  
**Attack:** [Slam +23](#) melee ([2d10+11](#))  
**Full Attack:** 2 [slams +23](#) melee ([2d10+11](#))  
**Space/Reach:** 10 ft./10 ft.  
**Special Attacks:** [Breath weapon](#)  
**Special Qualities:** Construct traits, [damage reduction](#) 15/[adamantine](#), [darkvision](#) 60 ft., immunity to magic, [low-light vision](#)  
**Saves:** Fort [+6](#), Ref [+5](#), Will [+6](#)  
**Abilities:** Str 33, Dex 9, Con [0](#), Int [0](#), Wis 11, Cha 1  
**Environment:** Any  
**Organization:** Solitary or gang (2-4)  
**Challenge Rating:** 13  
**Alignment:** Always neutral  
**Advancement:** 19-24 HD (Large); 25-54 HD (Huge)

This golem has a humanoid body made from iron. An iron golem can be fashioned in any manner, just like a stone golem (see below), although it almost always displays armor of some sort. Its features are much smoother than those of a stone golem. Iron golems sometimes carry a short sword in one hand. An iron golem is 12 feet tall and weighs about 5,000 pounds. An iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderous but smooth gait. Each step causes the floor to tremble unless it is on a thick, solid foundation.

### **Construct Traits**

A construct possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score.
- [Low-light vision](#).
- [Darkvision](#) out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to [poison](#), [sleep](#) effects, [paralysis](#), [stunning](#), [disease](#), [death effects](#), and necromancy effects.
- Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the [Craft Construct](#) feat. A construct with the [fast healing](#) special quality still benefits from that quality.

## **Combat**

### **Breath Weapon (Su)**

10-foot cube, cloud of [poisonous](#) gas lasting 1 round, [free action](#) once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

### **Immunity to Magic (Ex)**

An iron golem is immune to any spell or [spell-like ability](#) that allows [spell resistance](#). In addition, certain spells and effects function differently against the creature, 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 on the golem and heals 1 point of damage for each 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. For example, an iron golem hit by a [fireball](#) gains back 6 hit points if the damage total is 18 points. An iron golem gets no [saving throw](#) against fire effects.

An iron golem is affected normally by rust attacks, such as that of a [rust monster](#) or a [rusting grasp](#) spell.

### **Construction**

An iron golem's body is sculpted from 5,000 pounds of pure iron, smelted with rare tinctures and admixtures costing at least 10,000 gp. Assembling the body requires a DC 20 [Craft](#) (armorsmithing) check or a DC 20 [Craft](#) (weaponsmithing) check.

CL 16th; [Craft Construct](#), [cloudkill](#), [geas/quest](#), [limited wish](#), caster must be at least 16th level; Price 150,000 gp; Cost 80,000 gp + 5,600 XP.

- Not subject to [critical hits](#), [nonlethal damage](#), [ability damage](#), [ability drain](#), [fatigue](#), [exhaustion](#), or [energy drain](#).
- Immunity to any effect that requires a [Fortitude save](#) (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- Since it was never alive, a construct cannot be raised or resurrected.
- Because its body is a mass of unliving matter, a construct is hard to destroy. It gains bonus hit points based on size, as shown. Small; 10, Medium; 20, Large; 30, Huge; 40, Gargantuan; 60, Colossal; 80
- [Proficient](#) with its [natural weapons](#) only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.
- Proficient with no armor.
- Constructs do not eat, sleep, or breathe.